Usenet Newsgroup Archive: comp.sys.atari.st

2002-01 - 2002-05

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Date span: 2002-01-01 through 2002-05-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,706

Message records with no readable body available in the source text: 4

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Beyond Atari ST/Falcon (ie. Hades, Medusa, PowerPC)

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 01:41:49 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8567E0D.13CB%atarilp@hotmail.com>
Source record: 39153

in article B8561C04.1BDB%design3d@2-scale.com, Mike Stepansky at
design3d@2-scale.com wrote on 12/31/01 1:43 PM:

> Atari Hades/040 (Atari Germany has it? Who has it?)

The Hades can be fitted with an 040 or an 060.
These may also be out of production. However I got one last November fitted
with an 060 directly from the maker. It's more or less a really fast TT
clone, but with way better gfx modes. Check out my web page for a
description of my Hades060 setup.

> Atari Medusa/060 (who has it?)

The Medusa was an 040 machine which is no longer in production.
If you are lucky you might find one second hand.

Both machines were made by a company called "Medusa Computer Systems",
not to be confused with Atari Germany.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

2. Best emulator?

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 02:39:48 UTC
From: Thomas Andersson <steiner@karlstad.bonet.se>
Message-ID: <a0r7la$j9u$1@news.solace.mh.se>
Source record: 39155

Hi!

I would like to ask you knowledgable persons for some advice..
What would you recomend as the best Atari ST emulator for the PC?

I used to ahev a Atari ST2 (I think, a pizza box thingy) and I loved playing
Ultima III on it, now I'd like to do that again! (this will be the main
usage of the emulation, playing old Atari games).

So, what would be best, where can I get it, what do I need??

Thanks
Thomas

3. BLAST FROM THE PAST

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 03:31:53 UTC
From: Michael Olin <M_Olin@yahoo.com>
Message-ID: <a0r9u2sdr1@news.bignet.net>
Source record: 39156

```
Greetings, Atarians!

Just wanted to wish you all a happy and safe New Year!

--
http://www.mich.com/~molin/
Be on your guard, always.
There are older and viler things than Orcs
living in the deep places of the world.
(Windoze comes to mind.....)
```

4. Re: Wensuit 330b

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 09:47:18 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201011042280.102-100000@easymint>
Source record: 39157

On Mon, 31 Dec 2001, Edward S. Baiz Jr. wrote:

> >Any thoughts on this program ???
> >
> >Thanks, Donner....
>
> I have used this program before. It is ok, but needs an upgrade.
> Highwire, when it comes out, will surpase any browser on the Atari.
> Goto: http://highwire.atari-users.net and take alook....
>

But we have to be patient. There is still a lot of work to be done if we want all the good things we already have with CAB plus Javascript and more but without the crashes we know from Adamas. But there are some really good and dedicated Atarians involved in the project so it might really happen...

5. Re: Thing 1.27

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 15:59:23 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0201011758080.19831-100000@hal.pp.fishpool.fi>
Source record: 39159

On Mon, 31 Dec 2001, Martin Byttebier wrote:

> The guy who develops Thing has said to me he certainly will release
> Thing 1.30 but he didn't told me when. [...] However I'm afraid v1.30
> will be the last one.

Can you please elaborate? Is Gryf abandoning Atari/MiNT development?

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

6. Re: Thing 1.27

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 19:38:10 UTC
From: tos4ever@pandora.be
Message-ID: <1f5cll9.bhx6jv1g4mox2N%tos4ever@pandora.be>
Source record: 39160

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> On Mon, 31 Dec 2001, Martin Byttebier wrote:
>
> > The guy who develops Thing has said to me he certainly will release
> > Thing 1.30 but he didn't told me when. [...] However I'm afraid v1.30
> > will be the last one.
>
> Can you please elaborate? Is Gryf abandoning Atari/MiNT development?

I haven't said Gryf abandoned the Atari/MiNT development. AFAIK he's
still doing some work for the MiNT community.

TTFN
Martin

7. Re: Wensuit 330b

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 19:39:11 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3c32105f$0$21143@news.zetnet.co.uk>
Source record: 39161

On 1 Jan 2002 10:47:18 +, Martin Tarenskeen wrote:
On Mon, 31 Dec 2001, Edward S. Baiz Jr. wrote:

> >>Any thoughts on this program ???

>> I have used this program before. It is ok, but needs an upgrade.
>> Highwire, when it comes out, will surpase any browser on the Atari.
>> Goto: http://highwire.atari-users.net and take alook....

The words "surpass any browser on the ATARI" surely is not a nice
thing for the majority of us. We are ATARIANS but at the lower
level as ST users.As I read it Highwire is aimed at those with
Mega,Falcons and clones.Rather similar to what happend to some of
our last mags. We were lucky that CAB and STiK authors thought of
the whole ATARIAN community when producing their programmes.

>But we have to be patient. There is still a lot of work to be done if we
>want all the good things we already have with CAB plus Javascript and more
>but without the crashes we know from Adamas. But there are some really
>good and dedicated Atarians involved in the project so it might really
>happen...

The last sentence above says it all "there are some really good and
dedicated Atarians involved" and some very good and loyal Atarians
who could lose out.

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

8. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 19:39:33 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <VfoY7.2715$O5.7011@nntpserver.swip.net>
Source record: 39162

Rafal Kaczmarczyk <rav@nospam.nowydwor.wroc.pl> skrev:
: Iggy Drougge <optimus@canit.se> wrote:

:> though, so whereas the IIci can be had for less than a McDonalds meal,
:> getting an unexpanded A3k or TT at 1000 EUR is difficult.

: A3000 desktop http://www.efunzine.com/graty/a3000d.html - 500PLN ~ 140EURO

Silly me, that was a zero too much. I meant to say 100 EUR, of course.

--
En ligne avec Tin 1.4.

9. Re: Wensuit 330b

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 20:18:26 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201012110500.97-100000@easymint>
Source record: 39164

On 1 Jan 2002, Derek W W Hunt wrote:

> On 1 Jan 2002 10:47:18 +, Martin Tarenskeen wrote:
> On Mon, 31 Dec 2001, Edward S. Baiz Jr. wrote:
>
> > >>Any thoughts on this program ???
>
> >> I have used this program before. It is ok, but needs an upgrade.
> >> Highwire, when it comes out, will surpase any browser on the Atari.
> >> Goto: http://highwire.atari-users.net and take alook....
>
> The words "surpass any browser on the ATARI" surely is not a nice
> thing for the majority of us. We are ATARIANS but at the lower
> level as ST users.As I read it Highwire is aimed at those with
> Mega,Falcons and clones.Rather similar to what happend to some of
> our last mags. We were lucky that CAB and STiK authors thought of
> the whole ATARIAN community when producing their programmes.
>
> >good and dedicated Atarians involved in the project so it might really
> >happen...
>
> The last sentence above says it all "there are some really good and
> dedicated Atarians involved" and some very good and loyal Atarians
> who could lose out.

It's a good thing that someone with a humble Atari ST is able to be part of the Internet using programs like STiK, CAB, and NEWSie. But there are restrictions when you only have 1, 2, maybe 4 MB, a little harddisk, a slow serial port and a 8MHz 68000 processor running TOS 1.0. It's amazing what such a machine can still do - but some things simply are not possible with it.

10. Looking for software

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 20:22:07 UTC
From: Karl Soulabaille <karl.soulabailleNOSPAM@free.fr>
Message-ID: <a0t5crdni1@wanadoo.fr>
Source record: 39163

Hello,

When I was young, I had ATARI ST(F) and ST(E) computers.
Since 1994, my ATARI has been selling and I bought PC computers until now.

Last week, I was found ST emulator and I will remember about old very good
software and games I used (and show them to friend who have never heard
about ATARI)

I have found a very good web/ftp site for site but nothing for others
applications.

Some applications I look for :
. Activision Music Studio
. Degas Elite
. Neochrome/Neochrome Master
. Spectrum 512
...

If this kind of web site exist, may it be possible to create one ?

Karl Soulabaille

11. Re: Wensuit 330b

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 20:30:42 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.drbbjaro@localhost>
Source record: 39165

Derek W W Hunt wrote:
>
> The words "surpass any browser on the ATARI" surely is not a nice
> thing for the majority of us. We are ATARIANS but at the lower
> level as ST users.As I read it Highwire is aimed at those with
> Mega,Falcons and clones.Rather similar to what happend to some of
> our last mags. We were lucky that CAB and STiK authors thought of
> the whole ATARIAN community when producing their programmes.

Aimed at faster Ataris perhaps, but I never heard it was going to be unusable on STs. CAB surely is not very nice on an STe or ST, and as far as I can tell Highwire has a good change of becoming faster than CAB. Highwire works just fine on both my STe and MegaST anyway.

> >But we have to be patient. There is still a lot of work to be done
> >if we want all the good things we already have with CAB plus
> >Javascript and more but without the crashes we know from Adamas. But
> >there are some really good and dedicated Atarians involved in the
> >project so it might really happen...
>
> The last sentence above says it all "there are some really good and
> dedicated Atarians involved" and some very good and loyal Atarians
> who could lose out.

I don't see why really, I really don't. You drawing conclusions too soon IMO. A new browser project should aim to surpass any browser on the Atari, shouldn't it?

regards,

Joakim

12. Re: Best emulator?

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 20:41:22 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c321ef2$0$21142@news.zetnet.co.uk>
Source record: 39166

Hi Thomas!

>I would like to ask you knowledgable persons for some advice..
>What would you recomend as the best Atari ST emulator for the PC?

>So, what would be best, where can I get it, what do I need??

From personal experience I would recommend Steem.

Get it from http://steem.atari.org , however you will also need a TOS image file (scanned from a real Atari - ie TOS v1.0, v1.2, v1.4, 1.6x or v2.0x). I'm not sure where is best to download that (if you have no luck email me).

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

13. Re: Looking for software

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 20:41:26 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c321ef6$0$21142@news.zetnet.co.uk>
Source record: 39167

Hi Karl!

On 1 Jan 2002 21:22:07 +, Karl Soulabaille wrote:

>Some applications I look for :
> . Activision Music Studio

Not heard of this, but try here: http://tamw.atari.org

> . Degas Elite
> . Neochrome/Neochrome Master
> . Spectrum 512

These three are certainly available at: http://www.dhs.nu

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

14. VISION f�te l'Euro !

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 22:10:09 UTC
From: Jean Lusetti <jlusetti@free.fr>
Message-ID: <3c32345d$0$194$626a54ce@news.free.fr>
Source record: 39168

```
Hello !
```

Je profite de l'occasion de la nouvelle ann�e et de la mise � place de l'Euro pour vous annoncer fi�rement que VISION change de prix et baisse, voyez plut�t::

VISION 4.0e tout neuf : 25 Euros (soit 164 Frs)
Mise � jour version xxx -> 4.0e : 7 Euros soit 46 Frs

Et puis allez, vous pouvez aussi me r�gler en francs (jusqu'au 17 F�vrier du moins) pour les tarifs ci dessus !

Bonne et heureuse ann�e � tous et toutes !

```
A+, Jean
http://vision.atari.org
jlusetti@free.fr
```

15. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 22:44:17 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <a0te41$7bu$1@news7.svr.pol.co.uk>
Source record: 39169

Hi Lyndon

No reply from the original poster yet!

:-(

Neil
On 29 DEC 2001 00:00:00 , "Lyndon Amsdon" wrote:
>Hi Neil,
>
>>Is the PowerUp mod a 32MHz CPU? I am looking for a Falcon suitable for
>>fitting a CT60 in it!
>>
>>I am interested, and I live in Leeds!!!
>
>I don't see why the CT60 will not be compatible with it and if there is a
>problem it's pretty easy to install/remove AFAIK. It does simply
>doubleclock the CPU.
>--
>Lyndon Amsdon
>.

16. Texel 2.2 : Page Preview mode

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 22:44:18 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <a0te42$7bu$2@news7.svr.pol.co.uk>
Source record: 39170

Hi All

Does any one know how to get the Page Preview function working in Texel 2.2?

Whenever I select this from the File menu, with a suitable spreadsheet loaded, all I get is the left hand "menu" with most of the buttons greyed out! I tried blocking an area on the spreadsheet, but no results in Page preview.

Does this function require Artworx? The manual I have is German and also some of alert boxes seem to mention Artworx - is it really required in order to get the best out of Texel?

Can anyone advise?!?

Thanks

Neil 8-(

17. Re: New NVDI 5 user question(s)

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 23:48:20 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c324ac5$0$1614$272ea4a1@news.execpc.com>
Source record: 39171

On Sun, 30 Dec 2001 xlator@cix.compulink.co.uk wrote:

> >Well, I just want to print to a dot matrix, so I wish to use 25 PIN.sys
>
> When you click Print in Works you should get a dialog to select
> available printers that NVDI knows about. In my case I have 21 for
> my PCL.SYS and 25 for PIN.SYS available. 21 is set as my default
> printer in NVDI.INF. In your cases it should be 25, presumably.
>
> Do you have the font paths set correctly in NVDI.INF? Do you have
> the various fonts available on the screen? Do you have the correct
> *.SYS files in your GEMSYS folder and does NVDI.INF have the
> correct path to it?
>

Hi Peter and Newsgroup,
Thank you for your suggestions.

In the NVDI manual, it says that: "Some older programs only
recognize a device driver when it has the first possible code for
that type of device e.g. 21 for a printer drive and 31 for a metafile
driver.

I changed PIN.SYS (dot matrix) to 21 PIN.SYS in the Assign.sys file.
Then set laser printer to 22.
I also took out the default printer line in NVDI.INF file.
I'll chose the printer from the COPS panel.

Atariworks now prints very well (atleast in the foreground,
still working on background printing)
No more GDOS not enough memory errors!

Thank you.

ken

18. MAGIC 6.01 keyboard question

Newsgroup: comp.sys.atari.st
Date: 2002-01-01 23:52:09 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c324d63$0$18505$272ea4a1@news.execpc.com>
Source record: 39172

Hello,

Is there a file that will give me an American keyboard as opposed to
a British keyboard?
And where would I find it?

Thank you in advance

ken

19. Re: Wensuit 330b

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 02:04:46 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <u34qkojicdivad@corp.supernews.com>
Source record: 39173

Derek,

HighWire is still in planning. But it has NOT been discussed to aim for
the higher end of the Atari Line. This is not official, but some of the talk
was to have it work on the ST's as a basic browser. But the more cpu intense
"add-ons" (when and if) would be for the upper end.

As GokMasE has already replied, HighWire does run on his ST and Mega.

Rob
webmaster@atari-users.net
http://www.atari-users.net

"Derek W W Hunt" <dhunt@zetnet.co.uk> wrote in message
news:3c32105f$0$21143@news.zetnet.co.uk...
> On 1 Jan 2002 10:47:18 +, Martin Tarenskeen wrote:
> On Mon, 31 Dec 2001, Edward S. Baiz Jr. wrote:
>
> > >>Any thoughts on this program ???
>
> >> I have used this program before. It is ok, but needs an upgrade.
> >> Highwire, when it comes out, will surpase any browser on the Atari.
> >> Goto: http://highwire.atari-users.net and take alook....
>
> The words "surpass any browser on the ATARI" surely is not a nice
> thing for the majority of us. We are ATARIANS but at the lower
> level as ST users.As I read it Highwire is aimed at those with
> Mega,Falcons and clones.Rather similar to what happend to some of
> our last mags. We were lucky that CAB and STiK authors thought of
> the whole ATARIAN community when producing their programmes.
>
> >But we have to be patient. There is still a lot of work to be done if we
> >want all the good things we already have with CAB plus Javascript and
more
> >but without the crashes we know from Adamas. But there are some really
> >good and dedicated Atarians involved in the project so it might really
> >happen...
>
> The last sentence above says it all "there are some really good and
> dedicated Atarians involved" and some very good and loyal Atarians
> who could lose out.
>
> Regards
>
> Derek

>
>
>
> dhunt@zetnet.co.uk
>
> The Non Welsh Welshman.
>
>

20. Re: Happy 2002!

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 03:08:31 UTC
From: Video61@webtv.net
Message-ID: <16936-3C3279AF-139@storefull-171.iap.bryant.webtv.net>
Source record: 39174

hi,
yes we have, and the same to you,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

21. Atari Software and Documentation

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 05:16:14 UTC
From: Les Thompson <lesthompson@mediaone.net>
Message-ID: <ylwY7.48733$Z24.11813852@typhoon.jacksonville.mediaone.net>
Source record: 39175

I just pulled out my old Atari ST FM and am looking for a compiler,assembler, and linker for it. Preferably C. Does anyone know where I could get a good one. I've heard of Hippo-C but I am not sure of its quality. I am also interested in buying any and all ST documentation I can find. I have contacted Abacus Software about their library reference series, but have not received a respose as to if they still carry those books. What are the best web sites for Atari ST info?

Has anyone used the gcc 68000 cross compiler to compile for the Atari ST? I have been working with the MC68328 and MC68VZ328 for the past 2 years and believe my knowledge will be directly portable to the Atari ST? Any comments?

Thank you,

Les

22. Atari disk format

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 05:18:43 UTC
From: Les Thompson <lesthompson@mediaone.net>
Message-ID: <TKwY7.48743$Z24.11815355@typhoon.jacksonville.mediaone.net>
Source record: 39176

I would like to be able to put files onto a disk on my PC for the Atari.
Could some give me instructions on the format of an ST floppy disk and if
there is already software to transfer files to an Atari ST formatted disk.
I don't feel like writing my own!

Les

lesthompson@medione.net

23. Re: Thing 1.27

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 07:29:44 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0201020926260.27656-100000@hal.pp.fishpool.fi>
Source record: 39177

On Tue, 1 Jan 2002, Martin Byttebier wrote:

> > > However I'm afraid v1.30 will be the last one.
> >
> > Can you please elaborate? Is Gryf abandoning Atari/MiNT development?
>
> I haven't said Gryf abandoned the Atari/MiNT development. AFAIK he's
> still doing some work for the MiNT community.

I still see some occasional ports from him being added to the SpareMiNT archive, but if he stops working on Thing completely, what will happen of it? What desktop is left assides from Jinee? I would rather avoid seeing Thing join SPIN, 1st-Guide and other staple applications into oblivion, just because their author lost interrest in the platform. Hopefully, Gryf will decide to release his sources...

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

24. VISION goes Euro

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 09:07:19 UTC
From: Jean Lusetti <jlusetti@free.fr>
Message-ID: <3c32cdba$0$3172$626a54ce@news.free.fr>
Source record: 39178

Due to an abnormal abuse of alcohol drinks, I inverted the Franch and English messages about VISION & Euro...

here is the good language !

Hi !

In order to celebrate the new year and the new Euro currency, here are the news prices (cheaper) for VISION:

VISION 4.0e : 25 Euros
Update from xxx to 4.0e : 7 Euros

Happy new year !

See you, Jean
http://vision.atari.org
jlusetti@free.fr

25. Re: Atari Software and Documentation

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 10:10:03 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0201021108520.107-100000@freemint>
Source record: 39179

Hello!

> Has anyone used the gcc 68000 cross compiler to compile for the Atari ST?

There exist ready to use RedHat/Suse/Debian/Cygwin packages for the cross
compiling environment. Just download, install and use it.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

26. Re: Looking for software

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 10:47:57 UTC
From: Karl Soulabaille <karl.soulabailleNOSPAM@free.fr>
Message-ID: <a0uo49$21j$1@wanadoo.fr>
Source record: 39180

James Haslam wrote:

> Hi Karl!
>
> On 1 Jan 2002 21:22:07 +, Karl Soulabaille wrote:
>
>>Some applications I look for :
>> . Activision Music Studio
>
> Not heard of this, but try here: http://tamw.atari.org

... it appears to be dead ...

>
>> . Degas Elite
>> . Neochrome/Neochrome Master
>> . Spectrum 512
>
> These three are certainly available at: http://www.dhs.nu

Thank you for the link.
The three are available on this site but not Music Studio
(may be the applications is too old !)

Karl

27. St Emulator Null Modem Connection via NIC's ??

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 10:48:58 UTC
From: Gremlee <Gremlee@the-helm.com>
Message-ID: <a0uois$e6n$1@lyonesse.netcom.net.uk>
Source record: 39181

My friend and I have to PC with emulators running and whenever we try and get Stunt Car Racer running via the null modem cable, we have problems. Is it possible via an emulator to use the the peer network we have set up ??

28. Re: Atari disk format

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 11:01:31 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <a4q53usl4ces5fntd637jdh2tjcv4es9u8@4ax.com>
Source record: 39182

On Wed, 02 Jan 2002 05:18:43 GMT, "Les Thompson"
<lesthompson@mediaone.net> wrote:

>I would like to be able to put files onto a disk on my PC for the Atari.
>Could some give me instructions on the format of an ST floppy disk and if
>there is already software to transfer files to an Atari ST formatted disk.
>I don't feel like writing my own!
>
>Les
>
>lesthompson@medione.net
>

The Atari and IBM floppy disk formats are almost exactly the SAME.

The easiest thing is to format a 720K DS/DD floppy disk ON THE IBM.

Use the same blank floppy disk as you would use in your Atari, - NOT-
an IBM style 1.44Mb "High Density" disk.

When you format the disk on the IBM be SURE to select "720K" in the
dropdown menu, NOT 1.44Mb.

Formatting the floppy on the IBM insures the disk will be properly set
up to work correctly in BOTH the Atari and IBM.

Then just write the files on the IBM, and read them on the Atari.
Easy.

Note- this assumes you have 720K, Double Sided floppy drive(s) on
your Atari. If you have the old 360K Single Sided drives, all bets
are off.

Also, you CAN use an IBM 1.44Mb HD floppy if you don't have any 720K
DD disks, but it's not optimal. You still MUST format it as a 720K
disk. You may have to start with a brand new, never before formatted
disk, and you may have to cover the HD window (opposite the
write-protect shutter). Better to use a DD disk. (If you still use
the Atari, you should have some of these around.)

And, there ARE programs around which will re-write the boot sector of
an Atari formatted disk to work in an IBM, but why bother? Just
format it on the IBM.

And, there ARE some versions of TOS on the Atari which will properly
format a blank disk to work in both systems, but unless you know yours
is one of these, just format the disk on the IBM to be certain.

BobR

29. Re: Atari Software and Documentation

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 11:11:50 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c32e36e65f380@madasafish.com>
Source record: 39186

Hi Les,

>I just pulled out my old Atari ST FM and am looking for a
>compiler,assembler, and linker for it. Preferably C. Does anyone know
>where I could get a good one. I've heard of Hippo-C but I am not sure of
>its quality. I am also interested in buying any and all ST documentation I
>can find. I have contacted Abacus Software about their library reference
>series, but have not received a respose as to if they still carry those
>books. What are the best web sites for Atari ST info?

I think it's Hisoft C you mean which is basically Lattice C, pretty good.
The Abacus books are good and you often see them for sale for very little.
Sites for info would be (of the top of my head) http://saint.atari.org.
Lattice C also comes with large set of books describing each call.

>Has anyone used the gcc 68000 cross compiler to compile for the Atari ST? I
>have been working with the MC68328 and MC68VZ328 for the past 2 years and
>believe my knowledge will be directly portable to the Atari ST? Any
>comments?

Not sure, sorry.
--
Lyndon Amsdon

30. Re: St Emulator Null Modem Connection via NIC's ??

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 11:14:48 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c32e36e65f381@madasafish.com>
Source record: 39187

Hi Gremlee,

>My friend and I have to PC with emulators running and whenever we try and
>get Stunt Car Racer running via the null modem cable, we have problems. Is
>it possible via an emulator to use the the peer network we have set up ??

Should do, perhaps try another emulator, maybe yours isn't good on serial
support.

--
Lyndon Amsdon

31. Re: 68882 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 13:36:46 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a0v2degsv1@news.panix.com>
Source record: 39183

Martin Tarenskeen <nospam@zonnet.nl> writes:

: I'm using a Falcon without an FPU. Is a 68882 easy to get, and what should
: I pay for one ?

Just looked in a Newark Electronics catalog. Various package types and
speeds run from USD 61.03 to 132.81, each. Anything less that that is
good.

It looks like the cheaper ones are DIP, and the more expensive ones will
fit the socket in a Falcon.

Good hunting.

Jim

--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

32. Re: Best emulator?

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 13:37:59 UTC
From: ebaiz@skyenet.net
Message-ID: <X2EY7.74$g17.47481@newsfeed.slurp.net>
Source record: 39184

On 1 Jan 2002 03:39:48 +, "Thomas Andersson" wrote:
>Hi!
>
>I would like to ask you knowledgable persons for some advice..
>What would you recomend as the best Atari ST emulator for the PC?
>
>I used to ahev a Atari ST2 (I think, a pizza box thingy) and I loved playing
>Ultima III on it, now I'd like to do that again! (this will be the main
>usage of the emulation, playing old Atari games).
>
>So, what would be best, where can I get it, what do I need??

Hello,

For me, I like Pacifist. Get it at:

http://www.pacifist.fatal-design.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

33. Re: Happy 2002!

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 13:38:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Y2EY7.75$g17.47491@newsfeed.slurp.net>
Source record: 39185

On 1 Jan 2002 13:54:29 G, Hallvard Tangeraas wrote:
>Happy new year to every Atarian on every corner of the globe. We should
>all have reached 2002 by now, regardsless of where we are ;-)
>
>
>Hallvard

Same to you and everyone else. And people thought Atarians would
extinct by now... .

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

34. Re: Texel 2.2 : Page Preview mode

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 14:25:40 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1009985686-634376AEicMi@xs4all.nl>
Source record: 39193

Hi Neil,

With what sort of system do you work? A TT or ST?
Falcon? 'Cause I don't have the same problem on my TT
with graphic card....And nope, it does not require
Artworx...ArtWorx is mostly for the visualization of
your sheets. The combination is great and fast: just
pick out what you want to have visualized and ArtWorx
creates the diagram...Pie, Stack etc. You get a
default output which can be changed in Artwor. So if
you want to make some flashy visuals accompanying your
'dull' sheets: get Artworx!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

35. January Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 15:03:16 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3C332134.AA84B601@ief.u-psud.fr>
Source record: 39188

Hi all,

I wish you a happy new year, and all the best wishes
for new Atari stuff.

I also must say to you that I placed the January Release
of Eureka on my home page. It's a 2D Graph Describer, and
a 3D Modeller.

The news about Eureka are corrections of errors,
optimization, and cleaning of the sources, so that
the executable is now more tiny and fast. It's since a
long time that I hadn't have the time to make such a
work. So the update is a major update. All that you
ever thought to be corrected, may have been fixed now.
I must also tell you that there's an English version
of formulas included in the package, thanks to the
work of Olivier Liess. The whole soft is close to be
entirely translated.

Thanks to make me any suggestions. You're welcome.

See you for updated news about Atari front-line ...

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

36. WTD: Dead/blown up hardware items

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 15:15:50 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c33161a14d070@madasafish.com>
Source record: 39189

Hi

Looking for all your old dead/blown up hardware. Not the actual
motherboards but things like accelerators, video capture cards, graphics
cards, 386 add on cards and so on. Things like that, especially looking
for ones for the Falcon. Or if you have a fully working unit I may be
tempted as well, just offer it to me :)

Accelerators like Nemesis, Centurbo 1 not really wanted. More like big
cards that plug onto the expansion slot in the Falcon. On the ST side
perhaps a simple 16mhz accelerator but _must_ have cache (eg Adspeed)

Email me! Thanks.
--
Lyndon Amsdon

37. Re: MAGIC 6.01 keyboard question

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 17:08:02 UTC
From: gregory@atari.pl
Message-ID: <a0vep9hpq1@news.tpi.pl>
Source record: 39190

Hi,

On 1 Jan 2002 17:52:09 -, Ken Kosut wrote:
>
> Hello,
>
> Is there a file that will give me an American keyboard as opposed to
> a British keyboard?
> And where would I find it?

You should get a keytbl program, available somewhere on Belgian
ftp server (ftp://chapelie.rma.ac.be/atari/ ... I don't know the
exact URL) or from my www site http://gregory.atari.pl/pliki/keytabl.zip
install it and you will be able to switch between various keyboard
layouts (American, French, Polish, German etc.)
The file with keyboard layout is named KEYTABLS.SYS and is placed
in c:/Gemsys/MagiC/Xtension folder, so if you don't want to keep
keytabl program in memory you may just put the KEYTABLS.US from
this prg archive in the mentioned folder and rename it into KEYTABLS.SYS.

BTW Is there a similar easy way of switching keyboard layouts available
in N.AES?

--
Grzegorz Pawlik
http://marijuana.atari.org/

38. Re: New in at the DDP site :-)

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 19:34:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010085394.31610.0@iapetus.uk.clara.net>
Source record: 39070

Yo!, Delboy

| Fresh in is an improved version of the English resource file for ASH's
Fiffi
| ftp client 1.30. Just unpack it and replace the one that the installer
| installed.

Well done to all the old scroats at DDP for another marvelous piece of work,
all done in their own personal time and for nowt.

| URL in sig, DDP section.

I followed a link to the Cheshunt Computer CLub, it seems you guys have a
meet real soon now, on the 23rd of January i do beleive, i have some
questions if i may,

can anyone come along?,
does it cost for first time vistors?,
any chance of a hot drink?,
do we have to bring food for the welshgit,
do i have to bring a computer with me,
how much does advice cost,
do you get beaten senseless if you own a PC,
what is the secret of life,
what's the lottery numbers for Saturday?.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.312 / Virus Database: 173 - Release Date: 31/12/2001

39. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 19:37:10 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010084771.30109.0@iapetus.uk.clara.net>
Source record: 39065

Hi Pete

| >I don't bother with CixRead for newsgroups. It treats newsgroups as
| >Email and doesn't thread it, so I use a combo of Dialer/STinG/Newsie
| >and Everest to log onto CiX and pick up this area. Much better and
| >doesn't get bogged down with the errors Peter gets.
|
| High Harry!

He must be to do 24hour shifts...

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.312 / Virus Database: 173 - Release Date: 31/12/2001

40. Re: Texel 2.2 : Page Preview mode

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 19:45:02 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010084773.30109.1@iapetus.uk.clara.net>
Source record: 39066

Hi Neil

| Does any one know how to get the Page Preview function working in Texel
| 2.2?
|
| Whenever I select this from the File menu, with a suitable spreadsheet
| loaded, all I get is the left hand "menu" with most of the buttons greyed
| out! I tried blocking an area on the spreadsheet, but no results in Page
| preview.
|
| Does this function require Artworx? The manual I have is German and also
| some of alert boxes seem to mention Artworx - is it really required in
| order to get the best out of Texel?

I may be whistling out of my rear here as its been a while since I used
Texel, but I seem to recall you needed memory.sys installed and declared in
assign.sys.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.312 / Virus Database: 173 - Release Date: 31/12/2001

41. Re: VISION goes Euro

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 19:47:38 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010084775.30109.2@iapetus.uk.clara.net>
Source record: 39067

Hi Jean

| Due to an abnormal abuse of alcohol drinks, I inverted the Franch and
English
| messages about VISION & Euro...

^^^^^^ its
still working i see. 8-)

| here is the good language !

Eeek!!

| Hi !
|
| In order to celebrate the new year and the new Euro currency, here are the
news
| prices (cheaper) for VISION:
|
| VISION 4.0e : 25 Euros
| Update from xxx to 4.0e : 7 Euros

Bloody Euro crap!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.312 / Virus Database: 173 - Release Date: 31/12/2001

42. Re: St Emulator Null Modem Connection via NIC's ??

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 19:49:08 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010084776.30109.3@iapetus.uk.clara.net>
Source record: 39068

Hi Gremlee

| My friend and I have to PC with emulators running and whenever we try and
| get Stunt Car Racer running via the null modem cable, we have problems.
Is
| it possible via an emulator to use the the peer network we have set up ??

You have to smash both PC's to dust first, all will be OK following.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.312 / Virus Database: 173 - Release Date: 31/12/2001

43. Re: Happy 2002!

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 20:10:44 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <a0vpg3$s6h$1@green.tninet.se>
Source record: 39191

```
On 1 Jan 2002 13:54:29 G, Hallvard Tangeraas wrote:
>Happy new year to every Atarian on every corner of the globe. We
>should all have reached 2002 by now, regardsless of where we are ;-)
>
>
>Hallvard
>

Hi Hallvard

Same to you and everyone else around the globe.
```

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 5.03
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html
---

44. Possible STe hack?

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 20:13:37 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a0vplh$4od$1@news.panix.com>
Source record: 39192

There is a hack for TT machines, which I (still) have the parts for, and will do, involving putting in chips of the physical size, but with an extra address line (pin 5) for greater memory size, and connecting those pin 5s to the unused MAD9 pin of the MMU, through a buffer chip and 43 ohm resistor. That puts 8 megs of ST memory where 2 megs were, by replacing 256 k chips with 1 meg chips.

That makes me wonder why that cannot be done on an STe with TOS 2.06. It has the same MMU, and a TOS that might understand larger memory spaces, so putting in larger SIMMS, and connecting the unconnected memory select line they would have in the original sockets to MAD9 through a buffer chip and a 43 ohm resistor should make a 14 meg machine. Has that been published, or done, or has anyone but me had that idea?

If true, it would take four 8 meg 30 pin SIMMs, one tiny resistor, a foot of wire wrap wire, some hot melt glue, and about an hour of time.
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

45. Re: Possible STe hack?

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 21:25:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c3371a693eca2@madasafish.com>
Source record: 39194

Hi Jim,

>There is a hack for TT machines, which I (still) have the parts for, and
>will do, involving putting in chips of the physical size, but with an
>extra address line (pin 5) for greater memory size, and connecting those
>pin 5s to the unused MAD9 pin of the MMU, through a buffer chip and 43 ohm
>resistor. That puts 8 megs of ST memory where 2 megs were, by replacing
>256 k chips with 1 meg chips.

Sounds fine for the TT.

>That makes me wonder why that cannot be done on an STe with TOS 2.06. It
>has the same MMU, and a TOS that might understand larger memory spaces, so
>putting in larger SIMMS, and connecting the unconnected memory select line
>they would have in the original sockets to MAD9 through a buffer chip and
>a 43 ohm resistor should make a 14 meg machine. Has that been published,
>or done, or has anyone but me had that idea?

Well, ST has MAD 9 also but the max you can get is 4MB. I therefore
assume the TT uses ST RAM in 4 blocks rather than the 2 in the ST.

>If true, it would take four 8 meg 30 pin SIMMs, one tiny resistor, a foot
>of wire wrap wire, some hot melt glue, and about an hour of time.

Four 8 meg simms? That means you'd be wasting (32-16) 16 meg of RAM on
the simm. If there was a way I'm sure there is a more cost effeient way.
If you have 4 banks on a TT then you should be able to use two 72pin 4 meg
simms as these have 2 banks on each simm. Just use sockets here as you
may get EDO ram which AFAIK doesn't work on the ST and probably TT MMU.
--
Lyndon Amsdon

46. Re: St Emulator Null Modem Connection via NIC's ??

Newsgroup: comp.sys.atari.st
Date: 2002-01-02 23:35:03 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <19673u4dvhn3gkq3nfleutomld003v3eap@4ax.com>
Source record: 39195

On Wed, 2 Jan 2002 10:48:58 -0000, "Gremlee" <Gremlee@the-helm.com>
wrote:

>My friend and I have to PC with emulators running and whenever we try and
>get Stunt Car Racer running via the null modem cable, we have problems. Is
>it possible via an emulator to use the the peer network we have set up ??
>

Your Subject: line says "via NICs"...

Does this mean you're trying to connect the two PCs using the Ethernet
Network Cards in the PCs?

I don't know of -ANY- ST Emulators which will re-direct the
serial port output from an ST program to the Ethernet Network adapters
in a PC.

That's a nice idea, but as far as I know, it's not implemented in any
emulator.

SOME emulators try to direct the serial output of the Atari programs
to the PC's serial ports. Have you tried a SERIAL Null Modem cable
between the PCs serial ports?

BobR

47. Re: Print-Technik Universal Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 02:02:01 UTC
From: vdjole@EUnet.yu
Message-ID: <a10e2ogar1@news.eunet.yu>
Source record: 39046

On 31 Dec 2001 19:06:34 , Martin Tarenskeen wrote:
>I've just got a Print-Technik Universal Scanner. It's very old fashioned
>but I got it for free so I don't complain.
>It's a Black/White 200dpi scanner with 15 pseudo greyscales and a built-in
>thermo-paper printer made by Silver Reed.

As a small sidenote, the resolution of this machine is not even exactly
200 dpi, it is about 195 x 205 dpi- which can be annoying at times when
you need to scan something with accurate dimensions.

cu;

48. Re: Atari Software and Documentation

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 03:45:43 UTC
From: Les Thompson <lesthompson@mediaone.net>
Message-ID: <HtQY7.49747$Z24.12306789@typhoon.jacksonville.mediaone.net>
Source record: 39048

Thanks! I downloaded all the docs from saint.atari.org.

Les

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3c32e36e65f380@madasafish.com...
> Hi Les,
>
> >I just pulled out my old Atari ST FM and am looking for a
> >compiler,assembler, and linker for it. Preferably C. Does anyone know
> >where I could get a good one. I've heard of Hippo-C but I am not sure of
> >its quality. I am also interested in buying any and all ST documentation
I
> >can find. I have contacted Abacus Software about their library reference
> >series, but have not received a respose as to if they still carry those
> >books. What are the best web sites for Atari ST info?
>
> I think it's Hisoft C you mean which is basically Lattice C, pretty good.
> The Abacus books are good and you often see them for sale for very little.
> Sites for info would be (of the top of my head) http://saint.atari.org.
> Lattice C also comes with large set of books describing each call.
>
> >Has anyone used the gcc 68000 cross compiler to compile for the Atari ST?
I
> >have been working with the MC68328 and MC68VZ328 for the past 2 years and
> >believe my knowledge will be directly portable to the Atari ST? Any
> >comments?
>
> Not sure, sorry.
> --
> Lyndon Amsdon

49. Re: Atari disk format

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 03:48:28 UTC
From: Les Thompson <lesthompson@mediaone.net>
Message-ID: <gwQY7.49748$Z24.12308441@typhoon.jacksonville.mediaone.net>
Source record: 39049

Thanks Bob! I had no idea that they had the same FAT layout! I'm going to try it now. I do have some old 720k's around!

Les

"Bob Retelle" <bobr1@provide.net> wrote in message news:a4q53usl4ces5fntd637jdh2tjcv4es9u8@4ax.com...
> On Wed, 02 Jan 2002 05:18:43 GMT, "Les Thompson"
> <lesthompson@mediaone.net> wrote:
>
> >I would like to be able to put files onto a disk on my PC for the Atari.
> >Could some give me instructions on the format of an ST floppy disk and if
> >there is already software to transfer files to an Atari ST formatted disk.
> >I don't feel like writing my own!
> >
> >Les
> >
> >lesthompson@medione.net
> >
>
> The Atari and IBM floppy disk formats are almost exactly the SAME.
>
> The easiest thing is to format a 720K DS/DD floppy disk ON THE IBM.
>
> Use the same blank floppy disk as you would use in your Atari, - NOT-
> an IBM style 1.44Mb "High Density" disk.
>
> When you format the disk on the IBM be SURE to select "720K" in the
> dropdown menu, NOT 1.44Mb.
>
> Formatting the floppy on the IBM insures the disk will be properly set
> up to work correctly in BOTH the Atari and IBM.
>
>
> Then just write the files on the IBM, and read them on the Atari.
> Easy.
>
>
>
> Note- this assumes you have 720K, Double Sided floppy drive(s) on
> your Atari. If you have the old 360K Single Sided drives, all bets
> are off.
>
> Also, you CAN use an IBM 1.44Mb HD floppy if you don't have any 720K

> DD disks, but it's not optimal. You still MUST format it as a 720K
> disk. You may have to start with a brand new, never before formatted
> disk, and you may have to cover the HD window (opposite the
> write-protect shutter). Better to use a DD disk. (If you still use
> the Atari, you should have some of these around.)
>
> And, there ARE programs around which will re-write the boot sector of
> an Atari formatted disk to work in an IBM, but why bother? Just
> format it on the IBM.
>
> And, there ARE some versions of TOS on the Atari which will properly
> format a blank disk to work in both systems, but unless you know yours
> is one of these, just format the disk on the IBM to be certain.
>
>
>
> BobR
>

50. mod music ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 04:01:31 UTC
From: spudboy <spudboy@optonline.net>
Message-ID: <vIQY7.10499$6h2.3616836@news02.optonline.net>
Source record: 39047

Happy New Year Everybody,

I am new to the Atari computer scene and I have a few questions. First how do I make music in .mod format? I have a falcon, is there any programs I can download (or purchase) that will let me do this? I just got a copy of cubase, but I haven't tried it out yet (can this do mod music?). Is there any place that I can get midi cables that are good for use with the falcon (the cubase manual suggests special cables)? As soon as I can get myself started with making music, I will happily make some music available for all to check out. Thanks in advance.

Later,
Mike

51. Re: Print-Technik Universal Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 08:04:10 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201030849410.101-100000@easymint>
Source record: 39050

On Thu, 3 Jan 2002, Djordje Vukovic wrote:

> On 31 Dec 2001 19:06:34 , Martin Tarenskeen wrote:
> >I've just got a Print-Technik Universal Scanner. It's very old fashioned
> >but I got it for free so I don't complain.
> >It's a Black/White 200dpi scanner with 15 pseudo greyscales and a built-in
> >thermo-paper printer made by Silver Reed.
>
> As a small sidenote, the resolution of this machine is not even exactly
> 200 dpi, it is about 195 x 205 dpi- which can be annoying at times when
> you need to scan something with accurate dimensions.
>
Yes, I know. The manual says "8 Punkte/mm (quer) x 7,7 Punkte/mm (langs)".
That would be 203.20 x 195.58 dpi. Any more info about this strange old
scanner is welcome. The manual coming with the SCAMAI software talks about
a developers disk to help programmers create their own software for this
scanner. Anyone who has this? I also heard about patches that fix some
problems that SCAMAI has on other than 8MHz ST's. The fact that SCAMAI.PRG
is awfully non-compatible with my Falcon is my biggest problem. The only
way I managed to run it was with Backwards III, ST-Mid compatible mode, 8
MHz, NVDI off, HDDRIVER minimal memory consumption mode. Otherwise I keep
getting a message that I don't have enough memory. Or the video output is
faulty. (I have 14 MB in my Falcon: that should be enough for software
that was meant to run on a 1 MB Atari ST).
The software was made somewhere in '89. Programmers didn't care much about
"compatibility". Falcons, Milans, Medusas, Hades, and MagicMacs didn't
exist in those days.

But with the help of this NG maybe one day I will be using my old scanner
on my "new" Falcon030 ?

--

Martin Tarenskeen

****
* YSEDITOR homepage : http://yseditor.atari.org *
* UNI_MANiacs homepage: http://uniman.atari.org *
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm*
* INDEX: http://www.home.zonnet.nl/m.tarenskeen/index.html *
****

52. Re: Best emulator?

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 09:35:39 UTC
From: John Whitelock <johnfw@netspace.net.au>
Message-ID: <a118l7$81$1@otis.netspace.net.au>
Source record: 39051

> On 1 Jan 2002 03:39:48 +, "Thomas Andersson" wrote:
> >Hi!
> >
> >I would like to ask you knowledgable persons for some advice..
> >What would you recomend as the best Atari ST emulator for the PC?
> >
> >I used to ahev a Atari ST2 (I think, a pizza box thingy) and I loved
> >playing Ultima III on it, now I'd like to do that again! (this will be
> >the main usage of the emulation, playing old Atari games).
> >
> >So, what would be best, where can I get it, what do I need??
>
I have been using Gemulator for some years now - I don't play any games tho'. I use it extensively for LDW Power, ST Writer, Marcel, Gfa Draft, - all while running Neodesk3.2 - without any problems at all. And for my use it seems much smoother and faster than the other emulators, including STeem.

I do run STeem under Linux though as the only other emulator for Linux is STonX, but Gemulator is still the one to beat.

JohnW

53. Re: Possible STe hack?

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 10:28:26 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a11boa$l08$1@draco.stochastik.rwth-aachen.de>
Source record: 39052

In article <a0vplh$4od$1@news.panix.com>,
Jim DeClercq <jimd@panix2.panix.com> wrote:
>
>That makes me wonder why that cannot be done on an STe with TOS 2.06. It
>has the same MMU, and a TOS that might understand larger memory spaces, so

Huh? Are you quite sure about the STE having the same MMU as the TT? I don't
think so!

cu
Michael

54. Re: mod music ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 11:35:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c34382c566ed0@madasafish.com>
Source record: 39056

Hi spudboy,

>I am new to the Atari computer scene and I have a few questions. First how
>do I make music in .mod format? I have a falcon, is there any programs I
>can download (or purchase) that will let me do this?

You want something like Flextrax. Try http://nbd.atari.org or another
good place is http://www.dhs.nu.

>I just got a copy of
>cubase, but I haven't tried it out yet (can this do mod music?).

No, MOD is just like samples that are trigered to play at certain times.

>Is there
>any place that I can get midi cables that are good for use with the falcon
>(the cubase manual suggests special cables)?

Just go into music shop and ask for midi cables.

>As soon as I can get myself
>started with making music, I will happily make some music available for all
>to check out. Thanks in advance.

That sounds good, enter a few into the compotitions held over at Dead
Hackers Society!!

--
Lyndon Amsdon

55. The Great Atari Survey has been extended for 10 days!

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 12:25:56 UTC
From: alex242@atarist.com
Message-ID: <63af0e0b.0201030425.104daa0e@posting.google.com>
Source record: 39053

Hi there! I just wanted to announce that the "Great Atari Survey" now officially ends the 11th of January 2002, so any incoming questionnaires are welcome until 10th of January. "What is the Great Atari Survey?" Its main objective is to find out the actua

56. Re: Print-Technik Universal Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 12:56:46 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C34550E.1128EF6B@greeleynet.com>
Source record: 39054

Djordje Vukovic wrote:

> As a small sidenote, the resolution of this machine is not even exactly
> 200 dpi, it is about 195 x 205 dpi- which can be annoying at times when
> you need to scan something with accurate dimensions.
>

Isn't that the highest resolution of a fax machine? It sure looks
similar to the numbers in ST Fax.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

57. Re: Atari disk format

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 13:02:22 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C34565E.6107B2C@greeleynet.com>
Source record: 39055

Graham wrote:
>
> I have found with my PC that the IBM has a lot of problems formatting a
> 1.4meg floppy down to 720....it will gladly format a 720 disk but 1.4 -> 720
> is a worry..
>

If my old memory banks are correct, there are some physical differences between 1.4 meg floppies and 720k floppies. And 1.4 meg floppy hardware was also different. And this would cause a problem.

You could always hit the electronic junk stores, find an old 720 floppy disk drive, and try sticking it in your PC as floppy drive B and see what happens.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

58. Re: Papyrus 9.01

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 14:15:57 UTC
From: Ulli Ramps <Ulli.Ramps@rom-logicware.com>
Message-ID: <3C34679D.2624BD76@rom-logicware.com>
Source record: 39057

Sorry, that has been the ugly WIN version, first.

Afterwards, we all fell ill, just SEVERAL times (unhealthy place, cold
Berlin ;-)).

Please give us another few days to finish the Atari version 9.10, these
early January days, and some days more to finish the English version.

Eick Wagner wrote:
>
> As I saw today on the homepage of R.O.M. Logicware, Papyrus 9.01 is available
> since November 26, 2001:
>
> http://www.rom-logicware.com/
>
> Ciao, Eick
> --
> Internet: atlan@foni.net - http://home.foni.net/~atlan/
> *** ICQ: 101411946 * No HTML coded mails please! ***

--

Gruss / Greetings

Ulli Ramps

(papyrus Support + GF)
R.O.M. logicware GmbH, Berlin
---
http://www.rom-logicware.com (Adr., Tel., FAX)

*** Bitte nicht unzitiert auf alte Mails beziehen ***

+++ Please don't refer to previous mails w/o citation +++
+++ (because of the high volume of incoming mails) +++

59. New Site Up

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 15:27:59 UTC
From: duwolf@hotmail.com
Message-ID: <4cd3b1ba.0201030727.6920df2@posting.google.com>
Source record: 39058

Well if you patronize any of the websites out there, you've probably already seen news about this, but I figured I'd put a shameless plug on the usenet groups anyway ;) http://atari-source.com is up online now. It is your typical web portal system and news site, with semi up-to-the-minute news, software reviews nearly daily, articles, debates, help guides, etc.

I also offer a download section that offers only very up-to-date software, as well as an http software mirror of several of the larges atari ftp sites, updated proactively.

The pledge I make to my visitors of this free site, is that I will get at least one new piece of something up for people to read and play with per day, to make this site worth coming back to daily. So please visit and help make this venture a success.

Thanks
- Mark Duckworth

Falcon030 - Tower cased last night, CT60 soon!
TT030 - Ok so I don't own it but it lives in my house! Nova video CaTTarman, etc
Mega STe - several upgrades performed
AMD 1.2GHz - Some big bloated high powered linux box that runs the site out of my bedroom ;)

60. Re: Wensuit 330b

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 15:38:14 UTC
From: duwolf@hotmail.com
Message-ID: <4cd3b1ba.0201030738.58a563c6@posting.google.com>
Source record: 39059

Frankly,

I think that there should be development efforts aimed for the higher
end machines. The Atari ST could never ever hope to run Java, but
does that mean we shouldn't have it? Of course not. It sounds as
though the Highwire team is doing _exactly_ what they should be.
Making a basic browser that outpaces cab, with plugin modules to use
the higher horsepower and ram of falcons, TTs, and the likes.

Mark

"Webmaster@atari-users.net" <webmaster@atari-users.net> wrote in message
news:<u34qkojicdivad@corp.supernews.com>...
> Derek,
>
> HighWire is still in planning. But it has NOT been discussed to aim for
> the higher end of the Atari Line. This is not official, but some of the talk
> was to have it work on the ST's as a basic browser. But the more cpu intense
> "add-ons" (when and if) would be for the upper end.
>
> As GokMasE has already replied, HighWire does run on his ST and Mega.
>
> Rob
> webmaster@atari-users.net
> http://www.atari-users.net
>
>
>
> "Derek W W Hunt" <dhunt@zetnet.co.uk> wrote in message
> news:3c32105f$0$21143@news.zetnet.co.uk...
> > On 1 Jan 2002 10:47:18 +, Martin Tarenskeen wrote:
> > On Mon, 31 Dec 2001, Edward S. Baiz Jr. wrote:
> >
> > > >Any thoughts on this program ???
>
> > > I have used this program before. It is ok, but needs an upgrade.
> > > Highwire, when it comes out, will surpase any browser on the Atari.
> > > Goto: http://highwire.atari-users.net and take alook....
>
> > The words "surpass any browser on the ATARI" surely is not a nice
> > thing for the majority of us. We are ATARIANS but at the lower
> > level as ST users.As I read it Highwire is aimed at those with
> > Mega,Falcons and clones.Rather similar to what happend to some of
> > our last mags. We were lucky that CAB and STiK authors thought of
> > the whole ATARIAN community when producing their programmes.

> >
> > >But we have to be patient. There is still a lot of work to be done if we
> > >want all the good things we already have with CAB plus Javascript and
> more
> > >but without the crashes we know from Adamas. But there are some really
> > >good and dedicated Atarians involved in the project so it might really
> > >happen...
> >
> > The last sentence above says it all "there are some really good and
> > dedicated Atarians involved" and some very good and loyal Atarians
> > who could lose out.
> >
> > Regards
> >
> > Derek
> >
> >
> >
> > dhunt@zetnet.co.uk
> >
> > The Non Welsh Welshman.
> >
> >

61. Problems of an STe

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 16:04:09 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <a11vdp$oo9$1@news.panix.com>
Source record: 39060

This one, I know about. It has happened twice, and Best Electronics has profited greatly by my want to repair a nice portable machine with a good operating system.

Twice, the disk drive has quit. I took it apart, started probing around, and found that board paths were missing. I put in jumpers, but it still did not work, since, probably, I did not get all the missing paths.

The problem is what some people call vias, and others call feedthroughs, which get conductors from one side of the board to the other. The ST has very few of them, and the TT and Falcon have them gold plated through, which is a very reliable solution.

But the STe not only has about as many vias as there are stars in the skies, it does not use many of them, and the only connection is due to columns of solder. If you temperature cycle such a machine, and I have, those columns of solder (see MIL HDBK 217 for actual numbers) do what is known as "barrel cracking), and which is not usually visible from the surface, and break connection. Thus, and STe works fine and nearly forever if you keep it warm and dry.

But if you load your car in the cool of the night on Thursday night, to drive home after working a contract job far away from home, and leave the STe in the car in the heat of the day on Friday, and let it cool down until Saturday morning, those columns of solder shrink and swell, and crack. The fact that the board layout was reused from something else, so many tracks and many vias are unused, has some small effect on the stiffness of the board in the plane of the board, which makes this effect just a little worse.

The problem is that there are so darn many of these things, and rows of them near the disk drive area, so it could take a very long time to reheat them all, adding just a little solder. But next time that is what I will try first.

The bottom line is if you are going to move an Atari computer around, and let it get hot and then cool down, do it with an ST, or a TT, or a Falcon, not with an STe, or you will spend a lot of money fixing it, if you want it fixed.

And Brad Koda will get to know you as a very good customer.

```
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
```

/ \ and postings | to help me spread! |
.

62. Re: Possible STe hack?

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 16:43:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c347b30150902@madasafish.com>
Source record: 39064

Hi Jim,

>It is bad enough arguing with myself, but this one I lose. I will make the
>excuse that I misread a chip. That is not how a STe works.

Everyone makes mistakes!

>My problem is that Calamus does not run in 4 megs with all the modules I
>have accumulated for that version of that program, but I have two, going
>on three, TTs, so that is not a really serious problem. It seems that the
>only way is to re-create a TAB board from an outline drawing and external
>wire names. That board does have a MMU, and hopefully no other active
>components. It has few enough external connections, so it might be
>possible. But I have not made a board in a coons age, and MMUs are
>expensive. Maybe someday.

Can't you get an old 2MB board to modify? I'm not up on the TT, would
love to have one but are rarer than Falcons!
--
Lyndon Amsdon

63. Atari Times Update 1-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 16:56:54 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C3535D8.46FA9771@ataritimes.com>
Source record: 39061
Cross-posted to: rec.games.video.classic,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st,rec.games.video.atari

Welcome to 2002 everyone!

Here's what's new at TAT:

* NEW! Araknoid Clone (8-bit) review
* NEW! Report on Jaguar Slam Racer
* NEW! International Karate Plus (ST) Review
* NEW! Jaguar Scores Update!
* NEW! Cool Link
* Revisit: Food Fight for the 7800 review

Here's a snippet from the Slam Racer report:
Gibson is hopeful that Slam Racer will be available soon after Songbird Productions releases Protector SE with the JagFree CD Bypass code. "Well, I hope to finish it pretty quick and have it ready to put out on CD for use with Carl's Protector SE." He does offer up this warning, however. "It could potentially take a very long time to finish Slam Racer. It's playable at the moment, but there's so much stuff needing to be done. I'll make it work on CD so any Jag owners that are left can at least see it."

Lastly, The Atari Times still has a few copies left of the 2001 Year End Issue! Be sure to pick one up soon before they are all gone!

--
Gregory D. George

=-=-=-

64. Re: mod music ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 17:07:12 UTC
From: Chris Swinson <exxos@cps-games.co.uk>
Message-ID: <a1236pivi1@news8.svr.pol.co.uk>
Source record: 39062

For the Falcon I use digital tracker by Softjee, that will play mod's also some XM, 3SM and some other odd formats. There is a 030 version of protracker but not seen it for a while. Digital tracker should still be avaliable and has everything you need.

Chris Swinson

"spudboy" <spudboy@optonline.net> wrote in message news:vIQY7.10499$6h2.3616836@news02.optonline.net...
> Happy New Year Everybody,
>
> I am new to the Atari computer scene and I have a few questions. First how
> do I make music in .mod format? I have a falcon, is there any programs I
> can download (or purchase) that will let me do this? I just got a copy of
> cubase, but I haven't tried it out yet (can this do mod music?). Is there
> any place that I can get midi cables that are good for use with the falcon
> (the cubase manual suggests special cables)? As soon as I can get myself
> started with making music, I will happily make some music available for all
> to check out. Thanks in advance.
>
> Later,
> Mike
>
>

65. The Alternative Party -- Only a few days to go

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 17:13:51 UTC
From: Kristoffer Lawson <setok@fishpool.com>
Message-ID: <a123gf$9qc$2@tron.sci.fi>
Source record: 39063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Just a week notice that there's only about a week until one of the most
important Atari scene events this year. The Alternative Party covers
everything from Vics to SGIs, from Amigas to Ataris. The weirder and rarer
the better. A three-day event with live performances by Tero Mï¿½yrï¿½nen, Happo,
CnCd, No I Ain't, Pnmf!, Analogia & Telamurska -- ambient to hard industrial.
In addition there will be DJs, plus some of the usual things you can expect at
a computer party: competitions, cool groups etc.

The party takes place in Gloria, Helsinki, Finland from January the 11th to
the 13th. More information about compos, artists and the alternative
scene in general see http://www.altparty.org/, or contact me.

The Alternative Party -- We stand for everything you don't

--
Kristoffer Lawson | Setok / Aggression | Main Alternative Party organiser

66. Re: Atari disk format

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 19:05:50 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <d32Z7.2990$O5.7977@nntpserver.swip.net>
Source record: 39069

```
Try plugging the extra "HD-detection" hole on the disk and format. It works
for me.

/Peter

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3c33d980$1@news.alphalink.com.au...
> I have found with my PC that the IBM has a lot of problems formatting a
> 1.4meg floppy down to 720....it will gladly format a 720 disk but 1.4 ->
720
> is a worry..
>
> gra
>
> --
>
> "Bob Retelle" <bobr1@provide.net> wrote in message
> news:a4q53usl4ces5fntd637jdh2tjcv4es9u8@4ax.com...
> > On Wed, 02 Jan 2002 05:18:43 GMT, "Les Thompson"
> > <lesthompson@mediaone.net> wrote:
> >
> > >I would like to be able to put files onto a disk on my PC for the
Atari.
> > >Could some give me instructions on the format of an ST floppy disk and
if
> > >there is already software to transfer files to an Atari ST formatted
> disk.
> > >I don't feel like writing my own!
> > >
> > >Les
> > >
> > >lesthompson@medione.net
> > >
> >
> > The Atari and IBM floppy disk formats are almost exactly the SAME.
> >
> > The easiest thing is to format a 720K DS/DD floppy disk ON THE IBM.
> >
> > Use the same blank floppy disk as you would use in your Atari, - NOT-
> > an IBM style 1.44Mb "High Density" disk.
> >
> > When you format the disk on the IBM be SURE to select "720K" in the
> > dropdown menu, NOT 1.44Mb.
> >
> > Formatting the floppy on the IBM insures the disk will be properly set
```

> > up to work correctly in BOTH the Atari and IBM.
> >
> >
> > Then just write the files on the IBM, and read them on the Atari.
> > Easy.
> >
> >
> >
> > Note- this assumes you have 720K, Double Sided floppy drive(s) on
> > your Atari. If you have the old 360K Single Sided drives, all bets
> > are off.
> >
> > Also, you CAN use an IBM 1.44Mb HD floppy if you don't have any 720K
> > DD disks, but it's not optimal. You still MUST format it as a 720K
> > disk. You may have to start with a brand new, never before formatted
> > disk, and you may have to cover the HD window (opposite the
> > write-protect shutter). Better to use a DD disk. (If you still use
> > the Atari, you should have some of these around.)
> >
> > And, there ARE programs around which will re-write the boot sector of
> > an Atari formatted disk to work in an IBM, but why bother? Just
> > format it on the IBM.
> >
> > And, there ARE some versions of TOS on the Atari which will properly
> > format a blank disk to work in both systems, but unless you know yours
> > is one of these, just format the disk on the IBM to be certain.
> >
> >
> >
> > BobR
> >
>
>

67. Re: Atari disk format

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 19:44:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201032044.a37076@su2.maus.de>
Source record: 39122

Hi Bob,
BR>When you format the disk on the IBM be SURE to select "720K" in the
BR>dropdown menu, NOT 1.44Mb.
and think about closing the 'HD hole' if you are formatting a 1.4 meg
disk with 720k.

Excuse me for this extension, but here in Germany it has become
difficult to find 'real' dd floppies...

Und TTschï¿½
ps

68. Re: Possible STe TT hack?

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 19:46:53 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Yz2Z7.34078$Zg2.3821845@news11-gui.server.ntli.net>
Source record: 39071

Hello.

snip.
>
> Can't you get an old 2MB board to modify? I'm not up on the TT, would
> love to have one but are rarer * and better * than Falcons!

I have several 2mb TT ST ram boards (and the service manual) ready for 1mb
chips, 16 needed.
Does anyone have any, 1mb x 4, 20 pin DIPS (forget surface mount) pt no
similar to 514400

Barrie at Keychange.

www.keychange.co.uk

69. Re: Atari disk format

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 19:53:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201032053.a37077@su2.maus.de>
Source record: 39121

Hi Bob,

BR>If you have the old 360K Single Sided drives, all bets are off.
that may be right in most cases, but I did format a lot of single sided floppies on both sides and got a 720k floppy with, of course, no warranty for both sides to work properly.

As I understood, single sided floppies are two sided floppies without the producer's warranty, e.g. 2nd choice.

BR>Also, you CAN use an IBM 1.44Mb HD floppy if you don't have any 720K
BR>DD disks, but it's not optimal.
You may lose data on the longhand term.

BR>And, there ARE some versions of TOS on the Atari which will properly
BR>format a blank disk to work in both systems,
Yes, but even within the IBM compatible world, there may arise problems when transferring data from one PC to another.

The Atari is much more tolerant comcerning this topic than any PC, I think.

Und TTschï¿½
ps

A couple of years ago, when prices differed more between DD and HD, we thrilled the 'HD hole' ourselves into DD floppies... :-)

70. Zip file and Magic

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 20:53:25 UTC
From: ebaiz@skyenet.net
Message-ID: <9x3Z7.72$D31.28646@newsfeed.slurp.net>
Source record: 39072

Hello,

I made a zip file which consisted of about 300 items totalling about 5eg using STZip. The resulting file was about 1.28meg. I went back and checked the zip file and was told it was damaged. All this was under Magic. I then made another zip file of the same items only this time I used PKZip and I used SoftPC (a PC emulator). Again, under Magic STZip told me the file was damaged. I then guessed and booted up the Hades under regular TOS and tried again and this time STZip said the file was correct. I got the same result under Geneva. Anyone know why this would be under Magic? I tried the file under Magic using ZipJr and things went fine and I was able to extract all the files.

If anyone has a suggestion, I am all ears...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

71. Re: Papyrus 9.01

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 21:00:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010181934.31337.0@iapetus.uk.clara.net>
Source record: 39100

Hi Uli

| Sorry, that has been the ugly WIN version, first.
|
| Afterwards, we all fell ill, just SEVERAL times (unhealthy place, cold
| Berlin ;-)).
|
| Please give us another few days to finish the Atari version 9.10, these
| early January days, and some days more to finish the English version.

Are you going to actually "finish" this, it seems to me that the version 8
you released had more problems than windows, definitely not finished.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.312 / Virus Database: 173 - Release Date: 31/12/2001

72. Re: Possible STe TT hack?

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 21:22:40 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c35a1645602d0@madasafish.com>
Source record: 39092

Hi Barrie,

>> Can't you get an old 2MB board to modify? I'm not up on the TT, would
>> love to have one but are rarer * and better * than Falcons!
>
>I have several 2mb TT ST ram boards (and the service manual) ready for 1mb
>chips, 16 needed.
>Does anyone have any, 1mb x 4, 20 pin DIPS (forget surface mount) pt no
>similar to 514400

I think it should be possible to whip up a board with the MMU and simm
socket(s).

--
Lyndon Amsdon

73. Re: Atari Software and Documentation

Newsgroup: comp.sys.atari.st
Date: 2002-01-03 21:32:35 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a13t7v$199$1@news7.svr.pol.co.uk>
Source record: 39083

"Frank Naumann" <fnaumann@cs.uni-magdeburg.de> wrote in message
news:Pine.MNT.4.31.0201021108520.107-100000@freemint...
> Hello!
>
> > Has anyone used the gcc 68000 cross compiler to compile for the Atari
ST?
>
> There exist ready to use RedHat/Suse/Debian/Cygwin packages for the cross
> compiling environment. Just download, install and use it.

Any hinst as to where ??

>
>
> Tschuess
> ...Frank
>
> --
> ATARI FALCON 040 // MILAN 060
> --
> http://www.cs.uni-magdeburg.de/~fnaumann/
> e-Mail: fnaumann@freemint.de
>

74. Colums

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 00:17:16 UTC
From: Rodolphe Pineau <pineau@rti-zone.org>
Message-ID: <gw6Z7.21937$tR6.648228973@newssvr21.news.prodigy.com>
Source record: 39073

After spending a few days trying to get back my datas from my scratched partition I finaly get back colums latest source (the one on my web site are a beta version). I'm missing one files but I can easyly regenerate it.
So I'll put a new version with updated source this week for those who're interested.

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / Astronomy /...

75. ff

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 00:28:41 UTC
From: Evidence82@hotmail.com
Message-ID: <cf9a5208.0201031628.697edb19@posting.google.com>
Source record: 39074

```
ff
```

76. Evidence on Hard Drive? Get Rid of it Today!

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 00:30:58 UTC
From: Evidence82@hotmail.com
Message-ID: <cf9a5208.0201031630.c8a240@posting.google.com>
Source record: 39075

Deleting "Internet Cache and History" will NOT protect you because any
of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs
and Everything Else you see or do could easily be recovered to Haunt
you forever! How would you feel if a snoop made this information
public to your Spouse, Mother & Father, Neighbors, Children, Boss or
the Media? It could easily Ruin Your Life! Solve all your problems and
enjoy all the benefits of an "As New PC", Evidence Eliminator can
Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
Professionally Clean your PC in one easy mouse click!
http://www.evidenceinternet.com

Don't Risk It!
http://www.evidenceinternet.com

77. Re: Atari Times Update 1-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 00:42:22 UTC
From: Smith-Perricone <sslp@NOSPAMenter.net>
Message-ID: <u39uckinufb9b@news.supernews.com>
Source record: 39076
Cross-posted to: rec.games.video.classic,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st,rec.games.video.atari

> * Revisit: Food Fight for the 7800 review

Ahhh ... Food Fight. One of the best reasons to own a 7800 in the first
place!

78. Re: Atari disk format

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 00:45:44 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <1cs93uskir6bbj767esff70pqut5lv9q6j@4ax.com>
Source record: 39077

On Thu, 3 Jan 2002 15:03:39 +1100, "Graham" <hurfy@alphalink.com.au>
wrote:

>I have found with my PC that the IBM has a lot of problems formatting a
>1.4meg floppy down to 720....it will gladly format a 720 disk but 1.4 -> 720
>is a worry..
>
>gra
>

Thus the warnings to use "genuine" 720K disks if at all possible-

>> Use the same blank floppy disk as you would use in your Atari, - NOT-
>> an IBM style 1.44Mb "High Density" disk.
>>
>> Also, you CAN use an IBM 1.44Mb HD floppy if you don't have any 720K
>> DD disks, but it's not optimal.
>>
>> Better to use a DD disk. (If you still use
>> the Atari, you should have some of these around.)

BobR

>--
>
>"Bob Retelle" <bobr1@provide.net> wrote in message
>news:a4q53usl4ces5fntd637jdh2tjcv4es9u8@4ax.com...
>> On Wed, 02 Jan 2002 05:18:43 GMT, "Les Thompson"
>> <lesthompson@mediaone.net> wrote:
>>
>> >I would like to be able to put files onto a disk on my PC for the Atari.
>> >Could some give me instructions on the format of an ST floppy disk and if
>> >there is already software to transfer files to an Atari ST formatted
>disk.
>> >I don't feel like writing my own!
>> >
>> >Les
>> >
>> >lesthompson@medione.net
>> >
>>
>> The Atari and IBM floppy disk formats are almost exactly the SAME.
>>
>> The easiest thing is to format a 720K DS/DD floppy disk ON THE IBM.
>>
>> Use the same blank floppy disk as you would use in your Atari, - NOT-

>> an IBM style 1.44Mb "High Density" disk.
>>
>> When you format the disk on the IBM be SURE to select "720K" in the
>> dropdown menu, NOT 1.44Mb.
>>
>> Formatting the floppy on the IBM insures the disk will be properly set
>> up to work correctly in BOTH the Atari and IBM.
>>
>>
>> Then just write the files on the IBM, and read them on the Atari.
>> Easy.
>>
>>
>>
>> Note- this assumes you have 720K, Double Sided floppy drive(s) on
>> your Atari. If you have the old 360K Single Sided drives, all bets
>> are off.
>>
>> Also, you CAN use an IBM 1.44Mb HD floppy if you don't have any 720K
>> DD disks, but it's not optimal. You still MUST format it as a 720K
>> disk. You may have to start with a brand new, never before formatted
>> disk, and you may have to cover the HD window (opposite the
>> write-protect shutter). Better to use a DD disk. (If you still use
>> the Atari, you should have some of these around.)
>>
>> And, there ARE programs around which will re-write the boot sector of
>> an Atari formatted disk to work in an IBM, but why bother? Just
>> format it on the IBM.
>>
>> And, there ARE some versions of TOS on the Atari which will properly
>> format a blank disk to work in both systems, but unless you know yours
>> is one of these, just format the disk on the IBM to be certain.
>>
>>
>>
>> BobR
>>
>

79. How to reduce resolution of graphic on Atari

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 01:00:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201031700.6ac368ad@posting.google.com>
Source record: 39078

Hello everyone,

Over the holidays I found myself with a few large JPEGs sent by relatives that don't fit well on my 640x480 screen. With Imagecopy it is possible to change the size of the file, but I figured there must be a way to change the size of the graphic.

Thus, how do you make a 800 x 600 JPEG into a 640 x 480 one?

Galen

80. Re: How to reduce resolution of graphic on Atari

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 01:30:26 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C3505B2.495CC45C@greeleynet.com>
Source record: 39079

Galen wrote:

> Thus, how do you make a 800 x 600 JPEG into a 640 x 480 one?

Resize it in a photo editing program such as Photoline or Positive
Image.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

81. Re: Zip file and Magic

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 01:34:52 UTC
From: vdjole@EUnet.yu
Message-ID: <a130rpftu1@news.eunet.yu>
Source record: 39080

On 3 Jan 2002 20:53:25 G, Edward S. Baiz Jr. wrote:

>I made a zip file which consisted of about 300 items totalling about
>5eg using STZip. The resulting file was about 1.28meg. I went back and
>checked the zip file and was told it was damaged.
>If anyone has a suggestion, I am all ears...

STZip was reported several times to have problems if the root of the
archive contains more than about 100 files (files in archived folders
do not matter). maybe it is something related tyo this bug?

cu;

82. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 01:41:58 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a138s9$o35g0$4@ID-15679.news.dfncis.de>
Source record: 39081
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

> Definitely - except for the very cheap mechanical design and
>missing track-0 detector.

> It seems there was an older version of the 1541 without the PLA,
>with discrete logic instead - I never had one of these.

That's the one I had - actually several - they were much better made than the later ones ISTR (the same can be said for the C64 itself too).

TTFN - Pete.

83. New Atari ST games for sale

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 03:33:20 UTC
From: Richard Biggs <biggwolfmovie@erols.com>
Message-ID: <a14bbd$lp6$1@bob.news.rcn.net>
Source record: 39087

I am selling new Atari ST games, complete in their boxes and shrinkwrap with their original price stickers. Any game is $5.00. Send your list of wanted software to me and I will tell you if I have it. I will post the inventory list later.
Richard Biggs

84. atomic packer

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 04:35:31 UTC
From: Rodolphe Pineau <pineau@rti-zone.org>
Message-ID: <niaZ7.21921$_N.1287228640@newssvr14.news.prodigy.com>
Source record: 39082

Do anyone still have the atomic packer v3.5/v3.6 (the one working on
Falcon) ?

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / Astronomy /...

85. Re Blyp

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 09:34:26 UTC
From: "Derryck Croker"
Message-ID: <1010134128-780718AEicMi@ntlworld.com>
Source record: 39084

Hi all,

Just before Christmas I asked if anyone knew anything about Blyp. This is the reply I received from STan, one of its programmers. It's reproduced here at his request:

On Mon, 24 Dec 2001, it was written:

> Has anyone come across this little number?

Yes, I've written most of the code ;)

> A very useful tool for editing ST-Guide STG files, you can run a test to see
> if all your links work, and it uses the Olga protocol to instantly reflect
> changes made in said STG files.

Yes, and I hope it will provide much more ;)

> Pity that Jaysoft (Jan Krupka and Stanislav Opichal) seem to have dropped
> development. My email of encouragement was returned with a not known at this
> address type error, does anyone have an up-to-date address, or any news about
> this program?

As someone have already written my address is opichals@seznam.cz and I'm working on ARAnyM at the moment (http://aranym.atari.org). Blyp is hopefuly going to be developed in the future (when I get ARAnyM - as my development platform - running properly). The last plans are to finish viewer mode to be able to browse .STG or .HYP files

You can try http://jaysoft.atari.org/blyp/blyp008g.lzh for latest private beta release (more than a year old one).

best regards

STan
JAY Software

PS: Sorry I can't write to newsgroups, please resend it to the c.s.a.st.
Thank you.

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
```

/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

86. Can't read 720k floppy disks from my PC

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 10:19:33 UTC
From: careta@walla.co.il
Message-ID: <a53dd10c.0201040219.3fb5dec1@posting.google.com>
Source record: 39085

I recently downloaded and installed Steem emulator, but I cannot read
my old floppy disks from the PC floppy drive. I understand I need to
convert them to disk images. How can I do this?

thanks,
careta

87. Re: Can't read 720k floppy disks from my PC

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 10:55:53 UTC
From: baz.allen@removethisbit.uk.thalesgroup.com
Message-ID: <3c3589fd.181713349@news.rrds.co.uk>
Source record: 39086

>I recently downloaded and installed Steem emulator, but I cannot read
>my old floppy disks from the PC floppy drive. I understand I need to
>convert them to disk images. How can I do this?

On the PC use makedisk or disk2fdi, search on the net for these.

On the ST use MSA.

Cheers, HTH

baz

88. Re: New in at the DDP site :-)

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 13:11:16 UTC
From: "Derryck Croker"
Message-ID: <988706650-135909AEicMi@ntlworld.com>
Source record: 39107

Hi Steve,

>I followed a link to the Cheshunt Computer CLub, it seems you guys have a
>meet real soon now, on the 23rd of January i do beleive, i have some
>questions if i may,

Of course you may ;-)

>can anyone come along?,

Yes indeed - it's about the only place in the UK that I know of where you
can meet fellow Atari enthusiasts in the flesh - although we're actually
fully clothed, to stop the sniggering at the back! ;-)

I'd say that membership was mandatory for anyone living within reach of
Cheshunt, Herts...

>does it cost for first time vistors?,

First-timers get in for nothing, so you can see if you like us without
having to lash out a couple of quid or so!

>any chance of a hot drink?,

Hot drinks and biscuits, all provided :-)

>do we have to bring food for the welshgit,

You got fed in December! ;-)

>do i have to bring a computer with me,

It's best to, but not mandatory.

>how much does advice cost,

Only the cost of your entry fee after your first visit :-)

>do you get beaten senseless if you own a PC,

Only lightly, and only with a soggy rolled-up newspaper.

>what is the secret of life,

42

>what's the lottery numbers for Saturday?.

Ah, now that is one question to which I do not know the answer ;-)

Details of the club can be found on the usual web site...

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

89. Re: Papyrus 9.01

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 13:21:26 UTC
From: "Derryck Croker"
Message-ID: <988706654-136447AEicMi@ntlworld.com>
Source record: 39108

From: Ulli Ramps <Ulli.Ramps@rom-logicware.com>
Date: Thu, 03 Jan 2002 15:15:57 +0100

>Please give us another few days to finish the Atari version 9.10, these
>early January days, and some days more to finish the English version.

Has the STFax driver bug that I reported where it expects to live in a folder
named "MODULE" whereas Papyrus expects it to be in a folder named "MODULES"
been repaired?

It worked superbly with earlier versions of Papyrus where the folder name
was as quoted first.

Cheers
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

90. Re: How to reduce resolution of graphic on Atari

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 13:27:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c35a1645602d3@madasafish.com>
Source record: 39093

Hi Galen,

>Hello everyone,
>
>Over the holidays I found myself with a few large JPEGs sent by
>relatives that don't fit well on my 640x480 screen. With Imagecopy it
>is possible to change the size of the file, but I figured there must
>be a way to change the size of the graphic.
>
>Thus, how do you make a 800 x 600 JPEG into a 640 x 480 one?

I use the ancient Positive Image 2. When I first got it I thought it was slow, still is for dislplaying but the effects happen quite quick, just screen updates can be watched as they happen block by block. This has a Scale option which I use often for web graphic resizing, also has some nice effects and great photo correction. Now, I've never tried Smurf or Photoline or that other great one so I'm a little biased towards this program. It was picked up for a fiver IIRC so I don't care really!
--
Lyndon Amsdon

91. Who wants an Eclipse?

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 14:27:38 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <2ZiZ7.82$Aw1.64519@newsfeed.slurp.net>
Source record: 39088

My Falcon died completely. Beyond repair... don't ask... Anyway, I can't afford another Falcon at the moment so I have parts left from it. I'd rather sell them together. Make me and offer. I am in Ontario, Canada.

1. Eclipse with ATI Rage II
2. Wizztronics 14MB card
3. Slot-load SCSI CD-ROM
4. ~2GB SCSI HD
5. NEC Multispin SCSI CD-ROM
6. 33MHz FPU
7. TT-Keyboard (without connector)
8. Atari 4MB card
9. RGB and VGA adaptors
10. 2.5" -> 3.5" IDE adapter

That's it. Best offer wins, buyer pays shipping anywhere in the world. Ta

Joshua.

gaiyan@vianet.ca

92. Music Mandala and Session Partner Released

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 15:41:16 UTC
From: TCONRARDY@HOTMAIL.COM
Message-ID: <f0a430a1.0201040741.2cd83049@posting.google.com>
Source record: 39090

Go here for some more excellent Atari-MIDI goodies!

Steem compatable as well!

http://tamw.atari-users.net/mandala.htm

Tim Conrardy
==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Mirror: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

93. Re: How to reduce resolution of graphic on Atari

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 16:17:10 UTC
From: rand@cd.chalmers.se
Message-ID: <a14ki6oku1@nyheter.chalmers.se>
Source record: 39091

In article <3C3505B2.495CC45C@greeleynet.com>,
Ken Springer <wordworks@greeleynet.com> wrote:
>Galen wrote:
>
>> Thus, how do you make a 800 x 600 JPEG into a 640 x 480 one?
>
>Resize it in a photo editing program such as Photoline or Positive
>Image.

There are several free programs that can do this too, for example
MGIF.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

94. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 18:23:45 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c35f331$0$21144@news.zetnet.co.uk>
Source record: 39094

On 4 Jan 2002 16:10:46 G, Hallvard Tangeraas wrote:
>(a) "Arguments:"
>What's this for, and how is it used?

Not used this myself, but I think you can specify default options for
the command line. For example, if you install a command-line Zip
program you can specify the extract options by default, something like -x.

>(b) "Document Type:"
>I believe this is where you set which kind of files should have the
>program started if double-clicked (i.e. all .zip files when double
>clicked will automatically start "Stzip" when double-clicked).
>Is it somehow possible to assign more than just one file-type to a
>program? (i.e. *.IMG,*.GIF,*.JPG for a graphical program)

I think you can alter the DESKTOP.INF (sorry, NEWDESK.INF!) to put
extra file types in.

>(c) "Application Type:"
> [TOS] [TOS-takes parameters]

Means the application requires command-line arguments.

> [GEM] [GEM-takes parameters]

As above, except the application is a true GEM application not
text-mode.

> "Default dir:" [Application] [Top Window]

Specifies the working directory for the program. Application means
the directory the prorgam is in (the most usual case - the program
will need to find its resource files etc.), ot the top window that is
open on the desktop (useful for a stand-alone program that works on a
data file that could be anywhere).

> "Parameter:" [Full Path] [File Name]

Not sure of this one.

>Moving on.... Also in the "Options" menu, go to "Desktop Configuration":
>
>(d) "Set default directory as: [Application] [Top Window]
> "Set input parameter:" [Full Path] [File Name Only]

Again, not sure. But it must be similar to above, but for general
use for applications that are not 'installed'. The parameter
option probably indicates whether a filename parameter is taken from

the current directory or from a full path.

>Last, in the "Options" menu as well, go to "Print Screen":
>
>(e) Does this print the whole screen all the time?
>What happens if I have an open folder -will it still print the entire
>screen (icons and all), or will it then generate a file-listing of that
>active window? If so, will it be in "text" or "icon" mode?

It will be a full screen dump of the entire screen.

--
Chris Simon
osian@UNDERWEARzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/
** Remove UNDERWEAR to reply **

95. Re: How to reduce resolution of graphic on

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 19:16:19 UTC
From: gregory@REM0VETH1S.atari.pl
Message-ID: <a14v22$a1l$1@news.tpi.pl>
Source record: 39095

```
On 3 Jan 2002 17:00:14 -, Galen wrote:
> Hello everyone,
>
> Over the holidays I found myself with a few large JPEGs sent by
> relatives that don't fit well on my 640x480 screen. With Imagecopy it
> is possible to change the size of the file, but I figured there must
> be a way to change the size of the graphic.
>
> Thus, how do you make a 800 x 600 JPEG into a 640 x 480 one?

In Imagecopy 4 you may press - key on the numeric keypad to make
displayed image smaller. When you press +, you make it bigger. Just
to display it properly.

--
Grzegorz Pawlik
http://marijuana.atari.org/
```

96. Re: How to reduce resolution of graphic

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 19:37:33 UTC
From: gregory@REM0VETH1S.atari.pl
Message-ID: <a1509q$lm9$1@news.tpi.pl>
Source record: 39096

On 4 Jan 2002 19:16:19 +, Grzegorz Pawlik wrote:
> On 3 Jan 2002 17:00:14 -, Galen wrote:
> > Hello everyone,
> >
> > Over the holidays I found myself with a few large JPEGs sent by
> > relatives that don't fit well on my 640x480 screen. With Imagecopy it
> > is possible to change the size of the file, but I figured there must
> > be a way to change the size of the graphic.
> >
> > Thus, how do you make a 800 x 600 JPEG into a 640 x 480 one?
>
> In Imagecopy 4 you may press - key on the numeric keypad to make
> displayed image smaller. When you press +, you make it bigger. Just
> to display it properly.

I have read your post once again, and sorry, I didn't fully understand
your point ;) The above is OK if you want only to *display* the picture
on 640x480 using Imagecopy. If you want to resize the image *permanently*
and save it in 640x480 size, you must use "Options -> Screen -> Display"
option, and click on "Scale to fit", where you should enter the screen
size. Save options, and Imagecopy will always rescale opened images to
fit the given size, and you will be able to save the scaled image using
standard "Save" option. Note that it only works for making images smaller,
not bigger, so it will take effect on images bigger than the screen size
only. I think this is what you need...?

--
Grzegorz Pawlik
http://marijuana.atari.org/

97. Problem wiht MiNT Library?

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 20:28:07 UTC
From: jba4@po.cwru.edu
Message-ID: <3c360f48.53558230@news.cwru.edu>
Source record: 39089

Hey everyone! I was recently tring to compile a piece of Linux software on my MiNT machine. Miraculously, it compiled with almost no problems once I sorted out some of the library dependecnies necessary (some of the libraries the author intened to be used were named very different things under MiNT). But I still do get on error. The compiler reports that the function gethostbyname(~~~) is not found in the libraries. I did a little searching on Google groups and apparently this is a missing function (am I right?). But some message had mentioned some fixes to this problem. Could anyone help me out here?

BTW, I'm using the most recent GCC compiler and mintlib from sparemint.atari.org

Thanks for any help!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

98. [SEARCH] Synthworks SY77

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 20:35:01 UTC
From: Paul CAILLET <paul.caillet@free.fr>
Message-ID: <3c361174$0$198$626a54ce@news.free.fr>
Source record: 39097

Hello :-)

I've got the official Steinberg Synthworks SY77/TG77 software version 1.13
for ATARI with dongle and user manual :-)

I'm searching the version 1.21 or the more last :-)

I wrote to Philippe GOUTIER (software developper), but he said that he can't
help me :-(

If anyone got the official diskette of the last version (or version 1.21) of
this software, please can you help me ?
Can you sending me a copy of this official diskette in a ZIP file to my
e-mail ?

Thank you in advance for this help :-)

Regards ...

--
Paul CAILLET.
paul.caillet@free.fr

99. Re: atomic packer

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 21:45:17 UTC
From: Mark Davies <not-telling@nospam.net>
Message-ID: <3c362287_1@news.greennet.net>
Source record: 39098

Are you still looking for Atomic packers? I have both and 3.5+ (works on Falcon)

Mark
MSD/POV

"Rodolphe Pineau" <pineau@rti-zone.org> wrote in message news:niaZ7.21921$_N.1287228640@newssvr14.news.prodigy.com...
> Do anyone still have the atomic packer v3.5/v3.6 (the one working on
> Falcon) ?
>
> --
>
> ..../ Rodolphe Pineau RTI-Zone /.
> .../ http://www.rti-zone.org/ /..
> ../ Coldfire Robot / Linux / Atari / Astronomy /...

100. which TOS to use in 520ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 21:52:06 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a15889$l2u$1@goliath.news.is-europe.net>
Source record: 39099

Folks,

I just upgraded my old 520ST to 4MB using a 4MB brick. Quite some soldering work... Now I am wondering which is the best TOS to use?

Some homepages say that some TOS's are buggy. Should I use 1.04 or maybe 2.06? Id like to use 2.06 because it supports 1.44 MB floppys...However the 520ST uses 32k EPROMS. Is there a way to make it eat 64k Eproms?

any help is appreciated!

thanks
Chris

101. Re: atomic packer

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 22:25:45 UTC
From: Rodolphe Pineau <pineau@rti-zone.org>
Message-ID: <JZpZ7.23678$lb2.889759858@newssvr21.news.prodigy.com>
Source record: 39101

On Fri, 04 Jan 2002 13:45:17 -0800, Mark Davies wrote:

> Are you still looking for Atomic packers? I have both and 3.5+ (works on
> Falcon)
>
> Mark
> MSD/POV
>

No thanks. I had a few answer to this post so thanks to all of those who
answered.

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / Astronomy /...

102. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 23:15:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010243357.29366.0@eos.uk.clara.net>
Source record: 39114

Hi Hallvard

| I'm working on some documentation for TOS 2.06 and need some help in
figuring a few things out...

We;ve already got the wheel Halvard, unless you think you can improve on
it!. 8-)

Blimey its been while since ive used that beast, been too busy with
MFC42.DLL violations!!

| In the TOS 2.06 "Options" menu, go to "Install Application":
|
| (a) "Arguments:"
| What's this for, and how is it used?

Command line switches, such as for TTP's, you could install ZIP for instance
with the switches for unzip and drop an archive on it icon and have it unzip
to a predefined temp folder automagically.

| (b) "Document Type:"
| I believe this is where you set which kind of files should have the
program started if double-clicked

Spot on, *.TXT, *.DOC, *.ASC etc for QED.APP, *.JPG for gemview, ETC

| Is it somehow possible to assign more than just one file-type to a
| program? (i.e. *.IMG,*.GIF,*.JPG for a graphical program)

Do an install app for all relevant extensions, editing newdesk.inf is
quicker though, i had relevant extensions for GEMview for instance, some for
AniPlayer, *.LZH for lharc, *.zip for ZIP.ttp, etc, you have to remember the
4Kbyte limit for newdesk.inf though, there was a tos patch for this, shell
summat or other.

| (c) "Application Type:"
| [TOS] [TOS-takes parameters]
| [GEM] [GEM-takes parameters]

With this you can force an APP or PRG to use a command line, or a TTP to not
request one, so you can have a *.GTP (Gem Takes Parameters) scenario.

|
| "Default dir:" [Application] [Top Window]
| "Parameter:" [Full Path] [File Name]

This for example would let an archive engine look in the source path for the
file to work with or it will help some app's that are too stupid to find

their resources.

| Can someone explain to me what all the above are for and how they're used?
|
|
| Moving on.... Also in the "Options" menu, go to "Desktop Configuration":
|
| (d) "Set default directory as: [Application] [Top Window]
| "Set input parameter:" [Full Path] [File Name Only]

Used for drag and drop situations where the app needs to know its head from its arse, for instance, some app's couldnt find their config files etc if they are invoked via Drag and drop and they are in a backdropped window.

| I would also like an explanation of the above -what it's for and how it's used.

Old stupid app's would probably use this, if you get a sumsuch.prg cannot find sumsuch.rsc you would use this option.

| Last, in the "Options" menu as well, go to "Print Screen":
|
| (e) Does this print the whole screen all the time?
| What happens if I have an open folder -will it still print the entire
| screen (icons and all), or will it then generate a file-listing of that
| active window? If so, will it be in "text" or "icon" mode?

This is the same as alt-help I believe, does a screen dump to an Epson compatible printer, just makes official the hidden to date print screen..

I would have thought all this info was available, its all in my MegaSTE handbook.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.313 / Virus Database: 174 - Release Date: 02/01/2002

103. Re: Re Blyp

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 23:19:15 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010243359.29366.1@eos.uk.clara.net>
Source record: 39113

Yo!, Dezza

| Just before Christmas I asked if anyone knew anything about Blyp.

You didnt ask me, i'd have told you!!, its the noise you get when you leave
a tap partialy open.

|This is the reply I received from STan, one of its programmers. It's
reproduced here at his
| request:

Ah!, that blyp!!. shucks. 8-\
--

Steve. S.

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.313 / Virus Database: 174 - Release Date: 02/01/2002

104. Re: How to reduce resolution of graphic

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 23:46:25 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201041546.4806787@posting.google.com>
Source record: 39102

gregory@REM0VETH1S.atari.pl (Grzegorz Pawlik) wrote in message
news:<a1509q$lm9$1@news.tpi.pl>...
> On 4 Jan 2002 19:16:19 +, Grzegorz Pawlik wrote:
> > On 3 Jan 2002 17:00:14 -, Galen wrote:
> > > Hello everyone,
> > >
> > > Over the holidays I found myself with a few large JPEGs sent by
> > > relatives that don't fit well on my 640x480 screen. With Imagecopy it
> > > is possible to change the size of the file, but I figured there must
> > > be a way to change the size of the graphic.
> > >
> > > Thus, how do you make a 800 x 600 JPEG into a 640 x 480 one?
> >
> If you want to resize the image *permanently*
> and save it in 640x480 size, you must use "Options -> Screen -> Display"
> option, and click on "Scale to fit", where you should enter the screen
> size. Save options, and Imagecopy will always rescale opened images to
> fit the given size, and you will be able to save the scaled image using
> standard "Save" option. Note that it only works for making images smaller,
> not bigger, so it will take effect on images bigger than the screen size
> only. I think this is what you need...?

This looks good -- does it work to create any size or just the current
screen resolution?

Galen

105. Re: How to reduce resolution of graphic on Atari

Newsgroup: comp.sys.atari.st
Date: 2002-01-04 23:49:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201041549.f897e32@posting.google.com>
Source record: 39103

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3c35a1645602d3@madasafish.com>...
> Hi Galen,
>
> >Hello everyone,
> >
> >Over the holidays I found myself with a few large JPEGs sent by
> >relatives that don't fit well on my 640x480 screen. With Imagecopy it
> >is possible to change the size of the file, but I figured there must
> >be a way to change the size of the graphic.
> >
> >Thus, how do you make a 800 x 600 JPEG into a 640 x 480 one?
>
> I use the ancient Positive Image 2. When I first got it I thought it was
> slow, still is for dislplaying but the effects happen quite quick, just
> screen updates can be watched as they happen block by block. This has a
> Scale option which I use often for web graphic resizing, also has some
> nice effects and great photo correction. Now, I've never tried Smurf or
> Photoline or that other great one so I'm a little biased towards this
> program. It was picked up for a fiver IIRC so I don't care really!

Ah, I had forgotten about PI2. I actually own a copy, but despise it
for doing much of anything. Hopefully it will work satisfactorally
with the CT60.

Galen

106. Migraph Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 05:21:20 UTC
From: jdplace@prodigy.net
Message-ID: <k3wZ7.8456$SZ6.1988095205@newssvr16.news.prodigy.com>
Source record: 39104

I need ST software for a migraph hand scanner. Does anyone have this
available, or know where I can find it?

Thanks!

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, Atari 1040STe /|\
2.0 GB HD, CD-RW
Geneva, NeoDesk, Extendos Gold

107. Full Atari ST manual for downloading...

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 07:19:55 UTC
From: nosty <nosty@alpha.net.pl>
Message-ID: <a169q4$8tv$1@kujawiak.man.lodz.pl>
Source record: 39105

```
...on the www.atarist.w.pl Format DjVu.

--
nosty
-----------------------------------------------
-= ma-ST-o-don't =- http://www.atarist.w.pl
-----------------------------------------------
```

108. Re: Problem wiht MiNT Library?

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 09:36:07 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0201051034270.189-100000@freemint>
Source record: 39106

Hello!

> different things under MiNT). But I still do get on error. The
> compiler reports that the function gethostbyname(~~~) is not found
> in the libraries. I did a little searching on Google groups and
> apparently this is a missing function (am I right?). But some message
> had mentioned some fixes to this problem. Could anyone help me out
> here?

No, it's not missing. The socket functions are just in a seperate library.
Add -lsocket to the link command line and all will be fine.

> BTW, I'm using the most recent GCC compiler and mintlib from
> sparemint.atari.org

Nice to hear.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

109. Re: How to reduce resolution of graphic

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 11:21:11 UTC
From: gregory@REM0VETH1S.atari.pl
Message-ID: <a16nj4$8q4$1@news.tpi.pl>
Source record: 39109

On 4 Jan 2002 15:46:25 -, Galen wrote:
> > > > Thus, how do you make a 800 x 600 JPEG into a 640 x 480 one?
> > >
> > If you want to resize the image *permanently*
> > and save it in 640x480 size, you must use "Options -> Screen -> Display"
> > option, and click on "Scale to fit", where you should enter the screen
> > size. Save options, and Imagecopy will always rescale opened images to
> > fit the given size, and you will be able to save the scaled image using
> > standard "Save" option. Note that it only works for making images smaller,
> > not bigger, so it will take effect on images bigger than the screen size
> > only. I think this is what you need...?
>
> This looks good -- does it work to create any size or just the current
> screen resolution?

You may enter any size there, lower or equal to the screen size. You may
actually enter something lower than 640x480, just to make the pictures
fit the window (so it will be 480 minus menu bar). Try that. Note that
it will not deform the newly opened pictures in any way - this option
is just to ensure that *no opened picture will be greater than the defined
size*. Smaller pics will be just opened, and greater ones will be opened
and resized to fit the defined size, which may be smaller than the
screen resolution.

--
Grzegorz Pawlik
http://marijuana.atari.org/

110. Re: which TOS to use in 520ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 11:46:49 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <a16qcvjon1@news6.svr.pol.co.uk>
Source record: 39110

"Christopher Lang" <christopher.lang@plus.cablesurf.de> wrote in message
news:a15889$l2u$1@goliath.news.is-europe.net...

>Now I am wondering which is the best TOS to use?

Why not forget TOS and install Magic? You have plenty of RAM now - your
existing TOS would just be used to load Magic.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.311 / Virus Database: 172 - Release Date: 27/12/2001

111. Re: Looking for software

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 12:10:50 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c36ed4a$0$21144@news.zetnet.co.uk>
Source record: 39112

Hi Karl!

>> On 1 Jan 2002 21:22:07 +, Karl Soulabaille wrote:
>>
>>>Some applications I look for :
>>> . Activision Music Studio
>>
>> Not heard of this, but try here: http://tamw.atari.org
>
>.... it appears to be dead ...

Oops! The URL actually should be http://tamw.atari-users.net

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

112. Re: The Great Atari Survey has been extende

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 12:10:53 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c36ed4d$0$21144@news.zetnet.co.uk>
Source record: 39111

Hi Alex!

On 3 Jan 2002 04:25:56 -, Alex F. wrote:
>Hi there! I just wanted to announce that the "Great Atari Survey" now
>officially ends the 11th of January 2002, so any incoming
>questionnaires are welcome until 10th of January. "What is the Great
>Atari Survey?" Its main objective is to find out the actua
>.

Sorry, what? Your message seems to be cut short.

Is there a URL?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

113. Re: Wensuit 330b

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 16:04:24 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <cuFZ7.3284$O5.8710@nntpserver.swip.net>
Source record: 39115

Derek W W Hunt <dhunt@zetnet.co.uk> skrev:
: On 1 Jan 2002 10:47:18 +, Martin Tarenskeen wrote:
: On Mon, 31 Dec 2001, Edward S. Baiz Jr. wrote:

:> >>Any thoughts on this program ???

:>> I have used this program before. It is ok, but needs an upgrade.
:>> Highwire, when it comes out, will surpase any browser on the Atari.
:>> Goto: http://highwire.atari-users.net and take alook....

: The words "surpass any browser on the ATARI" surely is not a nice
: thing for the majority of us. We are ATARIANS but at the lower
: level as ST users.As I read it Highwire is aimed at those with
: Mega,Falcons and clones.Rather similar to what happend to some of
: our last mags. We were lucky that CAB and STiK authors thought of
: the whole ATARIAN community when producing their programmes.

No, we weren't. It meant that the programs were encumbered by the
limitations of small machines and antiquated OSes. Which in turn meant
that people clinging to their antiquated hardware could claim that there
was nothing to gain from upgrading.

:>But we have to be patient. There is still a lot of work to be done if we
:>want all the good things we already have with CAB plus Javascript and more
:>but without the crashes we know from Adamas. But there are some really
:>good and dedicated Atarians involved in the project so it might really
:>happen...

: The last sentence above says it all "there are some really good and
: dedicated Atarians involved" and some very good and loyal Atarians
: who could lose out.

You don't have to lose out. Just upgrade.
Besides, their goals are simply not achievable on a 1-meg ST. It's just
like 24-bit colour, you can't get that on an ST.

--
En ligne avec Tin 1.4.2.

114. Re: New Site Up

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 16:14:34 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <KDFZ7.3288$O5.8710@nntpserver.swip.net>
Source record: 39116

Mark Duckworth <duwolf@hotmail.com> skrev:
: Well if you patronize any of the websites out there, you've probably
: already seen news about this, but I figured I'd put a shameless plug
: on the usenet groups anyway ;) http://atari-source.com is up online
: now. It is your typical web portal system and news site, with semi
: up-to-the-minute news, software reviews nearly daily, articles,
: debates, help guides, etc.

Looks good, like a Slashdot for Atari users!
It renders somewhat badly, though, with that big topics dropdown jutting
out right of the logo. Is it built for some particular resolution?

--
En ligne avec Tin 1.4.2.

115. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 18:25:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a17gep$d5i$1@thorium.cix.co.uk>
Source record: 39117

In message <1f5917h.1krvwg91go5x6oN%tos4ever@pandora.be>, tos4ever@pandora.be said:

[Re Porthos]
>The author surely understands English.

Ah, thanksd. I asked Wolfgang in a mail some time ago but didn't
get a reply to that question.

>Also be aware Ulf Dunkel is away for a few days.

Yes, I know, till Jan 7th or 8th, I think.

Happy New Year!

116. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 19:29:31 UTC
From: tos4ever@pandora.be
Message-ID: <1f5k0sz.17lcoxf3wf8vqN%tos4ever@pandora.be>
Source record: 39118
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/htmlhelp.lzh
(270.735 bytes) HTML-HELP version 2.5, powerfull html utility.

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka201.zip
(828.507 bytes) 2D Graph Describer, 3D Modeller. French/English version

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-6832.zip
(900.440 bytes) modern notation prg with MIDI in-/output. German only
```

117. Re: XaAES v0.936

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 20:11:38 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C375DC6.AC35E00@chello.nl>
Source record: 39119

Hi

Lyndon Amsdon wrote:
>
> Just one thing, the slow keyboard response time, is that something to do
> with XaAES or just an ST being to slow for the job?
>

I think so.
The paths in the combination MiNT/XaAES could well be longer than in
monolithic systems like MagiC and TOS/GEM

XaAES exclusively uses the facilities offered by MiNT.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

118. On vacation

Newsgroup: comp.sys.atari.st
Date: 2002-01-05 22:04:10 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <a17t8p$ev4$1@green.tninet.se>
Source record: 39120

```
Hi all

Just a short note to let you know that I'll be in the Phillipines for
the next two weeks. So if I don't answer e-mails, it's not beacuse I
don't want to :-)
```

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 5.03
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html
---

119. FPU

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 01:44:33 UTC
From: fried@dragon.achilles.net
Message-ID: <a18a61olp1@localhost.localdomain>
Source record: 39123

You can probably get a FPU on ebay, for 25 dollars, maybe. Use FPU or math co-processor as a search word.
Mark

120. SLM 804...

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 10:09:50 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1010315472-737146AEicMi@xs4all.nl>
Source record: 39126

Just got yesterday for free a SLM 804. It overcomplete
with two papersleds, two new toners and a new drumkit,
all in original Atari packings. But what is missing
is a decent manual..Does anyone have one left or a
copy? Copy can be send as a PDF file or as scanned
images turned into a ZIPfile...

Thanks in advance!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

121. Portfolio

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 10:19:11 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c3810b3@dnews.tpgi.com.au>
Source record: 39124

Hi all, anyone in Australia or NZ have a portfolio serial interface for sale? Also are there any web sites and/or user groups left? Got one for Xmas (cheesy grin)..

Thanks

Mark Bedingfield

122. Re: which TOS to use in 520ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 10:30:35 UTC
From: vdjole@EUnet.yu
Message-ID: <a19909$q1i$1@news.eunet.yu>
Source record: 39125

>I just upgraded my old 520ST to 4MB using a 4MB brick. Quite some soldering
>work... Now I am wondering which is the best TOS to use?
>
>Some homepages say that some TOS's are buggy. Should I use 1.04 or maybe
>2.06? Id like to use 2.06 because it supports 1.44 MB floppys...

In my opinion TOS 2.06 is very much superior to TOS 1.4 and offers some
features which make work quite comfortable.

>However the 520ST uses 32k EPROMS. Is there a way to make it eat 64k Eproms?

It is not quite that simple, i.e. you can't just replace 32k EPROMs with
larger ones because the address space for those chips is limited. You
would have to decode chip-select signals for a new address range starting
at $E00000. There are directions for this modification on atari sites
on the Internet. The modification uses two 128k eproms (27C010 or similar)
installed into first two ROM sockets on the motherboard, with some pins
hanging out. With a certain amount of skill you might modify the schematics
to use four 64K EPROMs hopefully fitting into old sockets on the motherboard
(I am not sure that the pinout is identical)- but you still have to decode
new chip-select signals.

cu;

123. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 11:30:36 UTC
From: "Derryck Croker"
Message-ID: <1010391834-170828AEicMi@ntlworld.com>
Source record: 38998

Hi Hallvard,

>But what started out as a mere compilation of all that has turned into a
>great big project where I've written a whole lot of in-depth
>instructions, tips and help, made new screen shots and worked it all
>into HTML documents which means it can be read on any platform.

Well done. Excellent project idea! :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

124. Need help with Elite ST mission!

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 13:28:17 UTC
From: Jens Lippmann <jens-lippmann@t-online.de>
Message-ID: <3C3850F1.E63E57FF@t-online.de>
Source record: 39127

Hi all!

I try to complete the Thargoid invasion mission (Elite Atari ST) but in
vain.
As soon as I shoot the space station it vanishes and instead a freighter
appears.
When destroyed, dozens of Thargoids appear out of nothing (it seems like
the
freighter launched them before).
Looong time later when I finished the pack I come back to the planet but

there's no station anymore and every new freighter appears to be the
same
kind of 'thargoid dredger' => same game again.
And only freighters within the 'S' sphere show this curious behaviour.
When I jump out into another system, there's the alien space station
again.
So there seems to be no end to this mission...
This looks buggy - perhaps my game is broken?
Who can help me - please?

Regards, Jens

125. Re: Zip file and Magic

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 13:36:02 UTC
From: ebaiz@skyenet.net
Message-ID: <6pYZ7.34$mR2.52220@newsfeed.slurp.net>
Source record: 39128

On 4 Jan 2002 01:34:52 +, Djordje Vukovic wrote:
>On 3 Jan 2002 20:53:25 G, Edward S. Baiz Jr. wrote:
>
>>I made a zip file which consisted of about 300 items totalling about
>>5eg using STZip. The resulting file was about 1.28meg. I went back and
>>checked the zip file and was told it was damaged.
>>If anyone has a suggestion, I am all ears...
>
>STZip was reported several times to have problems if the root of the
>archive contains more than about 100 files (files in archived folders
>do not matter). maybe it is something related tyo this bug?

That could be it. The file worked fine with only about 50 files in it.
Of course, this does not explain why it works under Geneva and regular
TOS. Does not matter as long as I know the resulting zip file is really
ok.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

126. Re: How to reduce resolution of graphic on

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 13:36:04 UTC
From: ebaiz@skyenet.net
Message-ID: <8pYZ7.35$mR2.52509@newsfeed.slurp.net>
Source record: 39129

On 3 Jan 2002 17:00:14 -, Galen wrote:
>Hello everyone,
>
>Over the holidays I found myself with a few large JPEGs sent by
>relatives that don't fit well on my 640x480 screen. With Imagecopy it
>is possible to change the size of the file, but I figured there must
>be a way to change the size of the graphic.
>
>Thus, how do you make a 800 x 600 JPEG into a 640 x 480 one?
>
>Galen

Just use a program like Photoline, Smurf or PhotoTip. These programs
have a "SCALE" function which allows one to shrink or blow up a graphic
file. They all do an excellent job...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

127. Re: which TOS to use in 520ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 13:57:45 UTC
From: ebaiz@skyenet.net
Message-ID: <tJYZ7.37$mR2.55530@newsfeed.slurp.net>
Source record: 39130

On 4 Jan 2002 22:52:06 +, "Christopher Lang" wrote:
>Folks,
>
>I just upgraded my old 520ST to 4MB using a 4MB brick. Quite some soldering
>work... Now I am wondering which is the best TOS to use?
>
>Some homepages say that some TOS's are buggy. Should I use 1.04 or maybe
>2.06? Id like to use 2.06 because it supports 1.44 MB floppys...However the
>520ST uses 32k EPROMS. Is there a way to make it eat 64k Eproms?
>
>any help is appreciated!

If I could do something like this, I would put in 1.04 and 2.06 with a
switch installed to select between the two. 1.04 is compatible with
most software out there. Still, it would not hurt to have the original
1.0 TOS on disk just in case.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

128. Re: Migraph Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 13:57:48 UTC
From: ebaiz@skyenet.net
Message-ID: <wJYZ7.38$mR2.55516@newsfeed.slurp.net>
Source record: 39131

On 5 Jan 2002 05:21:20 G, Joseph D. Place wrote:
>NNTP-Posting-Date: Sat, 05 Jan 2002 00:21:20 EST
>Organization: Prodigy Internet http://www.prodigy.com
>X-UserInfo1: FKPO@MC@OP\[@NX\O[CNMFTBGR_N@ATM[@GZ_GYO^BSZUSAANVUEAE[YETZPIWWI[FCIZA^NBFXZ
_D[BFNTCNV>PDTNTKHWXKB@X^B_OCJLPZ@ET_O[G\XSG@E\G[ZKVLBL^CJINM@I_KVIOR\T_M_AW_M[_BWU_HFA_]@
A_A^SGFAUDE_DFTMQPFW>VW[QPJN
>Date: Sat, 05 Jan 2002 05:21:20 GMT
>Xref: newsfeed.slurp.net comp.sys.atari.st:259233
>
>I need ST software for a migraph hand scanner. Does anyone have this
>available, or know where I can find it?
>
>Thanks!

Try the sites below:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

129. Re: which TOS to use in 520ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 15:20:50 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a19q2pcau1@goliath.news.is-europe.net>
Source record: 39132

good idea, I checkd out the various MagiC sites and it seems worth a try!
thanks!

"Roger Cain" <roger@cainr.freeserve.co.uk> schrieb im Newsbeitrag
news:a16qcvjon1@news6.svr.pol.co.uk...
>
> "Christopher Lang" <christopher.lang@plus.cablesurf.de> wrote in message
> news:a15889$l2u$1@goliath.news.is-europe.net...
>
> >Now I am wondering which is the best TOS to use?
>
> Why not forget TOS and install Magic? You have plenty of RAM now - your
> existing TOS would just be used to load Magic.
>
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.311 / Virus Database: 172 - Release Date: 27/12/2001
>

130. Re: which TOS to use in 520ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 15:24:20 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a19q9bcfd1@goliath.news.is-europe.net>
Source record: 39133

thanks for the hint with the self made address decode! In fact I was
wondering how to fit the bigger Eproms into the address space if GLUE
provides chip select signals for the 32k Eproms. This seems to be the
solution.
Chris

"Djordje Vukovic" <vdjole@EUnet.yu> schrieb im Newsbeitrag
news:a19909$q1i$1@news.eunet.yu...
>
> >I just upgraded my old 520ST to 4MB using a 4MB brick. Quite some
soldering
> >work... Now I am wondering which is the best TOS to use?
> >
> >Some homepages say that some TOS's are buggy. Should I use 1.04 or maybe
> >2.06? Id like to use 2.06 because it supports 1.44 MB floppys...
>
> In my opinion TOS 2.06 is very much superior to TOS 1.4 and offers some
> features which make work quite comfortable.
>
>
> >However the 520ST uses 32k EPROMS. Is there a way to make it eat 64k
Eproms?
>
> It is not quite that simple, i.e. you can't just replace 32k EPROMs with
> larger ones because the address space for those chips is limited. You
> would have to decode chip-select signals for a new address range starting
> at $E00000. There are directions for this modification on atari sites
> on the Internet. The modification uses two 128k eproms (27C010 or similar)
> installed into first two ROM sockets on the motherboard, with some pins
> hanging out. With a certain amount of skill you might modify the
schematics
> to use four 64K EPROMs hopefully fitting into old sockets on the
motherboard
> (I am not sure that the pinout is identical)- but you still have to decode
> new chip-select signals.
>
> cu;
>
>

131. Re: Zip file and Magic

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 16:04:52 UTC
From: tos4ever@pandora.be
Message-ID: <1f5lkxf.ll6yc13efxhmN%tos4ever@pandora.be>
Source record: 39134

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> On 4 Jan 2002 01:34:52 +, Djordje Vukovic wrote:
> >On 3 Jan 2002 20:53:25 G, Edward S. Baiz Jr. wrote:

> >STZip was reported several times to have problems if the root of the
> >archive contains more than about 100 files (files in archived folders
> >do not matter). maybe it is something related tyo this bug?
>
> That could be it. The file worked fine with only about 50 files in it.
> Of course, this does not explain why it works under Geneva and regular
> TOS. Does not matter as long as I know the resulting zip file is really
> ok.
>
I suppose that's one of those magic things:-)
Anyway avoid STZip it holds too much bugs to be reliable. Why don't you
use the excellent Arcview together with the newest zip.ttp/unzip.ttp?

TTFN,
Martin

132. Re: Need help with Elite ST mission!

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 17:12:37 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <HfqkfiyFWIO8Ew4a@my-ste.demon.co.uk>
Source record: 39136

On Sun, 6 Jan 2002, Jens Lippmann <jens-lippmann@t-online.de> wrote:-

>Hi all!
>
>I try to complete the Thargoid invasion mission (Elite Atari ST) but in
>vain.
>As soon as I shoot the space station it vanishes and instead a freighter
>appears.
>When destroyed, dozens of Thargoids appear out of nothing (it seems like
>the
>freighter launched them before).
>Looong time later when I finished the pack I come back to the planet but
>
>there's no station anymore and every new freighter appears to be the
>same
>kind of 'thargoid dredger' => same game again.
>And only freighters within the 'S' sphere show this curious behaviour.
>When I jump out into another system, there's the alien space station
>again.
>So there seems to be no end to this mission...
>This looks buggy - perhaps my game is broken?
>Who can help me - please?

Oh boy does this take me back. You've got one of the early versions that had this bug and you'll not be able to complete this mission. The way I got out of this was to "cheat".

At the password prompt, enter SARA. When it asks again, enter the correct password. Then you can alter a variety of bits of the game, with the important ones in this case being the mission flags. I've dug out a file giving the details as to what you can change and it's available in Protext, RTF and Word 97 format at:

<URL:http://www.my-ste.demon.co.uk/files/elitedoc.zip> (12Kb)

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

133. Re: Atari ASCII table

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 17:45:25 UTC
From: Adam Klobukowski <adamk@gabo.pl>
Message-ID: <slrna3h351.2a0.adamk@core.preferuje.luzik.pl>
Source record: 39137

I haven't touched Gfa for a long time but this should do:

```
For a=0 to 255
out 4,a
Next a
```

and if you want values too:

```
For a=0 to 255
out 4,a
print a
Next a
```

I do not remember if it should be out 4 so if this will not work try numbers from range 0-5 (warning - some of this can hang your machine, so tak care)

Adam Klobukowski
atari@gabo.pl

134. Re: Need help with Elite ST mission!

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 19:30:12 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c38a5c4$0$21145@news.zetnet.co.uk>
Source record: 39138

Hi Jens!

On 6 Jan 2002 14:28:17 +, Jens Lippmann wrote:

>This looks buggy - perhaps my game is broken?

This is something I also came across years ago.

I seem to remember that you do need to patch the game to make it work. As far as I remember the game has a way of entering codes that it can then be altered (or it might be a way of altering the saved game files?). I'm not sure anymore.

But where to get this info I'm not sure. I'll check my stuff, but I think I may have lost this some years back.

135. Re: Need help with Elite ST mission!

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 19:39:29 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c38a7f1$0$21142@news.zetnet.co.uk>
Source record: 39139

Hi David!

On 6 Jan 2002 17:12:37 +, David Bolt wrote:

>Oh boy does this take me back. You've got one of the early versions that
>had this bug and you'll not be able to complete this mission. The way I
>got out of this was to "cheat".
>
>At the password prompt, enter SARA. When it asks again, enter the
>correct password. Then you can alter a variety of bits of the game, with
>the important ones in this case being the mission flags. I've dug out a
>file giving the details as to what you can change and it's available in
>Protext, RTF and Word 97 format at:
>
><URL:http://www.my-ste.demon.co.uk/files/elitedoc.zip> (12Kb)

I've just been doing some research also to this problem, but it looks as
if you've got the solution already.

I have discovered the new location of Ian Bell's Elite Pages. It's now to
be found at: http://www.iancqbell.clara.net/elite/ It's recommended to
everyone who has ever played this game!! :)

However I would suggest that you send Ian a copy of this doc, because
apart from the binary of the ST version, there isn't anything onsite for
support of the ST version! (of course there is for other versions).

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

136. Re: Atari ASCII table

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 20:28:12 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201062124460.98-100000@easymint>
Source record: 39141

On Sun, 6 Jan 2002, Hallvard Tangeraas wrote:

> I'm looking for a way to include an Atari ST ASCII table in my TOS 2.06
> documentation, so...
>
> Any suggestions to how I can do this, or have any sources of ready done
> ASCII tables which I can use (i.e. no copyright implications)?
>
I can send you a nice little prg to put a table on screen, or a table in
IMG picture format. Where should I mail it to ?

--

Martin Tarenskeen

****
* YSEDITOR homepage : http://yseditor.atari.org *
* UNI_MANiacs homepage: http://uniman.atari.org *
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm*
* INDEX: http://www.home.zonnet.nl/m.tarenskeen/index.html *
****

137. |PUB] Organizer 0.26 available !

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 20:28:26 UTC
From: Mathieu Demange <m.demange@free.fr>
Message-ID: <3c38b367$0$3180$626a54ce@news.free.fr>
Source record: 39140

Well hello everybody :-)

I'm really happy to announce that my program 'Organizer' is now available on
his dedicated
web site. Currently, it's all in french, sorry, but I think it isn't very
hard to click the 'Demo'
link and get a view of Organizer. Please note that full english translation
is about to be proceed.

Here is the address : http://m.demange.free.fr/organizer/organizer.htm

I'm waiting for all comments !

Regards...

Mathieu

138. Re: Problem wiht MiNT Library?

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 21:15:33 UTC
From: jba4@po.cwru.edu
Message-ID: <3c38be00.154385146@news.cwru.edu>
Source record: 39135

On Sat, 5 Jan 2002 10:36:07 +0100, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> wrote:

>Hello!
>
>> different things under MiNT). But I still do get on error. The
>> compiler reports that the function gethostbyname(~~~) is not found
>> in the libraries. I did a little searching on Google groups and
>> apparently this is a missing function (am I right?). But some message
>> had mentioned some fixes to this problem. Could anyone help me out
>> here?
>
>No, it's not missing. The socket functions are just in a seperate library.
>Add -lsocket to the link command line and all will be fine.
>

I apologize. I did use -lsocket, but what I dind't notice was that
the compiler was failing on the function gethostbyname2. I did some
checking and apparently this is a very nwe addition to the set of BSD
routines. So maybe MiNT doesn't have it yet. But It wasn't needed.
Sorry about posting wrong info! Thankls for the help!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

139. Re: Need help with Elite ST mission!

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 21:58:30 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <HkqURyNGiMO8Ew7M@my-ste.demon.co.uk>
Source record: 39142

On Sun, 6 Jan 2002, James Haslam <jfhaslam@zetnet.co.uk> wrote:-

<snip>

>I've just been doing some research also to this problem, but it looks as
>if you've got the solution already.

I did the research for those docs so many years ago, I can't remember when I exactly did it. What I can recall was that an article was published in ST-Amiga Format (that long ago!) that gave a small bit of info about the "Hacker." I just spent a while seeing what else was alterable. I even managed to get it published in my local ST/Amiga user groups newsletter. I'm not sure, but I may even have a copy of that somewhere.

>I have discovered the new location of Ian Bell's Elite Pages. It's now to
>be found at: http://www.iancqbell.clara.net/elite/ It's recommended to
>everyone who has ever played this game!! :)

BTW, you've a small typo in the URL. It should be:

<URL:http://www.iancgbell.clara.net/elite/>

>However I would suggest that you send Ian a copy of this doc, because
>apart from the binary of the ST version, there isn't anything onsite for
>support of the ST version! (of course there is for other versions).

I've mailed Ian to ask if he wants to add it to his site, and it's been suggested that the info be added to the alt.fan.elite FAQ :)

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

140. Re: Migraph Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 22:49:20 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c38d470$0$21142@news.zetnet.co.uk>
Source record: 39143

On 5 Jan 2002 05:21:20 G, Joseph D. Place wrote:
>NNTP-Posting-Date: Sat, 05 Jan 2002 00:21:20 EST
>Organization: Prodigy Internet http://www.prodigy.com
>X-UserInfo1: FKPO@MC@OP\[@NX\O[CNMFTBGR_N@ATM[@GZ_GYO^BSZUSAANVUEAE[YETZPIWWI[FCIZA^NBFXZ
_D[BFNTCNV>PDTNTKHWXKB@X^B_OCJLPZ@ET_O[G\XSG@E\G[ZKVLBL^CJINM@I_KVIOR\T_M_AW_M[_BWU_HFA_]@
A_A^SGFAUDE_DFTMQPFW>VW[QPJN
>Date: Sat, 05 Jan 2002 05:21:20 GMT
>Xref: master.news.zetnet.net comp.sys.atari.st:200677
>
>I need ST software for a migraph hand scanner. Does anyone have this
>available, or know where I can find it?

Don't hold your breath, but I think I have what you want in my collection
of ST disks. It will need an idividual search of all my floppies, so
don't expect a reply before someone else comes up with an answer.

Charles.

141. Re: Happy 2002!

Newsgroup: comp.sys.atari.st
Date: 2002-01-06 22:49:22 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c38d472$0$21142@news.zetnet.co.uk>
Source record: 39144

On 1 Jan 2002 13:54:29 G, Hallvard Tangeraas wrote:
>Happy new year to every Atarian on every corner of the globe. We should
>all have reached 2002 by now, regardsless of where we are ;-)

Happy New Year to you also, Hallvard!

And thank you for your contributions to the group, intelligent and
searching questions that inspire others to contribute their expertise.

Especially greetings fo the New Year to Dr Uwe Seitem for his wisdom,
knowledge, helpfulness and gentlemanliness in replying to problems
suffered by Atarians.

Peace to all,
Charles.

142. [www] Atari Icon Library updated

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 03:29:54 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.fdnkciin@localhost>
Source record: 39145

Once again time for a small update to Atari Icon Library, and this time you'll find the 5 sets of glow icons that Gunnar Gr&#65533;bel supplied for the Little Big Competition.

```
Here is a short summary of the contents:

88+88 icons for various file types
78+78 icons for applications
5+5 desktop icons (trashcan, clipboard)
12+12 drive icons
5+5 directory icons

Visit Atari Icon Library to download these and many, many other icon
sets:

http://gokmase.atari.org

regards,

Joakim
```

143. Re: Need help with Elite ST mission!

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 07:46:19 UTC
From: BMaedicke@t-online.de
Message-ID: <1f5mtmw.lgxcne19y9q4gN%BMaedicke@t-online.de>
Source record: 38996

James Haslam <jfhaslam@zetnet.co.uk> wrote:

> I have discovered the new location of Ian Bell's Elite Pages. It's now to
> be found at: http://www.iancqbell.clara.net/elite/
^
This is wrong. It must be a "g" and not a "q". The right url is also:

<http://www.iancgbell.clara.net/elite/>

Ciao, Bernd
--
Url: http://home.t-online.de/home/BMaedicke/

144. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 08:45:05 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C396011.FAF3C8B1@siemens.at>
Source record: 38997

DrAmbient wrote:
>
> On Fri, 21 Dec 2001 07:54:38 +0100, Janka Gerhard
> <gerhard.janka@siemens.at> wrote:
>
> >
> >I don't think that it is a GFA problem since it sounds similar to the
> >problem I have in PurePascal on my Falcon. When I succeed in clicking
> >on one of the invisible items or buttons part of the fileselector box
> >reappears again and stays at any further input until closing.
> >
> >Gerhard
>
> Yes...this is *exactly* what happens here too.
> A bug in TOS 4.0x?

Did you get any solution or workaround ? They have to exist since
professional programs don't suffer the same problem.

Gerhard

145. Re: Noud van Kruysbergen (N_ALTHLP)

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 10:43:50 UTC
From: "Derryck Croker"
Message-ID: <1010476528-264296AEicMi@ntlworld.com>
Source record: 39015

From: northstar2010@___NO_SPAM___yahoo.no (Hallvard Tangeraas)
Date: Mon, 07 Jan 2002 02:53:13 GMT

>If you press the ALT and HELP keys at the same time it does a
>"screenshot" and saves it as an image file, replacing the usual "print
>screen" routine.
>It works very nicely, but it seems to save the images here and there on
>the hard disk, making me do file-searches all the time.

I recommend John Mcloud's "JML Snap" utility. You can freely choose the
destination path/filename, and it will also dump only the contents of a window
if so desired. That can save a lot of time for magazine reviewers!

I don't have the URL for JML Snap, but it's worth pointing out that he has a
page with free keys for this and for Stewart and MCboot.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

146. [www] TOPP is searching for original authors

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 13:05:14 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.ndjhhiln@localhost>
Source record: 38999

Hi all,

In case you have not yet payed TOPP a visit it is a new site dedicated
to tracking down and listing source code for abandoned atari
applications. TOPP stands for "The Orphaned Project Page". For full
details, check out your homepage:

http://topp.atari-users.net)

Currently we are trying to contact as many authors as possible of those
who have written applications that many still has expressed interest in.
The ones we at present are most eager to get in touch with are:

* Gary Priest (Popwatch/Newswatch)
* Joergen Von Bargen (Graftool)
* Holger Weets (ST-GUIDE + lots of other stuff)
* John Rojewski (NEWSie)

There are a lot of applications listed on site that we do not know full
details of, so if you can fill in some gaps regarding development
status, coding language, author details, etc, we would be most grateful
to hear from you.

Best regards,

Joakim

http://topp.atari-users.net

147. Re: Happy 2002!

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 16:00:40 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1010423838-424871AEicMi@xs4all.nl>
Source record: 39000

Charles wrote:

>Especially greetings fo the New Year to Dr Uwe Seitem
>for his wisdom,
>knowledge, helpfulness and gentlemanliness in
>replying to problems
>suffered by Atarians.

I completely agree!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

148. Re: which TOS to use in 520ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 17:59:59 UTC
From: vdjole@EUnet.yu
Message-ID: <a1cnmr$7ed$1@news.eunet.yu>
Source record: 39001

On 6 Jan 2002 16:24:20 +, "Christopher Lang" wrote:
>>>I just upgraded my old 520ST to 4MB using a 4MB brick. Quite some soldering
>>>work... Now I am wondering which is the best TOS to use?
>>>However the 520ST uses 32k EPROMS. Is there a way to make it eat 64k Eproms?
>>
>>It is not quite that simple, i.e. you can't just replace 32k EPROMs with
>>larger ones because the address space for those chips is limited. You
>>would have to decode chip-select signals for a new address range starting
>>at $E00000. There are directions for this modification on atari sites
>>on the Internet. The modification uses two 128k eproms (27C010 or similar)
>>installed into first two ROM sockets on the motherboard, with some pins
>>hanging out. With a certain amount of skill you might modify the schematics
>>to use four 64K EPROMs hopefully fitting into old sockets on the >motherboard
>>(I am not sure that the pinout is identical)- but you still have to decode
>>new chip-select signals.
>
>thanks for the hint with the self made address decode! In fact I was
>wondering how to fit the bigger Eproms into the address space if GLUE
>provides chip select signals for the 32k Eproms.

You should also take care of the positions of jumpers used to determine
whether a 2-chip or a 6-chip set of ROMs is used. Also, take care of the
old ROM2 signal in your self-made address decode (see TOS2.06 upgrade
instructions on Atari net sites).

Note that this modification can be developped to various degrees of
complexity: you may replace the old TOS, or you may decide to keep it and
switch between the old one and the new TOS 2.06 inserted in separate sockets
(just one signal has to be re-routed). Or, if you go for the dual-TOS variant,
you may decide to use battery-backed SRAMs for TOS 2.06; power drain of static
RAMs is low and a set of small NiCd batteries should keep charge for a couple
of months. With this option you would be able to modify and re-load TOS 2.06
image at will or replace it with an image of Magic. If you decide to use
SRAMs you should by all means keep the old TOS as well, so that you can
boot and re-load if by some chance the SRAM content becomes corrupt.

cu;

149. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 18:00:04 UTC
From: vdjole@EUnet.yu
Message-ID: <a1cnn0$7ed$2@news.eunet.yu>
Source record: 39002

On 7 Jan 2002 02:41:02 G, Hallvard Tangeraas wrote:
>>you have to remember the 4Kbyte limit for newdesk.inf though, there was
>>a tos patch for this, shell summat or other.

>As for that patch: I'd be very interested in finding out exactly what
>it's called so I can check it out.
>Any other useful patches/enhancements for TOS 2.06?

There is a "universal" patch utility for TOS 2.06 which has been mentioned
before. With it comes a command file, with brief explanations, for making
a number of patches to a TOS image which can be later burned into EPROMs, e.g:

- relocate TOS to a different starting address;
- set colour mode to 60Hz vertical sync;
- keep RAM-based TOS 2.06 in memory after a reset;
- switch immediately to/from 16 MHz mode in a MegaSTe;
- replace or modify routines for hard disk wait time at booting;
- modify _shell_p, - whatever that is :)
- set default step rates for floppies;
- make TOS 2.06 aware of HD floppy drive;
- format floppies in correct MS-DOS format;
- remove (useless) RAM test at power-up;
- bypass CRC-check routine for TOS content;
- patch some XBIOS routines related to boot;
- correct stack pointer for autoexec (whatever that is, too);
- protect real-time clock in MegaST(e);
- deactivate blitter permanently;
- replace bitmap image of bombs with another bitmaps;
- replace print routines with supposedly faster ones;
- change printer-timeout period;
- set/reset keyclick and margin bell;
- change default keyboard shortcuts;
- set fast-load for all programs;
- bypass search for floppy B after a reset;
- patch getbpb and rwabs BIOS routines (ED floppies, one-FAT disks, etc);
- disable execution of boot sectors from floppies;
- patch for v_opnvwk() routine (VDIFIX patch, whatever that is);
- correct error associated with mshrink(0);
- eliminate window grow- and shrinkboxes (makes TOS desktop fell much faster);
- activate cache for processors >= 68020;
- replace Atari boot-logo with another bitmap image(s);
- replace keyboard mapping;
- patch screen hardcopy routine;
- change system fonts;
- change the appearances of mouse cursor and basic desktop icons;

- modify (translate, etc.) internal .RSC files of TOS (with any RSC editor);
- modify internal (default) NEWDESK.INF;
- increase buffer for NEWDESK.INF up to 32 KB (SHBUF patch); very useful;
- patch eror in GEM scroll routine (ARROWFIX patch);
- change TOS nationality;
- insert your own patches;

Btw. there is a very similar set of patches for TOS 3.06.

cu;

150. Atari ST's For Sale

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 20:15:13 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <GpL49J.HKF@freenet.buffalo.edu>
Source record: 39003

Hello! I have two Atari ST's(STFM and a 520ST) for sale plus alot of other items at very reasonable prices. If anyone is interested in a complete list, email me at:dane@buffnet.net. Thank!

Dane Stegman

151. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 20:34:17 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201072131270.103-100000@easymint>
Source record: 39004

```
On Mon, 7 Jan 2002, Janka Gerhard wrote:

> DrAmbient wrote:
> >
> > On Fri, 21 Dec 2001 07:54:38 +0100, Janka Gerhard
> > <gerhard.janka@siemens.at> wrote:
> >
> > >
> > >I don't think that it is a GFA problem since it sounds similar to the
> > >problem I have in PurePascal on my Falcon. When I succeed in clicking
> > >on one of the invisible items or buttons part of the fileselector box
> > >reappears again and stays at any further input until closing.
> > >
> > >Gerhard
> >
> > Yes...this is *exactly* what happens here too.
> > A bug in TOS 4.0x?
>
> Did you get any solution or workaround ? They have to exist since
> professional programs don't suffer the same problem.
>
> Gerhard
>

The fileselector was one of the major problems I had when making YSEDITOR
suitable for use with the Atari Falcon. I found a replacement gfa routine
somewhere that did the job. Since then YSEDITOR works great on my Falcon
too. In short: yes, there is a workaround.

--

Martin Tarenskeen

**************************************************************************
* YSEDITOR homepage : http://yseditor.atari.org *
* UNI_MANiacs homepage: http://uniman.atari.org *
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm*
* INDEX: http://www.home.zonnet.nl/m.tarenskeen/index.html *
**************************************************************************
```

152. FS: Original Software Oldies

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 20:48:52 UTC
From: s.petersilge@cityweb.de
Message-ID: <3c3daee1.21800116@news.t-online.de>
Source record: 39005

Hello,

I am selling the following Original Software Oldies (German Versions)
through Ebay (Germany):

1. Poison Virus Protection for Atari ST(E), TT and Falcon. Version
from 1996
http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=1319280620

2. Quick ST II, Graphics Accelerator for all Atari ST Models. This
Softwarepacket also contains: "Desktop Customizer", "Quick Index" (a
Benchmark Program) and "Monster" (an emulator of 1280 x 960 monitor
resolution).
http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=1319282373

3. VIP Professional, a professional spreadsheet program for Atari ST
Computer. Compatible with Lotus 1-2-3.
http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=1319283155

If interested please use the links for bidding or send PM.

Greetings
Stefan
--
Stefan Petersilge
SANGIT OM MUSIC PRODUCTION
listen to my music at www.mp3.com/sangitom
my homepage: www.sangitom.de

153. Re: Texel 2.2 : Page Preview mode

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 20:55:21 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <a1d1vp$4ce$1@newsg4.svr.pol.co.uk>
Source record: 39006

On 2 Jan 2002 19:45:02 -, "Steve Sweet" wrote:
>Hi Neil
>
>| Does any one know how to get the Page Preview function working in Texel
>| 2.2?
>|
>| Whenever I select this from the File menu, with a suitable spreadsheet
>| loaded, all I get is the left hand "menu" with most of the buttons greyed
>| out! I tried blocking an area on the spreadsheet, but no results in Page
>| preview.
>|
>| Does this function require Artworx? The manual I have is German and also
>| some of alert boxes seem to mention Artworx - is it really required in
>| order to get the best out of Texel?
>
>I may be whistling out of my rear here as its been a while since I used
>Texel, but I seem to recall you needed memory.sys installed and declared in
>assign.sys.
>
Hi Steve

I am using NVDI 5.03, with no GDOS fonts active, if this changes anything
in your reply!?

Neil :-)

154. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 21:14:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f010da00@madasafish.com>
Source record: 39019

Hi Djordje,

>- relocate TOS to a different starting address;
>- set colour mode to 60Hz vertical sync;

<<<large snip>>>>>>

>Btw. there is a very similar set of patches for TOS 3.06.

Is that available as one patch or by combining loads of patchs? If so,
got the URL?

Thanks.
--
Lyndon Amsdon

155. TT Hardware Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-01-07 21:35:28 UTC
From: Richard Stevens <ilikeu@lineone.net>
Message-ID: <3c3a12e0_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 39007

Hi,

Does anyone know where I can get hold of a graphics card for my TT (possibly
a
Crazy Dots II or similar) and an accelerator card (preferably a CaTTamaran)?

Any help would be most appreciated,

Thanks,

Richard.

ilikeu@lineone.net

156. Re: Happy 2002!

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 01:00:49 UTC
From: swampfax@atlantic.net
Message-ID: <5xr_7.63$jV5.27772@news1.atlantic.net>
Source record: 39008

On 1 Jan 2002 13:54:29 G, Hallvard Tangeraas wrote:
>Happy new year to every Atarian on every corner of the globe. We should
>all have reached 2002 by now, regardsless of where we are ;-)
>
>
>Hallvard
>-- >Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.notator.org>
>.

Same to you and all!

John G.

157. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 02:10:36 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B85FBF4C.1566%atarilp@hotmail.com>
Source record: 39009

in article 3C396011.FAF3C8B1@siemens.at, Janka Gerhard at
gerhard.janka@siemens.at wrote on 1/7/02 3:45 AM:

> Did you get any solution or workaround ? They have to exist since
> professional programs don't suffer the same problem.

Yes, however the thread moved to the GFA-Basic mailing list I setup.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

158. Re: TT Hardware Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 02:13:22 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B85FBFF2.1568%atarilp@hotmail.com>
Source record: 39010

in article 3c3a12e0_3@mk-nntp-1.news.uk.worldonline.com, Richard Stevens at ilikeu@lineone.net wrote on 1/7/02 4:35 PM:

> Does anyone know where I can get hold of a graphics card for my TT (possibly
> a
> Crazy Dots II or similar) and an accelerator card (preferably a CaTTamaran)?

I have CD II card forsale, see my site for details.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

159. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 03:02:14 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a1dnfj$q7$1@news.chatlink.com>
Source record: 39011

```
Hi Martin,

Are there any English RSC files for "HTML-HELP Version 2.5" ??

Thanks, Donner......

On 5 Jan 2002 19:29:31 G, Martin Byttebier wrote:
>New at the Belgian ftp-site chapelie.rma.ac.be
>-----------------------------------------------------------------
>
> ***********************************************************
> * If a package would be corrupt, please contact *
> * *
> * tos4ever@pandora.be *
> * or *
> * saka@village.uunet.be *
> * *
> * so they can delete it and put a good version here *
> * *
> * Only with your cooperation this site can become good *
> ***********************************************************
>
> **html-edit**
>ftp://chapelie.rma.ac.be/atari/html-edit/htmlhelp.lzh
> (270.735 bytes) HTML-HELP version 2.5, powerfull html utility.
>
> **mathematics**
>ftp://chapelie.rma.ac.be/atari/mathematics/eurka201.zip
> (828.507 bytes) 2D Graph Describer, 3D Modeller. French/English version
>
> **midi**
>ftp://chapelie.rma.ac.be/atari/midi/musicedd-6832.zip
> (900.440 bytes) modern notation prg with MIDI in-/output. German only
>.
```

160. ST Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 05:31:53 UTC
From: Jim Alan <flafireman2001@yahoo.com>
Message-ID: <2nv_7.233688$BX4.13130779@e3500-atl1.usenetserver.com>
Source record: 39012

There is a box with 2 20 Meg Hard Drives and an ICD Host Adapter on Ebay
goinf for $7.50!

161. portfolio apps on PC and/or ST

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 07:32:44 UTC
From: jdplace@prodigy.net
Message-ID: <3bc0d60.0201072332.3600255c@posting.google.com>
Source record: 39013

Does anyone know where I can find duplicates of the built-in portfolio applications to run on my PC and/or ST? I have found some old Visual Basic/Windows apps called pcal and pcard, but the calendar program won't support Y2K dates, and there is no source provided to fix it.

I am mainly interested in the diary and card file applications.

Thanks,
Joe Place
jdplace@prodigy.net

162. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 08:03:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C3AA7B4.5F5EAA@siemens.at>
Source record: 39014

lp wrote:
>
> in article 3C396011.FAF3C8B1@siemens.at, Janka Gerhard at
> gerhard.janka@siemens.at wrote on 1/7/02 3:45 AM:
>
> > Did you get any solution or workaround ? They have to exist since
> > professional programs don't suffer the same problem.
>
> Yes, however the thread moved to the GFA-Basic mailing list I setup.

That's a pity, because it is not a GFA-Basic related problem.
And since I am programming mostly in Pascal and sometimes in C and
Assembler but do not intend to add any Basic dialect to this list
I see no sense in subscribing to a GFA mailing list.
I tried to read the list without subscribing but did not succeed.
So maybe there is a kind soul out there who could mail me the
answer ?

Thanks
Gerhard

163. Re: Atari disk format

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 12:25:47 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0201080425.14143b31@posting.google.com>
Source record: 39016

This thread is a bit strange so let's sort things out now.

There IS no mechanical difference between 720k disks and 1.4Mb disks,
with the exception of the extra hole.

There IS no electromagnetic difference between later 720k disks (after
they had started producing 1.4Mb disks) and 1.4Mb disk, they were
created on the same production line and just either had one hole
stamped out (720k) or two (1.4Mb).

You can cut a hole in 720k disks and use them as 1.4Mb disks fine, and
you can block the hole in 1.4mb disks and use them as 720k disks.

If you are ONLY using DD disk drives you dont even have to block up
the hole, you only have to do that when using HD disk drives.

How do I know this, one summer working for a manufacturing plant.
Practical experience (making 720k disks into 1.6Mb disks for use with
a SuperMagicom in 1991, and making 1.4Mb disks into 720k disks for use
with Amiga's and ST's today).

Later

Alex Holland
Thalion Webshrine
http://thalion.atari.org

164. Still two days for the "Great Atari Survey"

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 15:36:25 UTC
From: alex242@atarist.com
Message-ID: <63af0e0b.0201080736.72402477@posting.google.com>
Source record: 39017

Iv've noticed that my last message did only appear in 4
lines...oops...I'm not used to use newsgroups however...sorry.
Anyway the address is: http://members.aol.com/alexwebspace or mail to
atari-survey@gmx.net.
Bye, Alex

165. For sale - Calamus

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 15:38:17 UTC
From: d.e.cohen@qmul.nospam.ac.please.uk.invalid
Message-ID: <1f5ortr.17w3ds52r7nk2N%d.e.cohen@qmul.nospam.ac.please.uk.invalid>
Source record: 39018

I have an old (1995) version of Calamus SL for sale. It is usable, but I think its main value is that for anyone who wants Calamus and hasn't got it, the latest version can be bought at a huge reduction after purchasing this old version.

Calamus SL 2002 is available. Full purchase price is 699 Euros, but the upgrade from my Calamus SL 95 is only 199 Euros. The saving of 500 Euros is around 300 pounds. The euro is omehwehre between 1 US dollar and 90 cents.

Calamus SL2002 works native on any current TOS machine with 16Mb RAM and 20Mb hard disk space (i.e., TT, Falcon, Hades, Milan) and also on any Windows machine. It also runs on Macs with MagicMac.

For full details check at www.calamus.net.

Given the saving, I would like to get 100 pounds for it (you would still save 200 pounds on getting the latest version) but am open to offers.

I have confirmed with Invers Software, who distribute Calamus, that I can sell my version and transfer ownership, so that the new owner gets the benefit of the discount on the upgrade.

--
Remove "nospam" and "please" and "invalid" for a correct address

166. Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 18:23:27 UTC
From: Kyle Lavery <klavery@home.com>
Message-ID: <zOG_7.3255$cr5.343637@news3.calgary.shaw.ca>
Source record: 39020

Hello all.
I saw a question like this asked a while back, but I forget what kind of responses it got =)
I was wondering what Ataris (if any) could hook up to a cable modem, and how to go about doing so.

Thanks in advance!

167. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 18:59:14 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B860ABB2.15CC%atarilp@hotmail.com>
Source record: 39024

in article 3C3AA7B4.5F5EAA@siemens.at, Janka Gerhard at
gerhard.janka@siemens.at wrote on 1/8/02 3:03 AM:

> That's a pity, because it is not a GFA-Basic related problem.
> And since I am programming mostly in Pascal and sometimes in C and
> Assembler but do not intend to add any Basic dialect to this list
> I see no sense in subscribing to a GFA mailing list.
> I tried to read the list without subscribing but did not succeed.
> So maybe there is a kind soul out there who could mail me the
> answer ?

It depends, I would not want to subscribe to some Pascal list either. ;-)

Anyway the msgs are available here:

http://atari-users.net/pipermail/gfa_atari-users.net/

The solutions was this post:

on 12/22/01 4:31 PM, Dr.Ambient at g.goebertus@chello.nl wrote:

> I'm not using windows.
> No resource files. Coding the old way. Only way I know.

You can still call wind_update() to lock the screen, and no handle
is needed. Locking the screen stops all other screen activity until you
unlock it. So for example you could do this:

```
wind_update() 'lock screen
fsel_input()
wind_update() 'unlock screen
```

This might solve your redraw problems with the fsel command, but I am not
sure. I don't have a falcon here to do such a test.

> Dr. Ambient (probably asking VERY stupid questions:-)

Don't worry, I think we all have done it at some point. ;-))

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

168. OT: Questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 19:10:18 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B860AE4A.1CE5%design3d@2-scale.com>
Source record: 39022

in article 1010423838-424871AEicMi@xs4all.nl, Raoul Teulings at rt@xs4all.nl wrote on 1/7/02 11:00 AM:

> I completely agree!
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
> Jaguar, 1 x Lynx.
>

Where can I find a complete listing of game titles (cartridges) for the Lynx system?

How many are there and when was the last one ever came out for Lynx?

Time to blow dust off my old 1990-era Lynx.

Mike

169. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 19:11:17 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <avH_7.3173$L94.88159@newsfeed.slurp.net>
Source record: 39021

Hey, there are several ways of connecting an Atari with cable modem service. The ideal way is having an ethernet card for your Atari and plugging the cable modem straight into it. The only drawback is that you will need a static IP for the service since Atari can't do DHCP at this time. Some ISPs provide a static IP free of charge, some will charge extra. You can get around the DHCP problem by using a hardware firewall/router that will get the IP and then create a NAT network with the Atari getting a non-routable IP. This will also work with DSL if the router can do PPPoE.

Network cards are very hard to come by so another solution is to use a PC or something as a gateway and then using a serial cable to share the internet connection to the Atari. This will go up to 115200 bits per second which is twice as good as 56K. I'm pretty sure you can do a PLIP connection between a Linux and Mint setup. This uses the parallel port for internet sharing and gives very good speeds far superior to the serial. I forget the exact numbers.

On the software side you have an option of using STiNG which has built-in drivers for some NICs or MiNTnet or Magicnet. I never had a broadband connection on my Ataris or share the internet for that matter, I just know it can be done. Hope this helps.

Joshua.

"Kyle Lavery" <klavery@home.com> wrote in message
news:zOG_7.3255$cr5.343637@news3.calgary.shaw.ca...
> Hello all.
> I saw a question like this asked a while back, but I forget what kind of
> responses it got =)
> I was wondering what Ataris (if any) could hook up to a cable modem, and
how
> to go about doing so.
>
> Thanks in advance!
>
>
>
>
>
>

170. Re: DHCP client on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 19:27:13 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c3b4879$0$204$626a54ce@news.free.fr>
Source record: 39023

Hi

"Joshua Kaijankoski" <gaiyan@atari.org> a crit dans le message news:
avH_7.3173$L94.88159@newsfeed.slurp.net...
> Hey, there are several ways of connecting an Atari with cable modem service.
> The ideal way is having an ethernet card for your Atari and plugging the
> cable modem straight into it. The only drawback is that you will need a
> static IP for the service since Atari can't do DHCP at this time. Some ISPs
> provide a static IP free of charge, some will charge extra. You can get
> around the DHCP problem by using a hardware firewall/router that will get
> the IP and then create a NAT network with the Atari getting a non-routable
> IP. This will also work with DSL if the router can do PPPoE.
>

< http://www.ligotage.net/dhcp-client-2.0b1pl6-1.m68kmint.rpm >
I've never try it, try to contact the author for more informations
< johnnieNOSPAM@ligotage.demon.co.uk >

SeeU

171. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 19:42:27 UTC
From: vdjole@EUnet.yu
Message-ID: <a1fi30bin1@news.eunet.yu>
Source record: 39028

On 7 Jan 2002 22:49:27 G, Hallvard Tangeraas wrote:

>> There is a "universal" patch utility for TOS 2.06 which has been mentioned
>[...]
>This sounds familiar. I think I have something called "SOS 2.06" or
>similar.

This one is called TP206... or similar.

>Personally I don't have an EPROM programmer and wouldn't know
>exactly how to go about doing this as it's quite a drastic approach,

The patched TOS can also be loaded into RAM for test or permanent use.
And one does not have to implement all the patches.

>but is any of this available as patches which simply go in the AUTO folder?

Yes, some of them. Look on atari ftp sites for files named like SEEKUP*.*,
VDIFIX*.*, ARROW*.*, SHBUF*.*

On 07 Jan 2002 21:14:38 GMT (GMT), Lyndon Amsdon wrote:

>Is that available as one patch or by combining loads of patchs?

Something in between. There is a large command file with sections which
can be switched on or off and which implement corrections from a set
of smaller files. There are also some smaller command files for other tasks
e.g. preparing data files for EPROM chips, etc.

>If so, got the URL?

Yes, look for yourself:

http://www.stud.uni-hamburg.de/users/in5y280/tospatch.html

and on the site there are similar packages for TOSses 1.04, 2.06, 2.06, 3.06
and (some?) 4.04.

Somewhere on some British atari site there is also a variant of this patch
set for English TOS 2.06 - archive called TOSPATUK or something like that.

cu;

172. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 19:57:20 UTC
From: Adam Klobukowski <adamk@gabo.pl>
Message-ID: <slrna3mjkn.fm9.adamk@core.preferuje.luzik.pl>
Source record: 39025

<cut>
> twice as good as 56K. I'm pretty sure you can do a PLIP connection between a
> Linux and Mint setup. This uses the parallel port for internet sharing and
> gives very good speeds far superior to the serial. I forget the exact
> numbers.

No you can't do PLIP between Linux and Mint setup. Yes, Linux offers PLIP
and Mint offers PLIP but they are incompatibile.

Anyway you can do PLIP between two Mint boxes or between two Linux boxes.

There are some efforts about porting Mint PLIP into Linux but nothing come
into life yet

Adam Klobukowski
atari@gabo.pl

173. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 19:58:28 UTC
From: tos4ever@pandora.be
Message-ID: <1f5pm6u.14dauug4ftcz8N%tos4ever@pandora.be>
Source record: 39026

Don Wolfe <dwolfe@netcentraltv.com> wrote:

> Hi Martin,
>
> Are there any English RSC files for "HTML-HELP Version 2.5" ??
>
AFAIK, it's German only. The author is reading this group so maybe
he'll give more explaination.

CU,
Martin

174. Re: ff

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 20:04:29 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3C3B4FEF.142413E2@village.uunet.be>
Source record: 39027

some more ff

Don't Risk It! Protect Yourself Today! wrote:
>
> ff

175. Re: For sale - Calamus

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 20:56:40 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a1fme8$lt4$1@news.panix.com>
Source record: 39029

Daniel Cohen <d.e.cohen@qmul.ac.uk> writes:

: I have an old (1995) version of Calamus SL for sale. It is usable, but I
: think its main value is that for anyone who wants Calamus and hasn't got
: it, the latest version can be bought at a huge reduction after
: purchasing this old version.

And not only that, it might run on an ST. Versions after 1998, or sometime
around that, will only run in 480 x 640 minimum resolution, which is 80
lines more than a SM125 has. Later versions will run on other machines,
such as my TT, a Falcon, and Clones.

The latest version adds some useful things, but even the older versions
are great programs for DPT.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

176. how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 21:06:58 UTC
From: reg grungy <nospam@newsranger.com>
Message-ID: <SbJ_7.9195$cD4.18790@www.newsranger.com>
Source record: 39030

I have a lot of old ST DD disks that were formatted with extra tracks and sectors. (hey 3.5" disks were expensive once!). I'd like to read them on a PC but have had no luck. There is a PD utility that can read ST formatted disks but is unable to cope with the extra tracks and sectors. If I had an ST I could of course port the files across but I dont. Any ideas?

RG

177. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 22:03:48 UTC
From: Adam Klobukowski <adamk@gabo.pl>
Message-ID: <slrna3mr1r.fue.adamk@core.preferuje.luzik.pl>
Source record: 39031

>>> There is a "universal" patch utility for TOS 2.06 which has been mentioned
>>[...]
>>This sounds familiar. I think I have something called "SOS 2.06" or
>>similar.
>
> This one is called TP206... or similar.

I ecountered something like TOSPATCH on various ftp, it may be what you're looking for.

Adam Klobukowski
atari@gabo.pl

178. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 22:32:59 UTC
From: jba4@po.cwru.edu
Message-ID: <3c3b721a.34703792@news.cwru.edu>
Source record: 39032

I have my TT030 running through a cable modem. On the TT030, I'm using a ROM-Port ethernet adapter that I built myself from the available schematics. You have to be lucky like me and find a Genuis III Pocket Ethernet Adapter, though ;-).

The ehternet line is connected to a Windows 98 machine (along with my NeXT Cube and my desktop PC) which is running Microsoft Internet Connection Sharing, believe it or not. I just set Mintnet up correctly. I set the TT's IP address to an internal network number and set the gateway and nameserver to the Windows 98 ICS machine. The ICS machine has two ethernet cards, one for the internal network and one for the cable modem connection. That's all there is to it (aside from trying to set up Windows, which is difficult to explain, but rather easy to do). The TT can browse the Internet and doesn't need a proxy server or anything! Sweet!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

179. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-08 23:43:52 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a1g07o$41l$1@snipp.uninett.no>
Source record: 39033

Joshua Kaijankoski <gaiyan@atari.org> wrote:
> The ideal way is having an ethernet card for your Atari and plugging the
> cable modem straight into it. The only drawback is that you will need a
> static IP for the service since Atari can't do DHCP at this time. Some ISPs

There is a DHCP-client for MiNT-Net, although I've never tried it so I
don't know how well it works.

> provide a static IP free of charge, some will charge extra. You can get
> around the DHCP problem by using a hardware firewall/router that will get
> the IP and then create a NAT network with the Atari getting a non-routable
> IP. This will also work with DSL if the router can do PPPoE.

This is the best solution even though if you have a PC or Mac too. I'm
using a Cisco DSL-router, this has built-in PPPoE, DHCP and NAT, and
simply plugged into my existing network. All I had to do to get online
with my Ataris, was to change the defaultroute. Very easy, and no special
software or driver is needed on any of the computers. As long as the
computer can reach the gateway (i.e. the router) through TCP/IP somehow,
it will be online.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

180. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 04:23:43 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a1ggkd$pd8$1@news.chatlink.com>
Source record: 39034

On 8 Jan 2002 14:11:17 -, "Joshua Kaijankoski" wrote:

>Network cards are very hard to come by so another solution is to use a PC or
>something as a gateway and then using a serial cable to share the internet
>connection to the Atari. This will go up to 115200 bits per second which is
>twice as good as 56K. I'm pretty sure you can do a PLIP connection between a
>Linux and Mint setup. This uses the parallel port for internet sharing and
>gives very good speeds far superior to the serial. I forget the exact
>numbers.

Hi Joshua,

I've never been quite clear on bits per second and Baud rate. On my
TT030 with a 56K modem connected to Serial 2/Lan I connect to my ISP
at 115200 which I assume is bits per second ?? I remember someone
mentioned a longtime ago, that port speed should be set 2 to 2.5 times
the Baud rate of the Modem ?? Are Baud & BPS two separate type's of
Speed measurments ???

Thanks, Donner......

181. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 05:09:48 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C3BD09C.BBA524A1@greeleynet.com>
Source record: 39035

reg grungy wrote:
>
> I have a lot of old ST DD disks that were formatted with extra tracks and
> sectors. (hey 3.5" disks were expensive once!). I'd like to read them on a PC
> but have had no luck. There is a PD utility that can read ST formatted disks but
> is unable to cope with the extra tracks and sectors. If I had an ST I could of
> course port the files across but I dont. Any ideas?
>

How old was the PC? Microsoft may have removed that ability from new
software, and maybe hardware too for all I know. I -do- know that when
the Mega was current, I used to do this intentionally and then irritate
all my PC friends with floppies they could read and write too but
couldn't format. <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

182. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 08:25:40 UTC
From: xxx@xxx.com
Message-ID: <3c3bfdac.916224@news.bigpond.com>
Source record: 39036

On Tue, 08 Jan 2002 22:09:48 -0700, Ken Springer
<wordworks@greeleynet.com> wrotd:

>
>How old was the PC? Microsoft may have removed that ability from new
>software, and maybe hardware too for all I know. I -do- know that when
>the Mega was current, I used to do this intentionally and then irritate
>all my PC friends with floppies they could read and write too but
>couldn't format. <G>
>

In actual years, my PC is 3 years old. I do seem to recall that I
could read ST disks on old 286's Not sure if they had extra sectors
tho.. Hmm who has 286's these days?

Thanks
>--
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>Ken Springer "All progress depends upon the
> unreasonable person."
> George Bernard
> Shaw
>
>Cheap prices make for cheap goods; cheap goods make for
>cheap men; and cheap men make for a cheap country!" -
>President William McKinley
>
>http://www.greeleynet.com/~wordwork/airpage.htm
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

183. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 09:10:33 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c3c08ce91c321@tripnet.se>
Source record: 39037

On Wed 09-01-2002 04:23 (GMT) Don Wolfe wrote:

>On 8 Jan 2002 14:11:17 -, "Joshua Kaijankoski" wrote:
>
>>Network cards are very hard to come by so another solution is to use a PC
>or
>>something as a gateway and then using a serial cable to share the internet
>>connection to the Atari. This will go up to 115200 bits per second which is
>>twice as good as 56K. I'm pretty sure you can do a PLIP connection between

>I've never been quite clear on bits per second and Baud rate. On my
>TT030 with a 56K modem connected to Serial 2/Lan I connect to my ISP
>at 115200 which I assume is bits per second ?? I remember someone
>mentioned a longtime ago, that port speed should be set 2 to 2.5 times
>the Baud rate of the Modem ?? Are Baud & BPS two separate type's of
>Speed measurments ???

Yes very different actually, but this is not the reason why you should
use 115200 bps (or higher) with a 56k modem. Modems use compression
algorithms (similar to .ARC, .ZIP, etc) internally so if you send a file
with lots of "empty space" (MS Word .DOC files comes to my mind...) it
will be transfered much faster compared to a .JPG image or other already
compressed data file.

With a serial cable running tcp/ip you will get the same speeds
regardless of what kind of files you transfer.

I have connected my Ataris to broadband (actually 512 kb/sek ADSL) by
using a Netgear RT314 NAT-box and an Ethernet adaptor on one of my TT:s.
I mostly use another TT running 153600 bps myself but as I get around
15000 bps in CAB also for compressed files the speed is quite adequate
compared to my old 28.8k modem with around 3000 bps for compressed files.

Don't forget to visit my other TT running the Webserver Weblight under
Magic. It's online all the time but right now the content is getting a
bit old. I have actually kept it online now for over a year with almost
no problems at all. I have around 98.6% uptime meaured by an external
site (securityspace.com). Url can be found below in the signature:

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

184. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 09:47:15 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a1h3jd$t0e$1@newsg1.svr.pol.co.uk>
Source record: 39038

" Don Wolfe" <dwolfe@netcentraltv.com> wrote in message
news:a1ggkd$pd8$1@news.chatlink.com...
> On 8 Jan 2002 14:11:17 -, "Joshua Kaijankoski" wrote:
>
> >Network cards are very hard to come by so another solution is to use a PC
or
> >something as a gateway and then using a serial cable to share the
internet
> >connection to the Atari. This will go up to 115200 bits per second which
is
> >twice as good as 56K. I'm pretty sure you can do a PLIP connection
between a
> >Linux and Mint setup. This uses the parallel port for internet sharing
and
> >gives very good speeds far superior to the serial. I forget the exact
> >numbers.
>
> Hi Joshua,
>
> I've never been quite clear on bits per second and Baud rate. On my
> TT030 with a 56K modem connected to Serial 2/Lan I connect to my ISP
> at 115200 which I assume is bits per second ?? I remember someone
> mentioned a longtime ago, that port speed should be set 2 to 2.5 times
> the Baud rate of the Modem ?? Are Baud & BPS two separate type's of
> Speed measurments ???

1) With modern modems which do fancy things like compression its always a
good
idea to set the serial interface between the PC and Modem faster than the
speed
at which the modem connects over the Telephone Network. This allows the
maximum benifit
from compression. It can also improve through put where things like error
correction
are in use....

I do remember having a less sophisticated modem where this was not
possible......

2) Strctly BPS = Bits/Sec and is the number of information bytes sent over a
connection.
Baud is the number of signaling elements sent over the link.
These days BAUD is often confused with BPS and widley misused.

Just to explain a little how we can have different signalling rates and data rates ...

For modems up to 1200 Bps there is usually (actually does any one use such slow modems these days)
no difference. Typically these send one "tone" for a binary "0" and another tone for a binary "1".
So for each "BIT" of data there is a signalling element which is one of the two tones
Usually there only very simple logic in the modem, so you can only set the send and receive rates the same...

Modems above 1200 BPS typically they send more Bits per second than signalling elements. So a 2400 Bps
modem will only communicate over the phone network at 1200 Baud.

It does this by encoding pairs of bits and assigning a unique tone, so we now need 4 tones rather than the
two we used above, and we send one signalling element for every two data bits. So the data rate is 2400 BPS
but the signally rate is 1200 baud.

To get faster than 2400 you need to move away from tones and use phase modulation. The Baud rate on the phone line remains at about 1200 baud, but now combinations of 3, 4 or 5 bits are encoded as a single phase change on a carrier.

Of course on the RS232 link between the PC and the Modem Baud = BPS as each Bit is one signalling element on the cable per data bit.

I hope that the above is clear..

>
> Thanks, Donner......
>

My Pleasure....

185. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 09:52:43 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a1h3tl$13k$1@newsg2.svr.pol.co.uk>
Source record: 39039

"reg grungy" <nospam@newsranger.com> wrote in message
news:SbJ_7.9195$cD4.18790@www.newsranger.com...
> I have a lot of old ST DD disks that were formatted with extra tracks and
> sectors. (hey 3.5" disks were expensive once!). I'd like to read them on a
PC
> but have had no luck. There is a PD utility that can read ST formatted
disks but
> is unable to cope with the extra tracks and sectors. If I had an ST I
could of
> course port the files across but I dont. Any ideas?

Which PD utility. Have you tried the Gemulator Explorer or Gemulator with
"Windows File System" disabled.
Note this only works in WIN9x (and I assume ME) not in any of the NT derived
versions (NT,2K, XP)...

Even this will only read some disks. For some I had to dust of the ST and
use PARPC (I think thats the one)
to copy the files...

>
> RG
>
>

Dave

186. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 13:20:56 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a1hg3o$p2$1@news.panix.com>
Source record: 39040

Ken Springer <wordworks@greeleynet.com> writes:

: reg grungy wrote:
: >
: > I have a lot of old ST DD disks that were formatted with extra tracks and
: > sectors. (hey 3.5" disks were expensive once!). I'd like to read them on a PC
: > but have had no luck. There is a PD utility that can read ST formatted disks but
: > is unable to cope with the extra tracks and sectors. If I had an ST I could of
: > course port the files across but I dont. Any ideas?
: >

: How old was the PC? Microsoft may have removed that ability from new
: software, and maybe hardware too for all I know. I -do- know that when
: the Mega was current, I used to do this intentionally and then irritate
: all my PC friends with floppies they could read and write too but
: couldn't format. <G>

There is one version of Widoze that will read it. Windoze 95 was the last version distributed on floppy disk. To save a disk, they decided to follow, for once, what is sometimes known as the Microsoft Boot Sector Standard, and actually looked at the disk information to see how it was formatted. They used ten sectors, 80 tracks, for 1.62 disks, but Windoze 95 could read any format. For earlier machines, one could use DOS to make up a virtual drive, using the built in help files, and map that to the physical floppy. Windoze 98 lost the help files, later versions give you a dos prompt, but what is there is not really dos. It has been re-written, and did not get better.

Find either Windoze 95 or Dos for Dummies, or both.

Jim DeClercq
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

187. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 14:10:31 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <7bY_7.76$UR4.46324@newsfeed.slurp.net>
Source record: 39041

Another thing to keep in mind is to avoid confusion between bits and bytes.
Capital 'B' = bytes which is 8 bits. Thus 115200 bps = 14400Bps = 14.4KBps.

Joshua.

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in
message news:a1h3jd$t0e$1@newsg1.svr.pol.co.uk...
>
> " Don Wolfe" <dwolfe@netcentraltv.com> wrote in message
> news:a1ggkd$pd8$1@news.chatlink.com...
> > On 8 Jan 2002 14:11:17 -, "Joshua Kaijankoski" wrote:
> >
> > >Network cards are very hard to come by so another solution is to use a
PC
> or
> > >something as a gateway and then using a serial cable to share the
> internet
> > >connection to the Atari. This will go up to 115200 bits per second
which
> is
> > >twice as good as 56K. I'm pretty sure you can do a PLIP connection
> between a
> > >Linux and Mint setup. This uses the parallel port for internet sharing
> and
> > >gives very good speeds far superior to the serial. I forget the exact
> > >numbers.
> >
> > Hi Joshua,
> >
> > I've never been quite clear on bits per second and Baud rate. On my
> > TT030 with a 56K modem connected to Serial 2/Lan I connect to my ISP
> > at 115200 which I assume is bits per second ?? I remember someone
> > mentioned a longtime ago, that port speed should be set 2 to 2.5 times
> > the Baud rate of the Modem ?? Are Baud & BPS two separate type's of
> > Speed measurments ???
>
> 1) With modern modems which do fancy things like compression its always a
> good
> idea to set the serial interface between the PC and Modem faster than the
> speed
> at which the modem connects over the Telephone Network. This allows the
> maximum benifit
> from compression. It can also improve through put where things like error
> correction
> are in use....

>
> I do remember having a less sophisticated modem where this was not
> possible......
>
> 2) Strctly BPS = Bits/Sec and is the number of information bytes sent over
a
> connection.
> Baud is the number of signaling elements sent over the link.
> These days BAUD is often confused with BPS and widley misused.
>
> Just to explain a little how we can have different signalling rates and
data
> rates ...
>
> For modems up to 1200 Bps there is usually (actually does any one use such
> slow modems these days)
> no difference. Typically these send one "tone" for a binary "0" and
another
> tone for a binary "1".
> So for each "BIT" of data there is a signalling element which is one of
the
> two tones
> Usually there only very simple logic in the modem, so you can only set the
> send and receive rates the same...
>
> Modems above 1200 BPS typically they send more Bits per second than
> signalling elements. So a 2400 Bps
> modem will only communicate over the phone network at 1200 Baud.
>
> It does this by encoding pairs of bits and assigning a unique tone, so we
> now need 4 tones rather than the
> two we used above, and we send one signalling element for every two data
> bits. So the data rate is 2400 BPS
> but the signally rate is 1200 baud.
>
> To get faster than 2400 you need to move away from tones and use phase
> modulation. The Baud rate on the phone line remains at about 1200 baud,
but
> now combinations of 3, 4 or 5 bits are encoded as a single phase change on
a
> carrier.
>
> Of course on the RS232 link between the PC and the Modem Baud = BPS as
each
> Bit is one signalling element on the cable per data bit.
>
> I hope that the above is clear..
>
> >
> > Thanks, Donner......

> >
>
> My Pleasure....
>
>

188. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 14:16:37 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0201090616.36c7a9d6@posting.google.com>
Source record: 39042

reg grungy <nospam@newsranger.com> wrote in message
news:<SbJ_7.9195$cD4.18790@www.newsranger.com>...
> I have a lot of old ST DD disks that were formatted with extra tracks and
> sectors. (hey 3.5" disks were expensive once!). I'd like to read them on a PC
> but have had no luck. There is a PD utility that can read ST formatted disks but
> is unable to cope with the extra tracks and sectors. If I had an ST I could of
> course port the files across but I dont. Any ideas?
>
> RG

You need to use Makedisk by the magnificent Darren Birks, you can get
it from the LGD (little green desktop) http://www.atari.st it is upto
v1.5?

This is a DOS program, and I recommend that you use it in real DOS
mode.

All PC disk drives when being accessed via the int#13 (as makedisk
uses) will handle 80 track 10 sector disks (800kbyte disks).

However some have problems with 82 track 10 sector (820k disks) and a
LOT have trouble with 80 track 11 sector disks (880kbyte disks).

However I have heard that the tool, disk2fdi is quite good at handling
these disks, whether or not you need 2 disk drives to do .ST format I
dont know.

Later

Alex Holland
Thalion Webshrine
http://thalion.atari.org

189. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 15:49:33 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0201090749.7ca8819c@posting.google.com>
Source record: 39043

reg grungy <nospam@newsranger.com> wrote in message
news:<SbJ_7.9195$cD4.18790@www.newsranger.com>...
> I have a lot of old ST DD disks that were formatted with extra tracks and
> sectors. (hey 3.5" disks were expensive once!). I'd like to read them on a PC
> but have had no luck. There is a PD utility that can read ST formatted disks but
> is unable to cope with the extra tracks and sectors. If I had an ST I could of
> course port the files across but I dont. Any ideas?
>
> RG

Years ago I played around with a program that allowed you to format a
1.44m pc diskette to 2 megs and boot from it (unlike the M$ format
which is a storage format only). The key to it was a program called
fdread.exe. It claimed to be able to read/write to any format of disk
on the market! And, it is still available. It is part of a shareware
program called win image at: http://www.winimage.com/winimage.htm

190. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 22:39:43 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c3cc6af$0$21142@news.zetnet.co.uk>
Source record: 39044

On 6 Jan 2002 19:59:27 G, Hallvard Tangeraas wrote:
>Chris Simon <osian@underwearzetnet.co.uk> wrote:
>
>> On 4 Jan 2002 16:10:46 G, Hallvard Tangeraas wrote:
>> >(a) "Arguments:"
<SNIP>

>I've been trying to "install" the program "ZIPJR.TTP" (which comes as
>part of "ST-zip 2.6"), and looking up the documentation I see that the
>"-x" option is correct for decompressing files, so in the TOS 2.06
>"Install application" window I've put: "-x" (without the quotes)
>in the "Argument:" part.
>Then I've tried to drag a .zip file over to the TTP, but it just returns
>me to the desktop.
>I've also tried various different options such as "-l" which should list
>the contents of the zip file. Nothing works.
>What am I doing wrong here?

Hi, Hallvard.

If it's the same for your STe as for my TT, you need to press Return after inserting the "-x" or whatever. If you need it to stay there permanently, just Save Desktop. My manual so helpfully reminds me read up the docs of the app or utility for details of what arguments are to be used and their syntax.

Charles.

191. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-09 22:41:10 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C3CC706.52F2E513@a.a>
Source record: 39045

Kyle Lavery wrote:

> Hello all.
> I saw a question like this asked a while back, but I forget what kind of
> responses it got =)
> I was wondering what Ataris (if any) could hook up to a cable modem, and how
> to go about doing so.
>
> Thanks in advance!

I have my cable modem connected to a harddrive-less PC (which acts a my
gateway/firewall). My other PCs are connected to this machine via
an ethernet hub, and my TT030 is connected to it via a null modem
cable. On my TT, I am running STING with PPP. The Gateway machine
is doing all IP masquerading for the PCs and the TT (and pppd for the TT).

The gateway is running a modified version of Floppy Firewall. I have some info

here:

http://jybolac.virtualave.net/aff/readme.txt

The download:

http://jybolac.virtualave.net/aff/afloppyf.zip

--Chris

192. Re: OT: Questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 00:02:55 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201091602.4077c8a@posting.google.com>
Source record: 38896

Mike Stepansky <design3d@2-scale.com> wrote in message
news:<B860AE4A.1CE5%design3d@2-scale.com>...
> Where can I find a complete listing of game titles (cartridges) for the Lynx
> system?
>
A nearly complete listing is at
http://www.digiserve.com/eescape/atari/FAQ_-_Lynx .

> How many are there and when was the last one ever came out for Lynx?
>
Over 60. The last one has not yet come out, as they still slowly
surface, most with the help of Songbird Productions.

Galen

193. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 00:57:54 UTC
From: vdjole@EUnet.yu
Message-ID: <a1iouf$jt2$1@news.eunet.yu>
Source record: 38898

On 9 Jan 2002 16:46:57 G, Hallvard Tangeraas wrote:

>> http://www.stud.uni-hamburg.de/users/in5y280/tospatch.html
>
>Hmmm.. looks like there's only support for German versions of TOS.
>At least that's what it appears to be as it says:
>
>TosPatch 2.06 german V3.8
>TosPatch 2.06 german V4.0 beta
>
>Perhaps the non language-specific parts can be applied to other language
>TOSes.

Yes, one may encounter this problem. In the "UK" version of the patches
there is the following comment:

```
; BRITAIN.FIL for UK TOS 2.06
; patches taken from 206_REL.FIL v3.8
; by Philip Taylor ptaylor@udcf.gla.ac.uk
; and Darryl Piper drpiper@cix.compulink.co.uk
;
; Other patches can be added to this file, but watch out
; for address differences between German and UK Roms:
; "in the German TOS there is a routine to handle the extra
; German keys at 323A..3293 inclusive, 5A bytes long. So
; any patch above this area has to be at address 5A lower
; in the UK ROMs". Darryl Piper
;
; "but there are other misregistration(s) e.g. the 8x16 font
; is at 33F32 in the UK TOS, but at 33F62 in the German TOS,
; a difference of 30". Philip Taylor
```

For my personal use I started with a German TOS2.06 image (the only one
which I had at that time), translated and slightly modified the RSC files
(e.g. Help dialogs were too big to fit on a low-res screen, and some other
items could use a little tidying-up) and changed the "nationality" byte to
"British". The "nationality" item tells some bi-lingual programs which
language to use. Although, theoretically, this change may affect applications
in unknown ways because of the above-mentioned difference in addresses, I am
not aware of any problems caused by this. If in doubt, one may keep the
"German" nationality, but translate the RSCs and change the keyboard mapping,
so this "Germanity" will be noticed vary rarely, if at all. With a convenient
keyboard-mapping, a non-British user might even use to some benefit the extra
German-keyboard routines in a German TOS.

cu;

194. Re: Noud van Kruysbergen (N_ALTHLP)

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 01:32:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a1ir06$1p5$1@thorium.cix.co.uk>
Source record: 38897

In message <1f5mfuf.12vq89t1pohomiN%northstar2010@___NO_SPAM___yahoo.no>,
northstar2010@___NO_SPAM___yahoo.no said:

>I'm trying to find Noud van Kruysbergen which is the author of a program
>called "N_ALTHLP.PRG".
>It's a nice little utility which consists of a program to put in the
>AUTO folder and a CPX module.
>
>If you press the ALT and HELP keys at the same time it does a
>"screenshot" and saves it as an image file, replacing the usual "print
>screen" routine.
>It works very nicely, but it seems to save the images here and there on
>the hard disk, making me do file-searches all the time.

If you use Imagecopy, your problem is solved - you get to set a
default path for saving the images produced with ALT+HELP.

Regards, /Peter/

195. System Font - TOS vs. MAGIC (need help)

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 05:43:00 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c3d29e5$0$1619$272ea4a1@news.execpc.com>
Source record: 38899

Hello,

When I run Logic 2.5 (music program) over TOS my system font is 8x16.

When I try to run Logic 2.5 over MAGIC/NVDI the system font is 6x6.

Falcon 030.

Shouldn't I have 3 system fonts like an ST?
8x16
8x8
6x6

The problem is when I boot Logic over MAGIC/NVDI, I get garbage
characters. But the program is graphically clear over TOS.
I am trying to determine what is wrong.

Thank You.

ken

196. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 09:14:14 UTC
From: baz.allen@removethisbit.uk.thalesgroup.com
Message-ID: <3c3d5a6b.144105012@news.rrds.co.uk>
Source record: 38900

>However I have heard that the tool, disk2fdi is quite good at handling
>these disks, whether or not you need 2 disk drives to do .ST format I
>dont know.

disk2fdi worked for me when makedisk didn't.

Go to: http://www.oldskool.org/disk2fdi/

You don't need 2 drives for ST disks, just amiga disks, apparently.

Read the docs that come with either progs, they are
pretty straight forward.

HTH

baz

197. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 10:00:46 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <2879_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38901

```
In uno strano messaggio del 09 Jan 02 gaiyan@atari.org (2:333/608.1) scrisse
al povero All :
g> Another thing to keep in mind is to avoid confusion between bits and
g> bytes. Capital 'B' = bytes which is 8 bits. Thus 115200 bps = 14400Bps =
g> 14.4KBps.

Oh no please avoid confusion about K too: 1K=1024 so 115200bps = 14400Bps =
14.0625KBps if this has any sense.

On the other hand, we use to normally say a 14.4 is a modem that lets you
transmit at 14400 bps connecting in V32bis with 2400 baud right ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
SCSI - System Can't See It

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

198. Interface manual

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 15:18:32 UTC
From: Dra&#65533;en Glojnari&#65533; <drazen.glojnaric.zg@crosig.hr>
Message-ID: <a1kbnp$f1sd$1@as201.hinet.hr>
Source record: 38902

Hi there!

First, I wish all Atarians Merry Christmass and Happy New Year!

Is anybody have ENGLISH Interface manual in any form (hyp,html,txt...) or
any other manual about RSC files (creating, using flags, attributes etc...).

Also, any link will be great!!!

Regards,

Drazen

199. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 15:52:56 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a1kdco$4c1$1@snipp.uninett.no>
Source record: 38903

Hallvard Tangeraas <northstar2010@___no_spam___yahoo.no> wrote:

> The problem with keyboard mapping programs is that they never handle
> anything but "normal", "Shift" and "Caps-lock" settings.

Clocky does.

> In my Mega STe for example I have Swedish TOS. There never was a
> Norwegian TOS, so all STs sold here came with Swedish TOS and a couple

Not quite correct, I have a set of Norwegian TOS-ROMs here, but that's
1.00.

> But all this raises one question....
> would it be possible to edit TOS 2.06, taking a UK version, then just
> replacing the keyboard setup with the Swedish/Norwegian one?

Yes. Earlier versions of TOS have hardcoded support for those
ALT-combinations where needed. This changed from 2.x, from this version on
the ALT-keys can be redefined like the other keys. However, I don't think
this was ever documented, and I'm not sure if there's room for these
additional maps in a UK TOS. The ALT-tables are not of a fixed size like
the ordinary tables, so you might have to disassemble TOS, edit the tables
and assemble again... It's easier to use Clocky!

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

200. Atari 20/20 Discount! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 16:01:40 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0201100753470.18395-100000@shell.pacifier.com>
Source record: 38904
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Preferred Customer Discount Does not cover Happy Drives, XF551 Drives, Monitors or Atari Jaguar! Got Questions? E-Mail Ben Today at atari@pacifier.com Get my Newest Catalogs while inventory Lasts! http://www.pacifier.com/~atari/specials.htm

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

201. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 18:27:38 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3c3de156a4de30@free.fr>
Source record: 38905

Hello,

in article <1f5lvtz.1h4whv5refrbeN%northstar2010@___NO_SPAM___yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Sun 06-01-2002 19:59 (GMT):

> I've been trying to "install" the program "ZIPJR.TTP" (which comes as
> part of "ST-zip 2.6"), and looking up the documentation I see that the
> "-x" option is correct for decompressing files, so in the TOS 2.06
> "Install application" window I've put: "-x" (without the quotes)
> in the "Argument:" part.

I guess you forgot to add a space to the end of the command: "-x "
should do it.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

202. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 19:17:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201102017.a43467@su2.maus.de>
Source record: 38928

Hi Hallvard,

HT>Yes, but I've tried to drag the zip file to that ZIPJR.TTP icon
HT>and (at least in theory) the TTP should then handle the zip file with
HT>the "-x" option, but instead just starts and exits right away.
maybe the TTP has some trouble with folders. I'd try again with the
TTP within the same folder as the ZIP file.

If you run the TTP from a shell, e.g. BASH, you'll get error messages.

You may send me a ZIP test file of yours if it's not abnormally large.

Und TTschï¿½
ps

203. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 19:23:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201102023.a43468@su2.maus.de>
Source record: 38929

Hi Hallvard,

HT>would it be possible to edit TOS 2.06, taking a UK version, then just
HT>replacing the keyboard setup with the Swedish/Norwegian one?
there is a program called KEYINIT that comes with /Writer ST/ allowing
to assign any value to any key

Und TTschï¿½
ps

204. Re: Atari 20/20 Discount! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 22:43:01 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <VNo%7.64892$fo.22420996@news1.rdc1.md.home.com>
Source record: 38906
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

www.myatari.com

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0201100753470.18395-100000@shell.pacifier.com...
> I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount
> on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar
> Games in stock! And a 20% Discount for my more preferred/regular Customers
> covering most HardWare, SoftWare, Books and Accessories for Classic Atari
> 8 Bit & Atari ST Lines. Preferred Customer Discount Does not cover Happy
> Drives, XF551 Drives, Monitors or Atari Jaguar! Got Questions? E-Mail Ben
> Today at atari@pacifier.com Get my Newest Catalogs while inventory Lasts!
> http://www.pacifier.com/~atari/specials.htm
>
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

205. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-10 23:54:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010772403.16334.0@iapetus.uk.clara.net>
Source record: 38922

Hi Hallvard

| > Old stupid app's would probably use this, if you get a sumsuch.prg cannot
| > find sumsuch.rsc you would use this option.
|
| Looks like it. But without knowing which programs are "stupid" and
| "smart" I'm having a hard time determining exactly what the "default
| dir" and "parameter" settings do and how they affect things, making it
| hard to document it all with clarity and detail.

Well since its done on a per .APP basis, if it works for you as-is, then leave it set to default. If it falls over, toggle it.

I only faintly recall ever having to toggle this and that was for an Archiver shell istr, and the .TTP that fell down was fixed, rendering this point mute.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

| Notator/Creator SL : <http://www.notator.org>

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.313 / Virus Database: 174 - Release Date: 02/01/2002

206. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 00:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f05ad0f0@madasafish.com>
Source record: 38936

I have had problems with newer PC floppy drives hooked up to my Falcon and
ST with some disks. Lattice C disk 5 has problems and it can not read the
disk, I've tried quite a few modern PC floppy drives. I have to use an
older drive from ST, Acorn or the old Falcon drive to use some disks.
Just a thought as this disks which are difficult to read with a modern PC
floppy drive do use some odd format to get more on a disk IIRC.
--
Lyndon Amsdon

207. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 00:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f05ad0f1@madasafish.com>
Source record: 38937

Hi Djordje,

>>If so, got the URL?
>
>Yes, look for yourself:
>
>http://www.stud.uni-hamburg.de/users/in5y280/tospatch.html
>
>and on the site there are similar packages for TOSses 1.04, 2.06, 2.06, 3.06
>and (some?) 4.04.
>
>Somewhere on some British atari site there is also a variant of this patch
>set for English TOS 2.06 - archive called TOSPATUK or something like that.

Thanks, I'll go through some of the patchs and have a look.
--
Lyndon Amsdon

208. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 00:29:02 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010772404.16334.1@iapetus.uk.clara.net>
Source record: 38923

Hi Hallvard

| > >(a) "Arguments:"
| > >What's this for, and how is it used?
| >
| > Not used this myself, but I think you can specify default options for
| > the command line. For example, if you install a command-line Zip
| > program you can specify the extract options by default, something
like -x.
|
| I'm trying to figure this out, and I would think that the above would
| work, but I must have gotten something wrong, so can someone please put
| me on the right track?
|
| I've been trying to "install" the program "ZIPJR.TTP" (which comes as
| part of "ST-zip 2.6"), and looking up the documentation I see that the
| "-x" option is correct for decompressing files, so in the TOS 2.06
| "Install application" window I've put: "-x" (without the quotes)
| in the "Argument:" part.
| Then I've tried to drag a .zip file over to the TTP, but it just returns
| me to the desktop.

Once installed as an application you just double click the file with the
relevant extension to invoke it.

| I've also tried various different options such as "-l" which should list
| the contents of the zip file. Nothing works.
| What am I doing wrong here?

Try -xr, and then try toggling the switch to use Application path instead of
top window.

--

Steve. S.

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.313 / Virus Database: 174 - Release Date: 03/01/2002

209. Re: Atari ASCII table

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 00:46:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010772404.16334.2@iapetus.uk.clara.net>
Source record: 38925

Hi Hallvard

| I'm looking for a way to include an Atari ST ASCII table in my TOS 2.06
| documentation, so...
|
| Is there a way I can generate an ASCII table with the decimal values on
| the ST? I've got a small BASIC program which does this in GFA BASIC (I
| think that's the one), but it doesn't to it very nicely.
| If I can just get something to display all the characters along with the
| decimal value I can always take a screen snapshot of it.
|
| Any suggestions to how I can do this, or have any sources of ready done
| ASCII tables which I can use (i.e. no copyright implications)?

Doesn't FOntview do something like this, you could screen-snap its window.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.313 / Virus Database: 174 - Release Date: 03/01/2002

210. Re: Need help with Elite ST mission!

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 00:47:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010772405.16334.3@iapetus.uk.clara.net>
Source record: 38924

Yo!, Jimmmz

| >This looks buggy - perhaps my game is broken?
|
| This is something I also came across years ago.

And your Mum sent you to bed for it!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.313 / Virus Database: 174 - Release Date: 03/01/2002

211. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 00:56:26 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010772406.16334.4@iapetus.uk.clara.net>
Source record: 38926

Hi Jeff

| The TT can browse the Internet and doesn't need a proxy server or anything! Sweet!

What??.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.313 / Virus Database: 174 - Release Date: 03/01/2002

212. ST Software Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 01:02:27 UTC
From: Mike <mhill@cinci.rr.com>
Message-ID: <t0es3u078d8kt3q0hl37fcchpt7eodht3n@4ax.com>
Source record: 38907

Hello,

I am looking for the following software. I prefer them to have the manuals too, but just original disks is fine.

NVDI (Latest version or one freely upgradeable to it)

hddriver (Latest version or one freely upgradeable to it)

N.AES (Latest version or one freely upgradeable to it)

Lattice C 5.60 (I actually have the original disks, but lost the manuals. So if you have the manuals for 5.6 or 5.5 I would consider that too)

Pure C Latest Version

Thanks

213. Badly need a cubase2.01 program disk.

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 04:01:32 UTC
From: Steve Campbell <the.goondenspam@ntlspamworld.com>
Message-ID: <k3ol1a.v74.ln@guz.bsrg.dnsq.org>
Source record: 38910

Recently I was given a 2nd STe that came with a monitor, so I felt that it was about time I got the old girl running again just to demonstrate to the windows system how a music computer system works.
Scary horror, the cubase disks are screwed, the backups, the backups of the backups, all of it.
Does anyone have an original (non warez preferred, I have a dongle, but warezed would do at a push I suppose)main program Disk for cubase 2.01,that they could zip or Binary image for me?
I never used any of the other stuff like sattellite so I only need disk one.
Oh and does anyone know where I can grab superboot these days, and a mono emulator (I used to LOVE sebra).....oh and decent terminal software, so I could use the beastie as terminal for my Linux box?
Hmmmm tall order, maybe I should tag world peace and a lottery win on the end:)
Thanks and eternaly happiniess be upon anyone who can save me.

--
registered Linux user #212154
Don't get mad, get Linux

Newbies concise guide to all this commandline business.
Essential reading!!! (and short and quite funny too:))
http://www.cmm.uklinux.net/steve/ntt.html

214. [ebay] Atari CD Suzy B Collection

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 04:14:28 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C3E66BC.79F11621@jps.net>
Source record: 38908

Offering the Suzy B's Atari Software Treasury on CD ROM:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1320050818

215. [ebay] Mouse/joystick extenders

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 04:16:26 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C3E6739.68632976@jps.net>
Source record: 38909

Offering a pair of Mouse/Joystick extension cables. Great for not having
to get under the computer when you want to connect or disconnect:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1320047893

216. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 10:48:44 UTC
From: xxx@xxx.com
Message-ID: <3c3ec2d4.3870784@news.bigpond.com>
Source record: 38911

Ahh thanks.. I do have win 95 on cd, I just need to find a PC to
install it on....

>There is one version of Widoze that will read it. Windoze 95 was the last
>version distributed on floppy disk. To save a disk, they decided to
>follow, for once, what is sometimes known as the Microsoft Boot Sector
>Standard, and actually looked at the disk information to see how it was
>formatted. They used ten sectors, 80 tracks, for 1.62 disks, but Windoze
>95 could read any format. For earlier machines, one could use DOS to make
>up a virtual drive, using the built in help files, and map that to the
>physical floppy. Windoze 98 lost the help files, later versions give you a
>dos prompt, but what is there is not really dos. It has been re-written,
>and did not get better.
>
>Find either Windoze 95 or Dos for Dummies, or both.
>
>Jim DeClercq
>--
>--
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
>.
>

217. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 10:50:38 UTC
From: xxx@xxx.com
Message-ID: <3c3ec325.3951754@news.bigpond.com>
Source record: 38912

I tried Gemulator Explorer and ST2DOS I think its called... Gemulator
explorer was very finicky and didnt seem to read the majority of disks

>
>Which PD utility. Have you tried the Gemulator Explorer or Gemulator with
>"Windows File System" disabled.
>Note this only works in WIN9x (and I assume ME) not in any of the NT derived
>versions (NT,2K, XP)...
>
>Even this will only read some disks. For some I had to dust of the ST and
>use PARPC (I think thats the one)
>to copy the files...
>
>>
>> RG
>>
>>
>
>Dave
>
>

218. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 10:52:36 UTC
From: xxx@xxx.com
Message-ID: <3c3ec3a6.4080799@news.bigpond.com>
Source record: 38913

aahh usenet at its finest! Lots of replies and useful info

thanks

On 9 Jan 2002 06:16:37 -0800, a1_nocrap_exh@hotmail.com (Alexander
Holland) wrotd:

>
>You need to use Makedisk by the magnificent Darren Birks, you can get
>it from the LGD (little green desktop) http://www.atari.st it is upto
>v1.5?
>
>This is a DOS program, and I recommend that you use it in real DOS
>mode.
>
>All PC disk drives when being accessed via the int#13 (as makedisk
>uses) will handle 80 track 10 sector disks (800kbyte disks).
>
>However some have problems with 82 track 10 sector (820k disks) and a
>LOT have trouble with 80 track 11 sector disks (880kbyte disks).
>
>However I have heard that the tool, disk2fdi is quite good at handling
>these disks, whether or not you need 2 disk drives to do .ST format I
>dont know.
>
>Later
>
>Alex Holland
>Thalion Webshrine
>http://thalion.atari.org

219. Re: Badly need a cubase2.01 program disk.

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 12:01:59 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c3ed42019bf880@tripnet.se>
Source record: 38914

On Fri 11-01-2002 04:01 (GMT) Steve Campbell wrote:

>Scary horror, the cubase disks are screwed, the backups, the backups of the
>backups, all of it.

Sounds strange that all your floppies are bad. Might be the diskdrive
that has gone instead? I have a lot of old floppies and read errors are
very rare.

>Does anyone have an original (non warez preferred, I have a dongle, but
>warezed would do at a push I suppose)main program Disk for cubase 2.01,that
>they could zip or Binary image for me?

Sorry, the oldest I have here is Cubase 3.0 and then the _newer_ Cubase
Score 2.6 but I guess you would need another dongle to use these.

>Oh and does anyone know where I can grab superboot these days, and a mono
>emulator (I used to LOVE sebra).....oh and decent terminal software, so I
>could use the beastie as terminal for my Linux box?

Do you Linux users not have any webbrowsers anymore? A quick search on
goggle.com with the keywords "superboot Atari download" gave the link:

http://www.haretuerk.de/atari/apps/apps.html

right away. There you can find Superboot 7.0 for download. I seem to
recall it went up to version 8 or something so if you spend some more
time searching you might find that too. But do not run Superboot with the
system clock set to anything after 31/12-1999 as it has an Y2K bug.

Connect is nowadays freeware and can also be found rather easy...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

220. Re: Badly need a cubase2.01 program disk.

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 13:07:46 UTC
From: Steve Campbell <the.goondenspam@ntlspamworld.com>
Message-ID: <s3om1a.q36.ln@guz.bsrg.dnsq.org>
Source record: 38916

Kenneth Medin wrote:

> On Fri 11-01-2002 04:01 (GMT) Steve Campbell wrote:
>
>>Scary horror, the cubase disks are screwed, the backups, the backups of
>>the backups, all of it.
>
> Sounds strange that all your floppies are bad. Might be the diskdrive
> that has gone instead? I have a lot of old floppies and read errors are
> very rare.

I agree, and indeed I found a warez disc og it sitting in a box full of sample discs (AND my boot disk too), and guess what....IT loads so it really is my discs that are knackered. I THINK I can strip the crack out and build a legit copy out of it. Perhaps the panic is over. I saw mentioned somewhere on this group a program for reading "oss" formatted ST discs on a PC, if I can get it to read the fastcopy format of my bootdisc then I can make imaes of the floppies so I need never get this scared again.

>
>>Does anyone have an original (non warez preferred, I have a dongle, but
>>warezed would do at a push I suppose)main program Disk for cubase
>>2.01,that they could zip or Binary image for me?
>
> Sorry, the oldest I have here is Cubase 3.0 and then the _newer_ Cubase
> Score 2.6 but I guess you would need another dongle to use these.
We had 3.0 and gave it back:) never really got on with it. REALLY like the way you could get it to improv (ie partially crash) by moving the locators while it was playing.

>
>>Oh and does anyone know where I can grab superboot these days, and a mono
>>emulator (I used to LOVE sebra).....oh and decent terminal software, so I
>>could use the beastie as terminal for my Linux box?
>
> Do you Linux users not have any webbrowsers anymore? A quick search on
> goggle.com with the keywords "superboot Atari download" gave the link:
>
> http://www.haretuerk.de/atari/apps/apps.html

Toucher sir!, I would have stripped somone to the bone for asking such an obviously googlable questyion on a Linux group. I think I had just decided no one loved me and my little STe-lla after a fruitless cubase search:)
Thanks a heap anyway<g>

>
> right away. There you can find Superboot 7.0 for download. I seem to
> recall it went up to version 8 or something so if you spend some more
> time searching you might find that too. But do not run Superboot with the
> system clock set to anything after 31/12-1999 as it has an Y2K bug.

System clock? on an atari? LOL can't remember the last time I set that
thing. I seem to have distan menories of a battery backup for the clock
mind you, don;t know if it was easy to install though.

>
> Connect is nowadays freeware and can also be found rather easy...
>

--
registered Linux user #212154
Don't get mad, get Linux

Newbies concise guide to all this commandline business.
Essential reading!!! (and short and quite funny too:))
http://www.cmm.uklinux.net/steve/ntt.html

221. Re: Badly need a cubase2.01 program disk.

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 13:08:26 UTC
From: Steve Campbell <the.goondenspam@ntlspamworld.com>
Message-ID: <25om1a.q36.ln@guz.bsrg.dnsq.org>
Source record: 38917

Hallvard Tangeraas wrote:

> Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>
>> Steve Campbell <the.goondenspam@ntlspamworld.com> wrote:
>>
>> > emulator (I used to LOVE sebra).....oh and decent terminal software,
>> > so I could use the beastie as terminal for my Linux box?
>>
>> I would recommend "Connect" for this.
>
> Found the URL!
>
> http://www.oelwein.de/philipp/personalien/connect.html
>
> Be sure to get the (free) key and the English resource files.
>
>
> Hallvard

Thanks, you have made a happy atari user happier and made hid penguin
nervous.

--
registered Linux user #212154
Don't get mad, get Linux

Newbies concise guide to all this commandline business.
Essential reading!!! (and short and quite funny too:))
http://www.cmm.uklinux.net/steve/ntt.html

222. Re: how to read extra sector ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 13:23:44 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <a1mp10nhj1@news.panix.com>
Source record: 38915

Alexander Holland <a1_nocrap_exh@hotmail.com> writes:

: However some have problems with 82 track 10 sector (820k disks) and a
: LOT have trouble with 80 track 11 sector disks (880kbyte disks).

Depends on how old a disk drive is. The new ones, and those go back a
ways, are "enviromentally freiendly" and "energy saving", so they
cannot accelerate fast enought to write 11 sector disks. They can read 11
sector disks. When 3 1/2 drives were new, any of them could go plus 5 or
minus 3 tracks, but now tolerances are better maintained, and if you can
get plus two and minus 1 it is pure luck.

--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

223. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 15:30:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c3ef720640860@madasafish.com>
Source record: 38826

Hi

>> The THERMAL sensor of the 060 is running well and we can read a
>temperature
>> of 47ï¿½C for a 80 MHz 060 running a simple loop to read the temperature and
>> draw it on the screen (some flash accesses, TLV0831 accesses & videl
>> accesses).
>
>Is the CPU cooled with a fan? I highly reccomened Coolermaster low-profile
>fans for this kind of job.

Well, I think I'll load mine up with a Peltier heat pump :)

Good news though!
--
Lyndon Amsdon

224. Re: XaAES + SPIN

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 15:30:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c3ef6f8527a02@madasafish.com>
Source record: 38981

Hi Martin,

>Then I removed both files from my mint folder, and copied them back. But
>this time with vmoose.xdd first and spin.xfs next. XaAES and SPIN now work
>perfectly together. Problem solved, but still: It shouldn't be like this.
>These kind of problems should only happen with auto folder programs, not
>with xdd and xfs files in the mint/multitos folder. I don't know if SPIN,
>or XaAES, or MiNT is responsible for this strange bug. Because that's what
>it is, even though I have found a workaround now.

Indeed the order shouldn't be a problem for xdd and xfs as I've been told,
have you reported this to Henk?

--
Lyndon Amsdon

225. FS: Magic, Jinnee And Scripter (English)

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 15:30:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c3ef6f8474fd0@madasafish.com>
Source record: 38836

Hi

I have these all with manuals (Scripter has manual on disk). These are like new, still original plastic sleeves with the receipt from System Solutions in the UK. Magic is version 6.01, Jinnee 2.5 and Scripter (latest version I can check that if you want). I paid good money for these. All manuals and programs in English language. I'm sort of open to offers, I need some money for a CT60!

Thanks for your interest.

PS I'm in UK but willing to ship internationally.

--
Lyndon Amsdon

226. Re: SLM 804...

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 16:00:35 UTC
From: H&#65533;kan Bengtsson <Hakan.S.Bengtsson@kiconsulting.se>
Message-ID: <a1n275$9td$1@helios.linkoping.trab.se>
Source record: 38918

I would also be interested in a manual for the SLM804 or the file mentioned
below. No manual accompanied my printer.

H&#65533;kan Bengtsson
1 x Mega ST2, 1 x Jaguar + Jag-CD

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1010315472-737146AEicMi@xs4all.nl...
> Just got yesterday for free a SLM 804. It overcomplete
> with two papersleds, two new toners and a new drumkit,
> all in original Atari packings. But what is missing
> is a decent manual..Does anyone have one left or a
> copy? Copy can be send as a PDF file or as scanned
> images turned into a ZIPfile...
>
> Thanks in advance!
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
Jaguar, 1 x Lynx.
>

227. Superboot clock (was: Re: Badly need a cubase2.01 program disk.)

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 16:20:35 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8645F3D.1C05B%nameerf@flash.net>
Source record: 38919

> right away. There you can find Superboot 7.0 for download. I seem to
> recall it went up to version 8 or something so if you spend some more
> time searching you might find that too. But do not run Superboot with the
> system clock set to anything after 31/12-1999 as it has an Y2K bug.

How exactly does this Y2K bug present itself? I use Superboot exclusively on my Falcon, with the correct present date set, and I've never had a problem. Is it with Superboot's time setter (which I never use), or does it happen when the system clock is already set to the >1999 date? Thanks! I'd hate to turn on my computer and find I've been doing damage to it the past couple years!

Mike Freeman
nameerf@flash.net

228. Re: Badly need a cubase2.01 program disk.

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 17:09:44 UTC
From: Steve Campbell <the.goondenspam@ntlspamworld.com>
Message-ID: <g96n1a.0s6.ln@guz.bsrg.dnsq.org>
Source record: 38920

Steve Campbell wrote:

> Kenneth Medin wrote:
>
>> On Fri 11-01-2002 04:01 (GMT) Steve Campbell wrote:
>>
>>>Scary horror, the cubase disks are screwed, the backups, the backups of
>>>the backups, all of it.
>>
>> Sounds strange that all your floppies are bad. Might be the diskdrive
>> that has gone instead? I have a lot of old floppies and read errors are
>> very rare.
>
>
> I agree, and indeed I found a warez disc og it sitting in a box full of
> sample discs (AND my boot disk too), and guess what....IT loads so it
> really is my discs that are knackered. I THINK I can strip the crack out
> and build a legit copy out of it. Perhaps the panic is over. I saw
> mentioned somewhere on this group a program for reading "oss"

Errrr ODD formatted

--
registered Linux user #212154
Don't get mad, get Linux

Newbies concise guide to all this commandline business.
Essential reading!!! (and short and quite funny too:))
http://www.cmm.uklinux.net/steve/ntt.html

229. writing to/formatting modern HD discs.

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 17:21:46 UTC
From: Steve Campbell <the.goondenspam@ntlspamworld.com>
Message-ID: <307n1a.bt6.ln@guz.bsrg.dnsq.org>
Source record: 38921

You may have seen my cubase thread, well this is related, but I feel it warrants a new thread.
I have managed I think to scrape enough files from the various knackered discs to make ONE that works, the files are in the hands of my windows machine (which could only read them in DOS funnily enough).
The trouble is that I cannot seem to format any discs on either the STe or FM. They are HD's (can't remember when I last saw DD's). I used to use HD's with the STe a fair bit as we bought them by the shitload to feed to the AKAI sampler, so I am bemused, could it be that the write level is fading in both diskdrives, or perhaps more modern HD's have too hugh a bias (or write) current requirement?. Could both drives be unwell?.
Would covering up the HD hole make any difference (I would have thought not, since the Atari should not even be aware of the existance of such things).
If anyone has any advice I Would be inmmensly grateful, as both the system formatter (LOL, yeah I know it sucks, but if you want absolute PC compatibilty you need it right?) and my beloved FastCopy are having trouble.

--
registered Linux user #212154
Don't get mad, get Linux

Newbies concise guide to all this commandline business.
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http://www.cmm.uklinux.net/steve/ntt.html

230. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 21:31:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201112231.a44351@su2.maus.de>
Source record: 38944

Hi Hallvard,

HT>Now, why doesn't any of this work with zip files?
that's a real good question.

To be answered by ZIP's author...

Und TTschï¿½
ps

231. Re: Superboot clock (was: Re: Badly need a cubase2.01 program disk.)

Newsgroup: comp.sys.atari.st
Date: 2002-01-11 21:59:33 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c3f60383342a0@tripnet.se>
Source record: 38927

On Fri 11-01-2002 16:20 (GMT) Michael and Nicole Freeman wrote:

>> right away. There you can find Superboot 7.0 for download. I seem to
>> recall it went up to version 8 or something so if you spend some more
>> time searching you might find that too. But do not run Superboot with the
>> system clock set to anything after 31/12-1999 as it has an Y2K bug.
>
>How exactly does this Y2K bug present itself? I use Superboot exclusively on

Well, it seems that as long as you stay away from the clock setting
routines it is fine. Check http://www.bygjohn.fsnet.co.uk/atari/y2k.html
for details.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

232. Re: Badly need a cubase2.01 program disk.

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 01:37:25 UTC
From: Steve Campbell <the.goondenspam@ntlspamworld.com>
Message-ID: <b14o1a.7c8.ln@guz.bsrg.dnsq.org>
Source record: 38930

Hallvard Tangeraas wrote:

>
> You're welcome. Glad I could be of help.
> By penguin I assume you're referring to Linux on a PC?
>
aye, I am that indeed, a happy friendly penguin, but still I feel it could
learn from my STe('s). Windows is beyond help, it is a drooling salivating
wreck that impedes me at every turn. TOS rules, it can do anything at all,
but it does it pretty well:)

--
registered Linux user #212154
Don't get mad, get Linux

Newbies concise guide to all this commandline business.
Essential reading!!! (and short and quite funny too:))
http://www.cmm.uklinux.net/steve/ntt.html

233. Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 02:30:09 UTC
From: jlensbo@aol.com
Message-ID: <20020111213009.07363.00000991@mb-fq.aol.com>
Source record: 38931

The longest running (and STILL running) ATARI BBS I can find is:

PayBax BBS 302-454-7797

It runs on FoReM ST software, which is not Y2K compliant, so it thinks the year is 1990-something (complain to MATT SINGER).

I think it's been running for like 12 years now. Can anyone find an older one?

234. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 02:33:13 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a1o792$7cl$1@news.chatlink.com>
Source record: 38932

```
On 9 Jan 2002 09:47:15 -, "Dave Wade" wrote:
>
>" Don Wolfe" <dwolfe@netcentraltv.com> wrote in message
>news:a1ggkd$pd8$1@news.chatlink.com...
>> On 8 Jan 2002 14:11:17 -, "Joshua Kaijankoski" wrote:

>> I've never been quite clear on bits per second and Baud rate. On my
>> TT030 with a 56K modem connected to Serial 2/Lan I connect to my ISP
>> at 115200 which I assume is bits per second ?? I remember someone
>> mentioned a longtime ago, that port speed should be set 2 to 2.5 times
>> the Baud rate of the Modem ?? Are Baud & BPS two separate type's of
>> Speed measurments ???
>
>1) With modern modems which do fancy things like compression its always a
>good
>idea to set the serial interface between the PC and Modem faster than the
>speed
>at which the modem connects over the Telephone Network. This allows the
>maximum benifit
>from compression. It can also improve through put where things like error
>correction
>are in use....
>
>I do remember having a less sophisticated modem where this was not
>possible......
>
>2) Strctly BPS = Bits/Sec and is the number of information bytes sent over a
>connection.
>Baud is the number of signaling elements sent over the link.
>These days BAUD is often confused with BPS and widley misused.
>
>Just to explain a little how we can have different signalling rates and data
>rates ...
>
>For modems up to 1200 Bps there is usually (actually does any one use such
>slow modems these days)
>no difference. Typically these send one "tone" for a binary "0" and another
>tone for a binary "1".
>So for each "BIT" of data there is a signalling element which is one of the
>two tones
>Usually there only very simple logic in the modem, so you can only set the
>send and receive rates the same...
>
>Modems above 1200 BPS typically they send more Bits per second than
```

>signalling elements. So a 2400 Bps
>modem will only communicate over the phone network at 1200 Baud.
>
>It does this by encoding pairs of bits and assigning a unique tone, so we
>now need 4 tones rather than the
>two we used above, and we send one signalling element for every two data
>bits. So the data rate is 2400 BPS
>but the signally rate is 1200 baud.
>
>To get faster than 2400 you need to move away from tones and use phase
>modulation. The Baud rate on the phone line remains at about 1200 baud, but
>now combinations of 3, 4 or 5 bits are encoded as a single phase change on a
>carrier.
>
>Of course on the RS232 link between the PC and the Modem Baud = BPS as each
>Bit is one signalling element on the cable per data bit.
>
>I hope that the above is clear..

Hi Dave,

I saved your post, you've cleared up some of my confusion.. The last statement "RS232 link between the PC and the Modem = BPS as each bit is one signalling element on the cable per data bit." Question, so how can I tell if my Modem has connected at 56K, as my Soft shows line connection at 115200 ???

Thanks, Donner......

235. Canada: wtb 1040 STe

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 05:16:18 UTC
From: ag352@chebucto.ns.ca
Message-ID: <a1ogr2$9qj$1@News.Dal.Ca>
Source record: 38933

I'm getting along with an ancient Mega St for my Notator SL jobs right now, but still miss my 1040STe with the TOS 1.62. Any Canadians got one to sell? I'm in Toronto.

JG

236. Atari-Notes Tribute Page Updated

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 07:29:51 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0201112329.3597b2bd@posting.google.com>
Source record: 38934

Hi All

I have updated the Tribute to Derek Johnson's Atari-Notes Coloumn, now formally of Sound On Sound Magizine. The last article was December 2001. Derek has for many years been reviewing some of the more unusual programs that have been released for the Atari Platform. His Atari-Notes will be missed, but hopefully this tribute page will attempt to keep it alive.

Here is the link:

http://tamw.atari-users.net/atarinote.htm

Please take a look and read some (or all) of his articles, a great treasury for Atari-Midists (pun intended)

If anyone has any comments to say about Atari-Notes, I will be happy to put it on the page as part of the tribute (with full credit of course!)Email me at tconrardy@hotmail.com with your comments.

Thanks and enjoy Atari-Notes!

Tim Conrardy
==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

237. TAMW : Update your Bookmarks!

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 09:08:28 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0201120108.11f091f3@posting.google.com>
Source record: 38935

Hi All

For those who don't know, the netscape.net location of Tims Atari-MIDI world will no longer be available starting NEXT WEEK. I have moved (a while ago)to a BETTER Location, so if you have not updated your bookmarks, NOW IS THE TIME!

The present location of Tims Atari-MIDI World is:

http://tamw.atari-users.net

Thanks for all the support!

Tim

238. Re: Zip file and Magic

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 12:54:32 UTC
From: ebaiz@skyenet.net
Message-ID: <cmW%7.43$dM6.36516@newsfeed.slurp.net>
Source record: 38938

On 6 Jan 2002 16:04:52 G, Martin Byttebier wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
>> On 4 Jan 2002 01:34:52 +, Djordje Vukovic wrote:
>> >On 3 Jan 2002 20:53:25 G, Edward S. Baiz Jr. wrote:
>
>> >STZip was reported several times to have problems if the root of the
>> >archive contains more than about 100 files (files in archived folders
>> >do not matter). maybe it is something related tyo this bug?
>>
>> That could be it. The file worked fine with only about 50 files in it.
>> Of course, this does not explain why it works under Geneva and regular
>> TOS. Does not matter as long as I know the resulting zip file is really
>> ok.
>>
>I suppose that's one of those magic things:-)
>Anyway avoid STZip it holds too much bugs to be reliable. Why don't you
>use the excellent Arcview together with the newest zip.ttp/unzip.ttp?

That sounds good. I will give that a try....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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-----------------------------------------------------
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-----------------------------------------------------

Edward S. Baiz Jr.
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-----------------------------------------------------
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

239. Re: Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 14:00:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <2994_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38939

```
In uno strano messaggio del 12 Jan 02 jlensbo@aol.com (2:333/608.1) scrisse
al povero All :
j> I think it's been running for like 12 years now. Can anyone find an older
j> one?

Mine is running since 1989, running initially QuickBBS and now Octopus.
Atarian ST - TS! [+39-040-8331217] 2:333/608@FidoNet

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
COBOL - Completely Obsolete Business Oriented Language

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

240. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 18:46:03 UTC
From: Thomas Hudson <Xthudson2@wi.rr.com>
Message-ID: <Lv%%7.206533$8w3.47045235@typhoon.kc.rr.com>
Source record: 38940

"Webmaster@atari-users.net" <webmaster@atari-users.net> wrote in message
news:u2q5mua1e69s23@corp.supernews.com...

> Anyone know what became of Jim Kent?

I just found out about a week ago, Jim's now a DNA researcher! Check out
this URL:
http://www.metroactive.com/papers/cruz/04.18.01/genes-0116.html

This is incredibly cool.

-Tom

241. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 19:19:16 UTC
From: vdjole@EUnet.yu
Message-ID: <a1q27ggmv1@news.eunet.yu>
Source record: 38941

On 10 Jan 2002 14:45:35 , Hallvard Tangeraas wrote:

>The problem with keyboard mapping programs is that they never handle
>anything but "normal", "Shift" and "Caps-lock" settings.

But some of them do- e.g. UKEX by Ulf Ronald Andersson supports ALT- keyboard mappings, and there are other utilities. Some of them also support the VT-like "compose" system of getting additional characters (i.e. presing ALT and then a pair of keys -in sequence, not simultanously- and the "deadkey" system (pressing a character key and a key with a diacritical mark in sequence).

>In my Mega STe for example I have Swedish TOS. There never was a
>Norwegian TOS, so all STs sold here came with Swedish TOS and a couple
>of replacement keytops (replacing "&#65533;" with "&#65533;" and "&#65533;" with "&#65533;"). In
>addition, an AUTO program is used to remap those two characters.
>
>Now, in order to get all available characters, some keys have multiple
>functions (3 or 4 characters) where you have to use the ALT key (I think
>that's the one... the Mega STe's not on at the moment so don't take my
>word for it), and a combination of that and SHIFT.

This makes me think that Swedish TOS may have esentially the same executive code as the German TOS (i.e. with the extra ALT- keyboard routines), just the language being different.

>But all this raises one question....
>would it be possible to edit TOS 2.06, taking a UK version, then just
>replacing the keyboard setup with the Swedish/Norwegian one?

I think not, because it appears that UK TOS does not have the additional code to handle what is needed for ALT-characters, but you may get better results by editing a German or Swedish TOS- i.e. substitute the RSCs with the British ones and keep the Swedish keyboard (or replace the German one with the Swedish).

cu

242. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 20:27:39 UTC
From: jba4@po.cwru.edu
Message-ID: <3c409b39.1178983@news.cwru.edu>
Source record: 38942

On Fri, 11 Jan 2002 00:56:26 -0000, "Steve Sweet"
<stevesweet@freeuk.com> wrote:

>Hi Jeff
>
>| The TT can browse the Internet and doesn't need a proxy server or
>anything! Sweet!
>
>What??.

Window ICS provides a NAT, or Network Address Translation, server,
although you wouldn't know unless someone told you. If the computers
on the private network use it as there gateway and nameserver,
everything works fine without any proxy server software.

I think what it is actually doing is accepting requests from computers
within the private network and sending information to the internet.
Responses are then received by the NAT server and re-routed to the
proper computer in the network. But somehow, as if by magic, a proxy
server isn't needed.

Anyone know how these NAT server programs actually work? I'm just
saying what I think I've read, but I probably misunderstood it ;-).

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

243. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 22:07:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201122307.a45506@su2.maus.de>
Source record: 38970

Hi Hallvard,

HT>If they're freeware/shareware, where can they be downloaded from?
the package used to be commercial and I don't know its actual status,
sorry.

Und TTschï¿½
ps

244. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 22:10:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201122310.a45507@su2.maus.de>
Source record: 38971

Hi Hallvard,

HT>But I guess you wrote this reply before you saw my most recent message.
right.

I use to unpack my files, no matter if LZH, ZIP, ZOO, TAR or whatever
type by starting a CLI, having a look at the archive (if a folder is
included or not), creating a folder if necessary and finally
decompressing it by the appropriate program.

Und TTschï¿½
ps

245. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-12 23:24:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a1qgii$96k$1@thorium.cix.co.uk>
Source record: 38943

In message <1f5ugy0.1waoohi1b3mgp4N%northstar2010@___NO_SPAM___yahoo.no>,
northstar2010@___NO_SPAM___yahoo.no said:

>Since nothing i've ever tried with STZIP using a command line works I
>decided to give LHARC a go.
>I gave the following option to LHARCENG.TTP: * -x
>then I dragged a previously .LZH compressed file to its icon which
>worked fine!
>I also gave that TTP the "LZH" extension, so that when double-clicking
>on any file with a .LZH extension it would decompress automatically.
>
>Now, why doesn't any of this work with zip files?

Don't know, but personally I use UNZIP540.TTP which I keep in my
2_UNPACK folder. Dragging any ZIP file to it gives instant
unzipping. Acually I keep MUNPACK.TTP there too, so any MIM or UUE
files are first dragged to that. There is a similar UNLZH.PRG but
mine is V1.72 which doesn't handle some of the latest LZH files.
Is there a later version?

I'd be glad to send any of them to you if you want them (they are
only 116K, 38K and 8K respectively).

246. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 00:55:10 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010926737.15507.1@eos.uk.clara.net>
Source record: 38956

Hi Hallvard

| > 2) Set the following:
| >
| > Argument : *.LZH -e
|
| > Argument : -xr *.ZIP
|
| Argh!!!!! I knew my solution had to be too easy...
| What happens is if there are several files of the same type (i.e.
| several ZIP or LZH files) they *all* decompress. I didn't think of that.
| How can I define a file without referring to its name?
|
| I also noticed that while .LZH files always have a folder made, this
| isn't so with .ZIP files.
| It's very frustrating if someone has made a ZIP file without any folder,
| so when you decompress it, the files and sub-folders are scattered all
| over the place!

| Any solution to the above?

RTFM, 8-), there's a switch to cause "Extract zipfile.zip to folder
zipfile".

--

Steve. S.

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.313 / Virus Database: 174 - Release Date: 02/01/2002

247. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 00:58:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1010926738.15507.2@eos.uk.clara.net>
Source record: 38955

Hi Don

| >Of course on the RS232 link between the PC and the Modem Baud = BPS as
each
| >Bit is one signalling element on the cable per data bit.
| >
| >I hope that the above is clear..
|
| Hi Dave,
|
| I saved your post, you've cleared up some of my confusion.. The last
| statement "RS232 link between the PC and the Modem = BPS as each bit is
| one signalling element on the cable per data bit." Question, so how
| can I tell if my Modem has connected at 56K, as my Soft shows line
| connection at 115200 ???

115200. that's your DTE speed, modem connect speed is gained by
interrogating the modem after connect, maybe you don't have report codes
enabled, on my modem you specify x4 in the init string to achieve this.

--

Steve. S.

The Welshgits outgoing dribble has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.313 / Virus Database: 174 - Release Date: 02/01/2002

248. Atari BBS Phone numbers?

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 05:21:27 UTC
From: jlensbo@aol.com
Message-ID: <20020113002127.07343.00001458@mb-fq.aol.com>
Source record: 38945

Where can I find Atari BBS phone numbers?

I only have PayBax BBS (302-454-7797).

Are there still others?

249. Where do I find a Falcon nowadays?

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 06:39:09 UTC
From: Brian McGroarty <brian@robotattack.com>
Message-ID: <87elkulppu.fsf@booberry.robotattack.com>
Source record: 38946

I'd like to get my hands on an Atari Falcon 030.

Is there a dealer still selling these things, or am I stuck waiting
for one to pop up on ebay?

250. For sale UK

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 08:41:27 UTC
From: d.e.cohen@qmul.nospam.ac.please.uk.invalid
Message-ID: <1f5wvxc.1qy1p9m4my30gN%d.e.cohen@qmul.nospam.ac.please.uk.invalid>
Source record: 38947

I have a few ST games (needing colour monitor) to dispose of. Say 1
pound
fifty pence each, just to cover postage.

Loom (an adventure game)

The Sentinel (not sure how to describe this).

Trip-a-Tron. Not really a game, but creates psychedelic patterns.

There's also a joystick, say 3 pounds to cover postage.

All items free if collected from North London. I'ld like to get rid of
them.
--
Remove "nospam" and "please" and "invalid" for a correct address

251. For sale UK 2

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 08:41:28 UTC
From: d.e.cohen@qmul.nospam.ac.please.uk.invalid
Message-ID: <1f5ww07.b5zxoq1wabfk0N%d.e.cohen@qmul.nospam.ac.please.uk.invalid>
Source record: 38948

And also one or two serious bits of software.

Selectric (file selector)

GemView (file viewer)

1 pound each including postage. Or free if collected from North London

NVDI 3. I think (though I am not sure) you should be able to upgrade to
a newer version. 5 pounds (or make an offer if you think that's too
much).

There's some more significant stuff as well, EasyDraw, Outline Art, etc,
but I
have to check what I have.
--
Remove "nospam" and "please" and "invalid" for a correct address

252. Fuzion Cd's

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 09:54:24 UTC
From: Mr Nours <mrnours@wanadoo.fr>
Message-ID: <a1rlgm$5j6$2@wanadoo.fr>
Source record: 38949
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hi,

I'm making a new site about the french team Fuzion and i'm looking for some Cds of them :
- cd number 24,40 et 140 (I got all of them but the intro causes a Tos error 35 to appear!)
- cd number 36 and 46

And if you know if cd number 199 and 200 exists could you please, tell it to me! The group was saying that he will stop his activities at menu number 200 but the two last menus remains unfindable.

I'm interested about all pieces of informations you could have about Fuzion !

Thanks for your attention anyway :)

PS :/ If any ex-fuzion members are reading this message please contact me!

253. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 11:01:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c4158b0b65a082@tripnet.se>
Source record: 38950

On Sat 12-01-2002 20:27 (GMT) Jeff Armstrong wrote:

>>| The TT can browse the Internet and doesn't need a proxy server or
>>anything! Sweet!

>Window ICS provides a NAT, or Network Address Translation, server,

Note that STinG, one of the major Atari ip stacks, have had NAT support even before Windows ICS came out. Before I got a "broadband" connection I always had the modem connected to my TT and let it handle NAT and had my pc connected to the TT via nullmodem LAN. Like this the Atari provided a rather good fire wall to prevent anyone from the outside to connect to the more vulnerable Windows pc.

>although you wouldn't know unless someone told you. If the computers
>on the private network use it as there gateway and nameserver,
>everything works fine without any proxy server software.

Not everything works fine, but most protocols where the computer behind NAT calls out will work transparently.

NAT prevents anyone outside to initiate a connection to the NAT:ed computers. There are ways to somewhat make things like that to work anyhow dependeing on NAT soft/hardware. My webserver is located behind NAT but any incoming packages on tcp/ip port 80 is forwarded to it by the NAT-box.

Some protocols like video conferences etc use random incoming ports and can be really tricky to use behind NAT.

>I think what it is actually doing is accepting requests from computers
>within the private network and sending information to the internet.
>Responses are then received by the NAT server and re-routed to the
>proper computer in the network. But somehow, as if by magic, a proxy
>server isn't needed.

A proxy server is used to relay a specific protocol to the inside. NAT on the other hand does not care (mostly) what the packets actually caontain.

>Anyone know how these NAT server programs actually work? I'm just
>saying what I think I've read, but I probably misunderstood it ;-).

Basically when you send a package to the outside the header contains the return port number and ip address. The NAT software exchange the local return ip (192.168.0.n) to your global address (213.66.102.17 or so) and change the return port number to a much higher one. It also saves this information in a local table.

When the incoming return package arrives the NAT software checks the destination port number (equals return port number above) and looks in the translation table to see which local ip address this port number was used with. Then it simply inserts the local detination ip address and original port number. Very simple and elegant.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

254. FS: Best Electronics ST -> VGA Cable

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 11:23:03 UTC
From: Julian Lewis-Booth <julian@portland.co.uk>
Message-ID: <l_d08.8872$Hg7.861404@news11-gui.server.ntli.net>
Source record: 38951

Hi There,

having a clear up and found this is it any use to anyone?

this is the three way cable with a switch to allow you to run a VGA monitor and TV without having to swap cables around, just push the button and you are switched (after a reboot of course!)

I bought this a couple of years ago used it for 6 months and forgot about it. The cable is in Manchester (in the UK) I dont see much point in shipping it internationally but if there is someone in the UK that can use this drop me a line.

Please use e-mail due to a lack of Atari computers I dont read this NG much now.

Regards

Julian

255. Re: comp.sys.atari.st, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 12:00:40 UTC
From: rand@cd.chalmers.se
Message-ID: <a1rst8$s8b$1@nyheter.chalmers.se>
Source record: 38952

In article <5e4b01f3.046cb14d@CESBOFO.CL>,
Usenet Administration <admin@CESBOFO.CL> wrote:
>As many of you are aware, this newsgroup is slated
>for removal on January 31st, 2002. The vote was

Please, note that this was a denial of service attack that was sent
simultaneously to a large number of Usenet groups.
Replies were redirected to news.admin.net-abuse.email, which has
now gotten more than 300k messages in a very short time.

Do _not_ follow up to the original message!
There's no truth behind what it says.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

256. Re: comp.sys.atari.st.tech, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 12:02:17 UTC
From: rand@cd.chalmers.se
Message-ID: <a1rt09$s8t$1@nyheter.chalmers.se>
Source record: 38953

In article <tjo1l6rcq8migbj9pb6rvzhdsmo5@4ax.com>,
Usenet Administration <admin@YDUDSU.AC.TH> wrote:
>As many of you are aware, this newsgroup is slated
>for removal on January 31st, 2002. The vote was

Please, note that this was a denial of service attack that was sent
simultaneously to a large number of Usenet groups.
Replies were redirected to news.admin.net-abuse.email, which has
now gotten more than 300k messages in a very short time.

Do _not_ follow up to the original message!
There's no truth behind what it says.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

257. Re: Superboot clock (was: Re: Badly need a cubase2.01 program disk.)

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 12:37:59 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201131327060.108-100000@easymint>
Source record: 38954

On Fri, 11 Jan 2002, Michael and Nicole Freeman wrote:

> > right away. There you can find Superboot 7.0 for download. I seem to
> > recall it went up to version 8 or something so if you spend some more
> > time searching you might find that too. But do not run Superboot with the
> > system clock set to anything after 31/12-1999 as it has an Y2K bug.
>
> How exactly does this Y2K bug present itself? I use Superboot exclusively on
> my Falcon, with the correct present date set, and I've never had a problem.
> Is it with Superboot's time setter (which I never use), or does it happen
> when the system clock is already set to the >1999 date? Thanks! I'd hate to
> turn on my computer and find I've been doing damage to it the past couple
> years!
>
The problem occurs especially on older Atari computers without a battery
backed-up internal clock. With Superboot you could - before Y2K - set the
correct date and time at bootup manually using Superboot. But this option
can and has to be switched off in the Superboot configuration program.
With a Falcon you didn't need that option switched on before Y2K either,
and you probably had it switched off, so you didn't have any problems.

Superboot can still be used in this century, also with a correct date and
time set. Don't worry, just don't use Superboot to set the date and time.

Martin Tarenskeen

258. FA: ebay. 3.5" Double Density Disks, Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 13:58:08 UTC
From: David Smith <david11125@suscom.net>
Message-ID: <3C419270.7030806@suscom.net>
Source record: 38957

I have 110 3.5" Double Density Disks for sale. The are an assortment of used, new, application, game and utility disks.

Item name: 110 3.5" Double Density Disks & Holder
Item number: 1321361719
Minimum bid: $1.99
Reserve price: N/A
Quantity: 1
End date: Saturday, Jan 19, 2002 at 09:38:29 PST

To view, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1321361719

259. Re: Still two days for the "Great Atari Sur

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 14:44:22 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c419d46$0$21141@news.zetnet.co.uk>
Source record: 38958

Hello Alex!

On 8 Jan 2002 07:36:25 -, Alex F. wrote:
>Iv've noticed that my last message did only appear in 4
>lines...oops...I'm not used to use newsgroups however...sorry.
>Anyway the address is: http://members.aol.com/alexwebspace or mail to
>atari-survey@gmx.net.

This is really stupid!

This is the first time that you've put a URL about this survey on comp.sys.atari.st, (I even searched Google to see if there were earlier posts) and then you post this message on a Tuesday, with the deadline for the survey only two days later on a Thursday!

Most people however (myself included) only read newsgroups at the weekend, so you have stopped loads of people (myself included) from voting in your so-called "great" survey.

You claim on your website that you've emailing lots of Atari websites about this, though I've not received anything, nor have I seen anything on the major Atari news sites: Atari.Org, MagiC Online, DHS, My Atari etc.

So it looks as if you have deliberatly ignored the majority of Atari users in this.

Are you stupid or what?

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

260. testing, please ignor thanks

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 17:42:44 UTC
From: nospam@aol.com
Message-ID: <3c41c6ec.1622743@news.supernews.com>
Source record: 38959

```
it's me.
```

261. Re: Where do I find a Falcon nowadays?

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 18:57:25 UTC
From: Chris Swinson <exxos@cps-games.co.uk>
Message-ID: <a1slc2$998$1@newsg2.svr.pol.co.uk>
Source record: 38960

"Brian McGroarty" <brian@robotattack.com> wrote in message
news:87elkulppu.fsf@booberry.robotattack.com...
> I'd like to get my hands on an Atari Falcon 030.
>
> Is there a dealer still selling these things, or am I stuck waiting
> for one to pop up on ebay?

You could try System Solutions in UK, they will charge a lot for it however
(I guess)

chris

262. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 19:03:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201132003.a46717@su2.maus.de>
Source record: 38988

Hi Hallvard,

HT>I want it to work in the same way Lharc does where a folder *with the
HT>name of the archive* is created.
but as I know both LHARC and STZIP (or any UNZIP) behave the same way.
You only will get a folder if a folder is 'inside the archive'. Sorry
for my English, I mean, only if a folder with its files is compressed,
it will be decompressed too. If not, you will have to create a folder
with a correct name first.

Und TTschï¿½
ps

263. will these joysticks work on the atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 20:03:45 UTC
From: Krem <krem775@removemeyahoo.com>
Message-ID: <BKI08.1507$Zh1.952085@news02.optonline.net>
Source record: 38961

I have an atari 1040STf, I'm wondering if these joysticks (which work on the 8-bit atari machines) will work on mine:
Quickshot 2 plus
TAC30
TAC3

also, how are they as far as joysticks go? Is a "classic" atari joystick a better bet (I was going to get one from ATY computers - what do they look and feel like)?

thanks, dave k

264. Re: Texel 2.2 : Page Preview mode

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 21:00:06 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c41f556$0$21142@news.zetnet.co.uk>
Source record: 38962

On 7 Jan 2002 20:55:21 G, Neil Chester wrote:
>On 2 Jan 2002 19:45:02 -, "Steve Sweet" wrote:
>>Hi Neil
>>
>>| Does any one know how to get the Page Preview function working in Texel
>>| 2.2?
>>|
>>| Whenever I select this from the File menu, with a suitable spreadsheet
>>| loaded, all I get is the left hand "menu" with most of the buttons greyed
>>| out! I tried blocking an area on the spreadsheet, but no results in Page
>>| preview.
>>|
>>| Does this function require Artworx? The manual I have is German and also
>>| some of alert boxes seem to mention Artworx - is it really required in
>>| order to get the best out of Texel?
>>
>>I may be whistling out of my rear here as its been a while since I used
>>Texel, but I seem to recall you needed memory.sys installed and declared in
>>assign.sys.

<snip>
To get Page Preview I think you need to Select All first (click top left
box).
Charles.

265. dual format floppy?

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 21:35:24 UTC
From: ?pE?g??Pe? <apesgrapes@hackermail.com>
Message-ID: <a1suea$lo3$1@news8.svr.pol.co.uk>
Source record: 38963

i've got some old midi files from my STe days and want to us them on my pc.
i'm now using WinME and it won't read the disks my old pc used to.

i still have my STe and could play & record the midifiles, but is there an
easier way? gemulator won't pick anything up from the disks & i don't seem
to be able to cope with the emulators...

thanks in advance.

266. sorry - i read the old posts...

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 21:47:25 UTC
From: ?pE?g??Pe? <apesgrapes@hackermail.com>
Message-ID: <a1sv4r$m6h$1@news8.svr.pol.co.uk>
Source record: 38964

gonna try makedisk & disk2fdi....

267. FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 21:57:08 UTC
From: ash@coldblackroom.demon.co.uk
Message-ID: <ash-1301022157080001@coldblackroom.demon.co.uk>
Source record: 38965

Here's my latest list of items for sale. Most prices have been
reduced, and all items now include UK postage.

For full details and prices, take a look at the following web
page:

http://www.coldblackroom.demon.co.uk/for_sale/atari.htm

Offers or enquiries to ash@coldblackroom.demon.co.uk

best wishes,

Ash

Atari Falcon, Cased SCSI Hard Drive & CDR, Cubase Audio Falcon 2,
CD- Recorder Pro v2.0, GFA BASIC v3.5 and Face Value v1 Suite,
Wangtek Tape Streamer, Lattice C v5.6, Wavemaster, Pagestream
v2.2, Calligrapher Professional, Floppyshop Collection CD-ROM,
Home Accounts 2, Superbase Personal 2, VIP Professional, Falcon030
4MB Memory Board, Floppyshop DTP+ CD-ROM, Just Call Me Internet
CD-ROM, Textstyle, Borodino, Oxford Chess, Chuck Yeager's Advanced
Flight Simulator, Blue Max, GFA BASIC v3 Interpreter, Quick ST
v3.0, Universal Item Selector III, EdHak, Forget-Me-Clock II

268. [ANN] Renaissance's DGEM 0.14

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 22:00:40 UTC
From: ptonthat@club-internet.fr
Message-ID: <3c420387$0$4083$7a628cd7@news.club-internet.fr>
Source record: 38966

Bonjour :)

You can find the lastest version 0.14 of DGEM
(embryo of Dungeon Master clone) on http://rajah.atari.org
(direct : http://www.multimania.com/nef/files/dgem014.zip 315Kb)

News: new harddisk friendly file format for the images, option
for PC keyboard, zoom function (experimental).
For the dungeon: doors, retractable walls, trap-doors, pads &
switches, teleporters, wall inscriptions.

Please be kind if you find bugs. Report them ;-)

Thanks to Daroou (building & bugreport) and Mateo (support).

I will release the DGEM GFA sources and its editor next week.

Bye

Rajah Lone / Renaissance

269. Attos mag No 3 available

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 22:18:37 UTC
From: t.millood@online.fr
Message-ID: <3c4207bc$0$196$626a54ce@news.free.fr>
Source record: 38967

Hello

The french mag aTTos for all Atari computer ST/TT/FALCON/etc...
is available for 11 Euros for 4 No / 3 Euros 1 No for test
and Revival (all mark consoles) 15 Euros for 4 No / 4 Euros for 1

36 page with the article
Calamus sl 2002 / encyclodino CD / Centurbo 060 card accelerate
tips and the news etc....

http://rayxamber.free.fr
could you translate the texte french in english ?
one person voluntary ?

TMI

* TMI sur ATARI /|\ TT030 20Mo et FALCON030 14Mo*
* MAGIC 4* CAB 2.8* ATARIRC* ATARICQ* NEWSIE*
* Message envoyï¿½ avec NEWSIE 0.96 *
E-MAIL : t.millood@online.fr

270. Re: will these joysticks work on the atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 22:39:13 UTC
From: Bill Freeman <nospam@here.invalid>
Message-ID: <nospam-2C888C.17391313012002@enews.newsguy.com>
Source record: 38968

I think any 8 bit Atari joystick will work on an ST, but they aren't very good quality compared to some of the aftermarket sticks. My favorite are the Epyx and Wico units that nestle into your palm. One to avoid is the "Best" brand. It has lousy switches.

In article <BKl08.1507$Zh1.952085@news02.optonline.net>, "Krem" <krem775@removemeyahoo.com> wrote:

> I have an atari 1040STf, I'm wondering if these joysticks (which work on
> the
> 8-bit atari machines) will work on mine:
> Quickshot 2 plus
> TAC30
> TAC3
>
> also, how are they as far as joysticks go? Is a "classic" atari joystick
> a
> better bet (I was going to get one from ATY computers - what do they look
> and feel like)?
>
> thanks, dave k
>
>

271. Re: Still two days for the "Great Atari Sur

Newsgroup: comp.sys.atari.st
Date: 2002-01-13 23:10:17 UTC
From: Bill Freeman <nospam@here.invalid>
Message-ID: <nospam-535760.18101713012002@enews.newsguy.com>
Source record: 38969

In article <3c419d46$0$21141@news.zetnet.co.uk>, jfhaslam@zetnet.co.uk
(James Haslam) wrote:

> This is really stupid!

So what? Don't sweat the deadline, send it in anyway. It would be
interesting to see the compiled results of this survey. There are
probably so few of us that we could memorize everyone's name who has a
16 bit Atari actually connected to the power grid.

Bill Freeman

272. Atari Times Update - 1-13-2002

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 01:53:51 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C4239EF.1EA055BF@ataritimes.com>
Source record: 38972
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Updates to TAT over the past week include:

* More From Fruitman - The January gaggle of letters
are now answered! Woohoo!
* Fruitman's Console Theories
* What About The Computers?
* Send In Your 5200 Scores!
* Futurama Pays Homage To The Classics - The Atari On
Film Page updated
* Kasumi Ninja Featured Review

As always, send in your reviews and articles! Support the online
newsletter concept!

**** 2001 Year End Issue In Stock! *****

Also, don't forget to order a copy of the 2001 Year End Special Edition!
Yes, there are STILL copies left! Get one while you can!

Here's what people are saying about the 2001 Year End Issue!

"I received my copy of the TAT year end issue and finally got a chance
to look through it. Great job! It looks great from cover to cover. It
looks really good." - Douglas Warren

"I received the Year-End Issue yesterday and all I can say is WOW:) Nice
cover, the rest of the issue is wonderfully done. Two thumbs up!" -
Randy Femrite

"Let me commend you on a fantastic job with this issue! Definitely worth
the money. I really enjoyed the interview with Peter Engelbrite (2600
Cal Games, Lynx Slime World, etc.) If somebody reading this hasn't
picked one up, get one while you still can! You won't be disappointed."
- Carl Forhan, Songbird Productions.

"I love the year end issue! Do one every year and you have at least one
guaranteed buyer. Keep up the good work." - Tracey Herbert

"I have enjoyed reading the many great articles inside it. Your great
coverage of the earlier Atari Systems, and the Atari Jaguar...are
especially interesting and insightful. I'm even tempted to buy myself a
few of the Atari Systems I never had. Thanks again for a great Issue." -
Chris Vick

"I received The Atari Times in the post today! I haven't read all of it
yet, but it's been really good so far." - Gordon Gibson, Sinister
Developments

"I just wanted to let you know, that I've enjoyed The Atari Times 2001 Year-End Issue very much. I really liked your article about BattleSphere for the Jag." - Dane Stegman

Get a copy of the 2001 Year End Issue by going to http://www.ataritimes.com/yearend/

--
Gregory D. George

=-=-=-

273. Re: Still two days for the "Great Atari Sur

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 03:22:16 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B867B918.1786%atarilp@hotmail.com>
Source record: 38973

in article 3c419d46$0$21141@news.zetnet.co.uk, James Haslam at
jfhaslam@zetnet.co.uk wrote on 1/13/02 9:44 AM:

> You claim on your website that you've emailing lots of Atari websites
> about this, though I've not received anything, nor have I seen anything on
> the major Atari news sites: Atari.Org, MagiC Online, DHS, My Atari etc.

He mailed me about it, but when I got to the site and found it was not
a handy form, but rather some text file I had to hand edit and mail I
op'd not to bother. ;-)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

274. Re: dual format floppy?

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 04:03:45 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <rfl44u8g708u200lof1rnd1fqpug0i84vg@4ax.com>
Source record: 38974

On Sun, 13 Jan 2002 21:35:24 -0000, "ï¿½pEï¿½gï¿½ï¿½Peï¿½"
<apesgrapes@hackermail.com> wrote:

>i've got some old midi files from my STe days and want to us them on my pc.
>i'm now using WinME and it won't read the disks my old pc used to.
>
>i still have my STe and could play & record the midifiles, but is there an
>easier way? gemulator won't pick anything up from the disks & i don't seem
>to be able to cope with the emulators...
>
>thanks in advance.
>

There's really no difference (or no significant difference) between
the Atari floppy disk format and the IBM PC floppy disk format.

That is, you don't need a "dual format" floppy because they're the
same for both computers.

However, there are some things you have to keep in mind-

The Atari floppy disk drives are 720K Double Sided, Double Density.

They CAN NOT cope with High Density 1.44 Meg floppy disks that are
common in the PC world.

The VERY BEST way to insure compatibility between the two systems is
to take an ATARI floppy disk, a 720 DS/DD floppy, and format it ON
THE PC.

When you format the disk, be sure to select 720K from the dropdown
menu in the Windows Format dialog box- NOT 1.44 Meg.

Then just move the newly formatted floppy to your ST and copy files
onto it. They should be readable on BOTH the ST and the PC.

Notes- if your Atari floppy drive is an old 360K Single Sided unit,
all bets are off.

For best results, use a 720K floppy which has ONLY the Write Protect
window in it. IBM style HD disks can be used, but they're
"non-optimal".

BobR

275. Re: will these joysticks work on the atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 04:04:51 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <qtl44uou3sr6bmmoav4uujo2qp4flsb08r@4ax.com>
Source record: 38975

On Sun, 13 Jan 2002 20:03:45 GMT, "Krem" <krem775@removemeyahoo.com>
wrote:

>I have an atari 1040STf, I'm wondering if these joysticks (which work on the
>8-bit atari machines) will work on mine:
>Quickshot 2 plus
>TAC30
>TAC3
>
>also, how are they as far as joysticks go? Is a "classic" atari joystick a
>better bet (I was going to get one from ATY computers - what do they look
>and feel like)?
>
>thanks, dave k
>

Any joystick that will work on an 8-bit Atari (or Commodore 64 for
that matter) will work on an Atari ST.

The "genuine" "classic" Atari joystick is my all-time favorite
joystick.

They are fairly easily damaged, so you have to exercise some care when
you're playing, but they are quite sensitive and responsive.

I've tried many, many other types and brands and have always come back
to the "classic".

This is the same joystick that was originally shipped with the Atari
2600VCS video game system and the 8-bit Atari systems. It's also the
one Commodore got in trouble over for copying (it was that good).

You'll probably recognize it when you see it.

BobR

276. XaAES + SPIN

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 10:45:08 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201141133260.97-100000@easymint>
Source record: 38976

I finally traced a problem I was having when I tried to use XaAES in combination with SPIN. The problem lies in the order of execution of the vmoose.xdd and spin.xfs files. If spin.xfs is executed first, vmoose.xdd will not do it's work properly. You don't notice this at first, but XaAES crashes with an error message "/dev/moose not found".
Then I removed both files from my mint folder, and copied them back. But this time with vmoose.xdd first and spin.xfs next. XaAES and SPIN now work perfectly together. Problem solved, but still: It shouldn't be like this. These kind of problems should only happen with auto folder programs, not with xdd and xfs files in the mint/multitos folder. I don't know if SPIN, or XaAES, or MiNT is responsible for this strange bug. Because that's what it is, even though I have found a workaround now.

--

Martin Tarenskeen

****
* YSEDITOR homepage : http://yseditor.atari.org *
* UNI_MANiacs homepage: http://uniman.atari.org *
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm*
* INDEX: http://www.home.zonnet.nl/m.tarenskeen/index.html *
****

277. Help! I need help from a Geneva User

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 11:07:25 UTC
From: Mike <mhill@cinci.rr.com>
Message-ID: <6he54u808t8brc9o5q4gpk6bo3qiaqcm3h@4ax.com>
Source record: 38977

Hello,

I am having a serious problem I hope another Geneva user can help me with.

My Geneva Utilities Disk is bad. I can't access it at all. I was forced to repartition my hard drive and I can't install the utilites anymore.

If anyone could email me the utilites disk I would sure appreciate it.

I own the program (bought it at MIST years ago) and without the main Geneva disk the utilites disk is worthless. My main disk works great still (and I backed it up)

So if someone could be a sport and send me a zip of the files on the Geneva utilites disk, I would appreciate it.

Mike
mhill@cinci.rr.com

278. Re: dual format floppy?

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 15:27:28 UTC
From: ?pE?g??Pe? <apesgrapes@hackermail.com>
Message-ID: <a1ut8d$9n2$1@news5.svr.pol.co.uk>
Source record: 38978

thanks bob, worked a treat ;)

apes

"Bob Retelle" <bobr1@provide.net> wrote in message
news:rfl44u8g708u200lof1rnd1fqpug0i84vg@4ax.com...
> On Sun, 13 Jan 2002 21:35:24 -0000, "?pE?g??Pe?"
> <apesgrapes@hackermail.com> wrote:
>
> >i've got some old midi files from my STe days and want to us them on my
pc.
> >i'm now using WinME and it won't read the disks my old pc used to.
> >
> >i still have my STe and could play & record the midifiles, but is there
an
> >easier way? gemulator won't pick anything up from the disks & i don't
seem
> >to be able to cope with the emulators...
> >
> >thanks in advance.
> >
>
> There's really no difference (or no significant difference) between
> the Atari floppy disk format and the IBM PC floppy disk format.
>
> That is, you don't need a "dual format" floppy because they're the
> same for both computers.
>
>
> However, there are some things you have to keep in mind-
>
> The Atari floppy disk drives are 720K Double Sided, Double Density.
>
> They CAN NOT cope with High Density 1.44 Meg floppy disks that are
> common in the PC world.
>
> The VERY BEST way to insure compatibility between the two systems is
> to take an ATARI floppy disk, a 720 DS/DD floppy, and format it ON
> THE PC.
>
> When you format the disk, be sure to select 720K from the dropdown
> menu in the Windows Format dialog box- NOT 1.44 Meg.
>
>

> Then just move the newly formatted floppy to your ST and copy files
> onto it. They should be readable on BOTH the ST and the PC.
>
>
> Notes- if your Atari floppy drive is an old 360K Single Sided unit,
> all bets are off.
>
> For best results, use a 720K floppy which has ONLY the Write Protect
> window in it. IBM style HD disks can be used, but they're
> "non-optimal".
>
>
> BobR
>
>

279. [GAME] SDL and Quake, new versions

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 16:41:27 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <nn1v1a.5i6.ln@127.0.0.1>
Source record: 38979

Hello,

I debugged SDL a bit more, thanks to people that helped me. So, I made a version for developpers (libs + includes), for those interested.

And I also build a new Quake version with it.

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

280. Re: FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 21:30:17 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <96I08.20050$_x4.3027199@news2-win.server.ntlworld.com>
Source record: 38980

"Ashley Seabrook" <ash@coldblackroom.demon.co.uk> wrote in message
news:ash-1301022157080001@coldblackroom.demon.co.uk...
> Here's my latest list of items for sale. Most prices have been
> reduced, and all items now include UK postage.

£215 for a Falcon, that seems pretty steep for a ten year old computer.

Sorry

Si

281. Re: FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 23:44:04 UTC
From: Bill Freeman <nospam@here.invalid>
Message-ID: <nospam-BD89C0.18440414012002@enews.newsguy.com>
Source record: 38983

In article <96I08.20050$_x4.3027199@news2-win.server.ntlworld.com>,
"PNC" <news@spam.polar-net.co.uk> wrote:

> "Ashley Seabrook" <ash@coldblackroom.demon.co.uk> wrote in message
> news:ash-1301022157080001@coldblackroom.demon.co.uk...
> > Here's my latest list of items for sale. Most prices have been
> > reduced, and all items now include UK postage.
>
> £215 for a Falcon, that seems pretty steep for a ten year old computer.
>
> Sorry
>
> Si
>
>

It's a damn good price for a 14 mb Falcon. I would buy it myself if it
was in the USA. If it was a 10 year old PC you could find it in a trash
bin for free.

282. Re: FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-14 23:51:24 UTC
From: ash@coldblackroom.demon.co.uk
Message-ID: <ash-1401022351240001@coldblackroom.demon.co.uk>
Source record: 38982

In article <96I08.20050$_x4.3027199@news2-win.server.ntlworld.com>, "PNC" <news@spam.polar-net.co.uk> wrote:

> "Ashley Seabrook" <ash@coldblackroom.demon.co.uk> wrote in message
> news:ash-1301022157080001@coldblackroom.demon.co.uk...
> > Here's my latest list of items for sale. Most prices have been
> > reduced, and all items now include UK postage.
>
> £215 for a Falcon, that seems pretty steep for a ten year old computer.
>
> Sorry
>
> Si

I've been out of the scene for a few months, but last I heard that was a pretty reasonable price for a 14MB Falcon + fpu and including p&p. If I'm well off the mark, and you're interested, then make me an offer!

cheers,

Ash

283. Re: Help! I need help from a Geneva User

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 00:36:26 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201141636.6b9011eb@posting.google.com>
Source record: 38984

Mike <mhill@cinci.rr.com> wrote in message
news:<6he54u808t8brc9o5q4gpk6bo3qiaqcm3h@4ax.com>...
> Hello,
>
> I am having a serious problem I hope another Geneva user can help me
> with.
>...
> So if someone could be a sport and send me a zip of the files on the
> Geneva utilites disk, I would appreciate it.
>
Try contacting Dan Wilga at gribnif@pair.com. Dan still answers
email, though I haven't emailed him in over a year. If he doesn't
reply, respond to this newsgroup again.

Galen

284. Re: will these joysticks work on the atari ST ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 00:39:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201141639.3b43058d@posting.google.com>
Source record: 38985

"Krem" <krem775@removemeyahoo.com> wrote in message
news:<BKl08.1507$Zh1.952085@news02.optonline.net>...
> I have an atari 1040STf, I'm wondering if these joysticks (which work on the
> 8-bit atari machines) will work on mine:
> Quickshot 2 plus
> TAC30
> TAC3
I have several TAC30s. They are O.K., but not great. If money is no
object, I'd recommend an adaptor to use a modern joystick intended for
another system. If the 'old feel' is important, original 2600 era
joysticks can still be found. I've picked up three in recent years.

Galen

285. Re: Where do I find a Falcon nowadays?

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 00:43:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201141643.6d782323@posting.google.com>
Source record: 38986

Brian McGroarty <brian@robotattack.com> wrote in message
news:<87elkulppu.fsf@booberry.robotattack.com>...
> I'd like to get my hands on an Atari Falcon 030.
>
> Is there a dealer still selling these things, or am I stuck waiting
> for one to pop up on ebay?

You find them in England, apparently. Try
http://www.coldblackroom.demon.co.uk/for_sale/atari.htm . Note that
Falcons on Ebay are quite uncommon.

Galen

286. Re: comp.sys.atari.st.tech, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 01:05:53 UTC
From: danap8@aol.com
Message-ID: <20020114200553.02905.00001272@mb-mj.aol.com>
Source record: 38987

>Subject: Re: comp.sys.atari.st.tech, FINAL NOTICE of Newsgroup Removal

>In article <tjo1l6rcq8migbj9pb6rvzhdsmo5@4ax.com>,
>Usenet Administration <admin@YDUDSU.AC.TH> wrote:
>>As many of you are aware, this newsgroup is slated
>>for removal on January 31st, 2002. The vote was
>
>Please, note that this was a denial of service attack that was sent
>simultaneously to a large number of Usenet groups.
>Replies were redirected to news.admin.net-abuse.email, which has
>now gotten more than 300k messages in a very short time.
>
>Do _not_ follow up to the original message!

>There's no truth behind what it says.

PHEW!! I was wondering about this as I had never seen any previous
announcement or alleged "vote".

287. Re: Atari ASCII table

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 02:58:41 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3C439AE1.1243AB16@tm.net.my>
Source record: 38989

Hallvard Tangeraas wrote:
> Adam Klobukowski <adamk@gabo.pl> wrote:
> > For a=0 to 255
> > out 4,a
> > print a
> > Next a
> Thanks, but I tried it and didn't get it to work,

Try "For a=32 to 255" to get most of it out of the way... and then do
0~31 manually!

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

288. CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 10:57:45 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3c440d36$0$205$626a54ce@news.free.fr>
Source record: 38990

Hello,

The 060 is now running at 80 MHz !
This is a 60 MHz model and I will try with a 50 MHz model as soon as possible...but it should work too.
I actually finished to solder a very small clock driver to do tries at 100 MHz.

The THERMAL sensor of the 060 is running well and we can read a temperature of 47°C for a 80 MHz 060 running a simple loop to read the temperature and draw it on the screen (some flash accesses, TLV0831 accesses & videl accesses).

Now the SDRAM is tested.
First test is the read of the EEPROM of the DIMM to get parameters to be set into the SDR60 chip.

--
Rodolphe CZUBA
4, All°e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

289. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 13:15:06 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <CXV08.24775$_x4.3611914@news2-win.server.ntlworld.com>
Source record: 38991

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3c440d36$0$205$626a54ce@news.free.fr...
> Hello,
>
> The THERMAL sensor of the 060 is running well and we can read a
temperature
> of 47°C for a 80 MHz 060 running a simple loop to read the temperature and
> draw it on the screen (some flash accesses, TLV0831 accesses & videl
> accesses).

Is the CPU cooled with a fan? I highly reccomened Coolermaster low-profile fans for this kind of job.

Simon

290. Re: Where do I find a Falcon nowadays?

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 14:09:49 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <4KW08.84$0m.48342@newsfeed.slurp.net>
Source record: 38992

There's always Falcons on the german eBay. Once there were 5 at the same time.

Joshua.

"Galen" <ekaljuma@mtsac.edu> wrote in message news:926a9946.0201141643.6d782323@posting.google.com...
> Brian McGroarty <brian@robotattack.com> wrote in message news:<87elkulppu.fsf@booberry.robotattack.com>...
> > I'd like to get my hands on an Atari Falcon 030.
> >
> > Is there a dealer still selling these things, or am I stuck waiting
> > for one to pop up on ebay?
>
> You find them in England, apparently. Try
> http://www.coldblackroom.demon.co.uk/for_sale/atari.htm . Note that
> Falcons on Ebay are quite uncommon.
>
> Galen

291. U.S. Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 14:42:56 UTC
From: sf0218@aol.com
Message-ID: <20020115094256.11381.00002868@mb-cg.aol.com>
Source record: 38993

Are there any Atari computer dealers in the U.S. anymore?
Sam F.
Seahawks fan & Atari Computer nut

292. Free ST 520FM plus C compilers for sale

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 15:23:02 UTC
From: Carl Woffenden <carl@bigredswitch.co.uk>
Message-ID: <3C444955.655BFB55@bigredswitch.co.uk>
Source record: 38994

Hi!

For anyone interested I'm giving away my 520 - it has to be picked up in the UK (Barnsley, South Yorks.). It comes with an external disk drive, VGA monitor cable, a few books and whatever games (boxed) I can dig out.

Also, make offers (no matter how small) for the Lattice C 5.5 set (books & disks in mint condition) and Prospero C (mint books & disk).

Regards,

Carl.

293. FS: Falcon Software

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 15:49:57 UTC
From: Carl Woffenden <carl@bigredswitch.co.uk>
Message-ID: <3C444FA1.679C56BB@bigredswitch.co.uk>
Source record: 38995

Make an offer for the following bundle of Falcon software:

SoundPool Audio Tracker (version 1 with dongle and manual)
Apex Media
HD Driver
ZE Organiser
Stoop (the boot manager)

Regards,

Carl.

294. Re: FS: Falcon Software

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 16:17:50 UTC
From: Carl Woffenden <carl@bigredswitch.co.uk>
Message-ID: <3C44562E.4EF19421@bigredswitch.co.uk>
Source record: 38796

> Make an offer for the following bundle of Falcon software:
>
> SoundPool Audio Tracker (version 1 with dongle and manual)
> Apex Media

I've just discovered the box and manual for Apex Media.

295. Re: Free ST 520FM plus C compilers for sale

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 16:22:33 UTC
From: Carl Woffenden <carl@bigredswitch.co.uk>
Message-ID: <3C445748.D07E23ED@bigredswitch.co.uk>
Source record: 38797

> Also, make offers (no matter how small) for the Lattice C 5.5 set (books
> & disks in mint condition) and Prospero C (mint books & disk).

It's Lattice C 5.6.

296. Re: U.S. Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 17:30:17 UTC
From: Video61@webtv.net
Message-ID: <21189-3C446729-10@storefull-2116.public.lawson.webtv.net>
Source record: 38798

go to myatari.com
he has lots of st,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

297. Barbarian I - Palace Software

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 18:22:38 UTC
From: THANSPAM@trollprod.org
Message-ID: <4d4e4068.0201151022.740f65b8@posting.google.com>
Source record: 38799

Someone Know how to Start a 1 or 2 player Game in Barbarian (Palace)
on Atari St Emulator (Any Kind of Emulator)...

Thanks

298. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 18:36:46 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a21svl$1ml$1@newsreader.mailgate.org>
Source record: 38803

PNC <news@spam.polar-net.co.uk> wrote in message
news:CXV08.24775$_x4.3611914@news2-win.server.ntlworld.com...
>
> Is the CPU cooled with a fan? I highly reccomened Coolermaster low-profile
> fans for this kind of job.
>
> Simon
>
>

Coolermaster H/s Fans suck big time.

.....

299. Atari-Source.com is in full swing

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 18:41:06 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u48tth17t8ci9a@corp.supernews.com>
Source record: 38800

Hey everyone,

Atari-source.com is in full swing. There's new articles and updates daily, news, reviews, help-guides and debates. I work to make sure I release at least something new per day, making this a great place to go for daily news updates about things that are really relevant in the Atari user community. We are geared towards open source, and atari as a useful machine today which includes source code revisions, operating system updates and system hardware upgrades. We syndicate news from atari-users.net and I pull a lot of my news from great places like atari.org and the German site st-computer.net. This site is strictly American/English which is a refreshing change in the many language Atari community.

As the site is a lot of work I am looking for someone to help me administrate and add news and articles. Anyone up for the challenge?

I offer free advertising to any atari related COMMERCIAL or non-commercial product project or website. I don't think atari developers or users need to be held back with silly advertising fees.

That is pretty much all, so come check us out if you haven't already,
http://atari-source.com
If you have already, Thank you

300. Re: New Site Up

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 18:48:25 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u48ubc8ep49631@corp.supernews.com>
Source record: 38801

Iggy Drougge wrote:

> Mark Duckworth <duwolf@hotmail.com> skrev:
> : Well if you patronize any of the websites out there, you've probably
> : already seen news about this, but I figured I'd put a shameless plug
> : on the usenet groups anyway ;) http://atari-source.com is up online
> : now. It is your typical web portal system and news site, with semi
> : up-to-the-minute news, software reviews nearly daily, articles,
> : debates, help guides, etc.
>
> Looks good, like a Slashdot for Atari users!
> It renders somewhat badly, though, with that big topics dropdown jutting
> out right of the logo. Is it built for some particular resolution?
>

I never noticed that. fixed!

Thanks
Mark
http://atari-source.com

301. Re: FS: Falcon Software

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 19:17:44 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1011126198-113802AEicMi@xs4all.nl>
Source record: 38805

>ZE Organiser
Is that what the word says? An organizer? I've never
heard of it and am a little bit curious...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

302. Re: FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 19:27:07 UTC
From: d.e.cohen@qmul.nospam.ac.please.uk.invalid
Message-ID: <1f62g82.t2ii5g17ficwsN%d.e.cohen@qmul.nospam.ac.please.uk.invalid>
Source record: 38802

Ashley Seabrook <ash@coldblackroom.demon.co.uk> wrote:

> Calligrapher Professional (for sale)

Anyone buying this might be interested in my copy of Mastering
Calligrapher. This consists of a short text and a disk, which is
hypertext based, which "offers quick referencing to all commands, with
concise screen summaries and tutorials".

I'm asking 2 pounds for it, postage included.

--
Remove "nospam" and "please" and "invalid" for a correct address

303. AtariRC v1.22 released

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 20:11:33 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B869F724.193B%atarilp@hotmail.com>
Source record: 38804

```
As the topic states a new version is available.
What's new?
Someone requested support for 5 digit port numbers and some minor problems
fixed as well.

Happy New Year...

--------------------------------------------------------------------------
Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/
```

304. Re: Help! I need help from a Geneva User

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 20:39:54 UTC
From: Mike <mhill@cinci.rr.com>
Message-ID: <u4494ucfmape7uknr53ls1llrlgsfvgaju@4ax.com>
Source record: 38806

On 14 Jan 2002 16:36:26 -0800, ekaljuma@mtsac.edu (Galen) wrote:

>Try contacting Dan Wilga at gribnif@pair.com. Dan still answers
>email, though I haven't emailed him in over a year. If he doesn't
>reply, respond to this newsgroup again.
>
>Galen

Tried that. I was going to hopefully see if I could send the disk to
him and get a new one for a small fee, or see if he had my name in
their records (if they kept them) and he could just email it to me.
Never heard back.

I checled the email address I got from the Gribnif web site and it is
the same as what you posted.

For the most part the utilites disk isn't a biggie, but I always liked
Flexmenu and was trying to reload it, and it requires the utilites
disk to work properly under Geneva.

Mike

305. Re: U.S. Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 21:01:23 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0201151301.186582fc@posting.google.com>
Source record: 38807

sf0218@aol.com (SF0218) wrote in message
news:<20020115094256.11381.00002868@mb-cg.aol.com>...
> Are there any Atari computer dealers in the U.S. anymore?
> Sam F.
> Seahawks fan & Atari Computer nut

YES!!

go here. Its my Download faq page but I have links to all the dealers
pages. Good ones are B& C Computer visions and Best Electronics.

http://tamw.atari-users.net/download.htm

Tim Conrardy

306. Re: will these joysticks work on the atari

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 22:31:57 UTC
From: ebaiz@skyenet.net
Message-ID: <x5218.3278$0m.125454@newsfeed.slurp.net>
Source record: 38808

On 13 Jan 2002 20:03:45 , "Krem" wrote:
>I have an atari 1040STf, I'm wondering if these joysticks (which work on the
>8-bit atari machines) will work on mine:
>Quickshot 2 plus
>TAC30
>TAC3

For the most part, they should work fine. I have plugged in my old
Atari 8-bit joysticks into my ST and used them without any problems.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

307. Re: FS: Falcon Software

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 22:35:19 UTC
From: Carl Woffenden <carl@bigredswitch.co.uk>
Message-ID: <3C44AEA4.BE503F45@bigredswitch.co.uk>
Source record: 38809

Raoul Teulings wrote:

> >ZE Organiser
> Is that what the word says? An organizer? I've never heard of it and am a little bit
> curious...

It's not an orgainiser - I'm not sure what it is! It's been quite a few years since I had my
Falcon and I just discovered a bundle of software tucked at the back of the wardrobe.

Carl.

308. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-15 23:23:18 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C44B9F3.F174322@chello.nl>
Source record: 38810

```
JT wrote:
>
> PNC <news@spam.polar-net.co.uk> wrote in message
> news:CXV08.24775$_x4.3611914@news2-win.server.ntlworld.com...
> >
> > Is the CPU cooled with a fan? I highly reccomened Coolermaster low-profile
> > fans for this kind of job.
> >
> > Simon
> >
> >
>
> Coolermaster H/s Fans suck big time.
>

Excellent. A fan that doesnt suck wouldnt be much worth.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX
```

309. Re: XaAES + SPIN

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 00:11:43 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C44C538.97DB882C@chello.nl>
Source record: 38811

Lyndon Amsdon wrote:

>
> Indeed the order shouldn't be a problem for xdd and xfs as I've been told,
> have you reported this to Henk?

He did.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

310. Re: AtariIRC v1.22 released

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 00:23:30 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <vK318.29906$_x4.4205439@news2-win.server.ntlworld.com>
Source record: 38812

> Happy New Year...

Same to you LP!

Simon

311. Re: Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 01:06:42 UTC
From: "Ken@Home" <kenhelms1@home.com>
Message-ID: <Cm418.52728$Z03.33056993@news1.rdc1.mi.home.com>
Source record: 38813

The Fort Wayne Atari user group (A.C.O.R.N. - Atari Computer Owners Resource Network) ran a BBS from the mid-80's until a year or two ago. I don't know the exact dates and the BBS continued long after the group folded. The BBS owner liked the FoReM games and kept it going until he moved last year. The BBS started on an original 520ST that was fine for a single-line BBS. It started with a hard disk (20 meg - big then but tiny by today's standards) that was upgraded and a CD ROM drive was added at some point. It sat on a table in the owner's basement and just kept chugging away year after year after year. It was still running fine when he pulled the plug.

People on PayBax might remember it.

Sparky

"JLensbo" <jlensbo@aol.com> wrote in message
news:20020111213009.07363.00000991@mb-fq.aol.com...
> The longest running (and STILL running) ATARI BBS I can find is:
>
> PayBax BBS 302-454-7797
>
> It runs on FoReM ST software, which is not Y2K compliant, so it thinks the
year
> is 1990-something (complain to MATT SINGER).
>
> I think it's been running for like 12 years now. Can anyone find an older
one?
>
>

312. Re: ZOrg

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 01:22:49 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c44d660$0$292$626a54ce@news.free.fr>
Source record: 38814

```
Hi,

ZE Organiser is a hard drive tool
"program for Atari ST computer familly to edit a disk/partition/file,
check the file system tree (fsck) and eventually repair it"

It was now freeware under the terms of the GNU General Public License

Stoop was freeware now too

SeeU
```

"Carl Woffenden" <carl@bigredswitch.co.uk> a crit dans le message news:
3C44AEA4.BE503F45@bigredswitch.co.uk...
> Raoul Teulings wrote:
>
> > >ZE Organiser
> > Is that what the word says? An organizer? I've never heard of it and am a little bit
> > curious...
>
> It's not an orgainiser - I'm not sure what it is! It's been quite a few years since I had my
> Falcon and I just discovered a bundle of software tucked at the back of the wardrobe.
>
> Carl.
>

313. Re: Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 01:52:52 UTC
From: danap8@aol.com
Message-ID: <20020115205252.22877.00000050@mb-fm.aol.com>
Source record: 38815

It's amazing how many people rab BBSs back in the "old days"!! I ran Toad Hall from 1987 until about 1999. I started out with MichTron, but reluctantly went to RatSoft to be able to use a faster modem. I also started with a 20-meg drive and eventually had at least 1-gig and a CD-ROM. I hated to shut it down, but the internet and long-distance charges after I moved out of the city made it a dinosaur. Those were terrific days and I really miss the friends and activity because of the BBS.

-Dana @ A-ONE

314. Re: Beyond Atari ST/Falcon (ie. Hades, Medusa, PowerPC)

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 05:14:03 UTC
From: anarkissed <anrkissed@sympatico.ca>
Message-ID: <1103_1011158043@news1.on.sympatico.ca>
Source record: 38816

On Mon, 31 Dec 2001 14:08:25 -0500, "Joshua Kaijankoski" <gaiyan@atari.org> wrote:
> There is indeed Atari clones around. I know of quite a few people with them
> and I'm sure they'll reply to your post as well. You left out the Milan
> computer which is made by Milan in Germany. It is a 040/060 and quite
> popular. The Medusa/Hades was produced by a Swiss company and they are still
> around.
-snip-
> The PPC system you mentioned is an accelerator card being developed for the
> Atari Falcon and possibly for the PCI-based clones. Development has been
> very slow lately but we hear news about it every now and then.

don't forget (if it ever comes out) DesTTiny/DeSTiny, which is a 'bridge'
allowing users to connect the PPC TempeST to _any_ ST computer.
ken
> The is also a new project to make a clone using the latest ColdFire CPU
> which is the successor to the 68K family. You can read about that at
> http://www.xtos.de
>
> Rodolphe Czuba is almost done with his 060 accelerator for the Falcon. More
> info at http://www.czuba-tech.com
>
> Hope this helps.
>
> Joshua.
>
> "Mike Stepansky" <design3d@2-scale.com> wrote in message
> news:B8561C04.1BDB%design3d@2-scale.com...
> > To die-hard ST'ers or Falconers,
> >
> > I used to have Atari 520ST from 1986 up until 1991. I fell love with it
> and
> > use it for GFABasic graphics programming and games. I was thinking of
> > either getting STacy (running a Mac emulator by Dave Small?) or Atari Mega
> > STe.
> >
> > After attending the DTP trade show in Chicago, I was thinking about
> getting
> > Atari TT or a Mac II LC (the thin type with 040 in it) for graphics
> > capability, like the Pixar Renderman software.
> >
> > But then in 1992, I got hired as a 3D animator in one of the video post
> > houses in Chicago. Unfortunately, I was out of touch with the Atari ST
> > world because I had numerous projects to do on a SGI graphics workstation
> as

> > well as on a Mac.
> >
> > Then in 1994, my last newsletter subscription ended with AtariWorld (?)
> (or
> > was it APE newsletter for Atari Lynx users?). I was reading an article
> > about Atari Falcon/030 and Jaguar. I was thinking of getting a Falcon but
> > wasn't sure how or where to get one.
> >
> > Then time went by, I heard about an unusual Atari computers like the Atari
> > Hades/040 (in 1995 or so) and then (in 1998 or so) the Atari Medusa/060
> and
> > then recently rumored surfaced about the PowerPC version of Atari
> computer.
> >
> > Are these real Atari computers beyond the Falcon/030?
> >
> > In summary, you see here:
> >
> > Atari Falcon/030 (which I know Atari released it in 1994)
> >
> > Atari Hades/040 (Atari Germany has it? Who has it?)
> >
> > Atari Medusa/060 (who has it?)
> >
> > Atari PPC (is this real? I read somewhere in the web long ago)
> >
> > Atari PC (it came out in 1987 before it died out...but I wonder if Windows
> > 98 or better can be upgrade on it? I doubt it because it is either a 286
> or
> > a 386 versions)
> >
> > Atari Abaq (it is real but this is just a RISC transputer for parallel
> > processings using 4 INMOS cpus in a farm card, yielding 40 MIPS, for a max
> > of 320 MIPS in a Polyhedra Box; first saw it in SIGGRAPH 1989, as another
> > options for a graphics supercomputing systems.)
> >
> > Let's hear the summary of those hardware specs in general from you. I
> would
> > like more know about where to get/see Falcon, Hades, Medusa.
> >
> > How common (or rare) for someone to have a Hades or Medusa?
> >
> > Mike
> > 2Scale Inc.
> >
> >
>
>
---
an r kissed

anrkissed@sympatico.ca
new initiatives, new politics
"One of the greatest pains to human nature is the pain of a new idea"
- Walter Bagehot(economist) 1826-1877

315. FS/T: Atari ST items and more... [01/16/2002]

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 08:15:30 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <vkda4uk6kj9hdk1a6m1ca2oforfmvcmqct@4ax.com>
Source record: 38818
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 01/16/2002

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 2.50 Art & Film Director (Epyx) -- $5.20 shipping, due to
weight, counts as 1st item
$ 2.50 Death Sword (Epyx)
$ 2.50 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 2.50 Final Assault (Epyx)
$ 2.50 GFL Championship Football (Gamestar)
$ 2.50 Keith Van Eron's Pro Soccer (Microplay)
$ 2.50 Lands of Havoc (Antic Software)
$ 2.50 Mean 18 Famous Course Disk Volume II (Accolade)
$ 2.50 Metro Cross (U.S. Gold / Epyx)
$ 2.50 Paint Pro (Abacus Software)
$ 2.50 Quadralien (Spinnaker)
$ 2.50 Renegade (Taito)
$ 2.50 SwiftaR (Accustar)
$ 2.50 Techno Cop (U.S. Gold / Epyx)

$ 2.50 Warship (Strategic Simulations, Inc.)
$ 2.50 World Karate Championship (Epyx)

New diskette(s) [ripped/no shrinkwrap, includes box and manual]:
$ 2.50 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 2.50 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 2.50 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 2.50 Slayer (Hewson) -- NO SHRINKWRAP!
$ 2.50 Tower Toppler (Epyx) -- NO SHRINKWRAP!

Used diskette(s), with box and manual (as described):
$ 5.00 1st Word Plus / 1st Mail [GST] -- 242 page manual in
binder, slipcase, cardboard cover, and two 3.5" diskettes
-- $5.20 shipping, due to weight, counts as 1st item

$ 5.00 BOS: Business Operating System V5.1 [BOS National]
-- 138 page manual, 18 pages of supplements and two
3.5" diskettes

$ 5.00 MasterPlan: Financial Spreadsheet [Ditek Intl.] -- box,
172 page manual and one 3.5" diskette

$ 5.00 Personal Finance Manager [MichTron] -- box, 68 page
manual and one 3.5" diskette

$ 5.00 STOS: The Game Creator [Mandarin Software] -- box, 294
page manual, 6 page Basic reference card and three 3.5"
diskettes

$ 5.00 Superbase Personal 2 [Precision Software] -- box, 300 page
manual, 18 page manual supplement, and one 3.5" diskette

$ 5.00 TimeWorks Desktop Publisher [TimeWorks] -- 270 page manual
in binder, slipcase, and six 3.5" diskettes -- $5.20
shipping, due to weight, counts as 1st item

$ 5.00 Trinity [Infocom] -- box, 26 page manual, cardboard
sundial (never put together!), 15" x 22" poster/map,
7" x 13.5" poster, 4 page Reference Card and one
3.5" diskette

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.25 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list.

4) Buyer has seven (7) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D. So
if you can't mail the payment within 7 days, please do NOT order!

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either Personal Check, money
order, Cashier's Check, cash or PayPal. Orders from outside the
U.S. are also accepted (postal money order, PayPal or cash only!)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 8 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

316. Composite pin on STFM...

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 10:04:15 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020116060215.19762B-100000@halifax.chebucto.ns.ca>
Source record: 38819

Which pin (looking at the back of the machine) on the STFM contains the composite video signal? Is the shielding the necessary ground for the pin?

Thanks...

317. Re: ST Software Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 10:33:38 UTC
From: Carl Woffenden <carl@bigredswitch.co.uk>
Message-ID: <3C4556FF.917492E0@bigredswitch.co.uk>
Source record: 38820

Mike wrote:

> I am looking for the following software. I prefer them to have the
> manuals too, but just original disks is fine.
>
> hddriver (Latest version or one freely upgradeable to it)
>
> Lattice C 5.60 (I actually have the original disks, but lost the
> manuals. So if you have the manuals for 5.6 or 5.5 I would consider
> that too)

Hi!

A few posts further up I have Lattice C 5.6 and HDDriver (currently bundled with some Falcon software) for sale. Postage from the UK wouldn't be too expensive.

Regards,

Carl.

318. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 15:34:12 UTC
From: Bill Freeman <nospam@here.invalid>
Message-ID: <nospam-BFD654.10341216012002@enews.newsguy.com>
Source record: 38821

In article
<1f61lf5.fkeh8k17mn18gN%northstar2010@___NO_SPAM___yahoo.no>,
northstar2010@___NO_SPAM___yahoo.no (Hallvard Tangeraas) wrote:

> I
> seem to recall some talk a while back about windozze writing some stuff
> to floppy disks. Can someone please elaborate?
> Any other issues one should be aware of except the obvious (using an
> MSDOS formatted floppy disk)?
>
>
> Hallvard

Hallvard,

I have used occasionally a PC at the local college to download Atari files. The only extra files I have seen a PC write to the disk are related to storing and recovering information about long filenames. The Atari OS doesn't need them, and gives a false determination of their size. The Atari says they are huge in size, but they are not, and can be deleted with no apparent effect to the Atari data.

I'm still looking for an efficient way to transfer files between Mac and Atari. So far, all I do is via floppies. Unfortunately, most of my Atari disks are formatted with extra tracks or sectors, and the Mac can't read them.

I'm wondering if HD Driver can format a hard drive that is readable by both Atari and Mac?

An good Ethernet solution for the TT would sure be nice. I have an ethernet/cable router that has a serial printer port. I thought I might try getting data to the TT via the serial port on the router. I don't expect it to work, but may be worth a try. I still haven't tried doing Mac to TT via the TT LAN port, which I've been told will work.

Bill Freeman

319. Re: Composite pin on STFM...

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 16:35:19 UTC
From: dlormand@aztec.asu.edu
Message-ID: <a24a47ccf1@news.asu.edu>
Source record: 38822

>Which pin (looking at the back of the machine) on the STFM contains the
>composite video signal? Is the shielding the necessary ground for the
>pin?

I just put a pair of RCA jacks on the back of my STfm. Pin 1 is audio
(upper left), and pin 2 is composite. Pin 13 is ground (the odd one at
the bottom).

There is a good site for the atari connectors, etc. I thought I had it
saved. Anybody remember?
--

320. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 17:10:02 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <bp9b4ucbv5esqijlaq0opei59nvr61437p@4ax.com>
Source record: 38823

On Wed, 16 Jan 2002 02:12:36 GMT, northstar2010@___NO_SPAM___yahoo.no (Hallvard Tangeraas) wrote:

>I'm working on my Notator FAQ again
>(http://www.notator.org/html/notator_faq.html) and am in the midst of
>updating the part about transferring files from other platforms over to
>the Atari ST.
>
>As I have and use an Apple Mac myself I'm adding Mac specific
>problems/solutions to it, but I could need some help regarding transfers
>from PCs...
>
>On the Mac, when a floppy disk is inserted in the drive, some
>Mac-specific files are created and stored on that disk (text/icon
>display mode, window size/position etc.). This causes no problem for the
>Atari ST, but it does use up some disk space which is why Mac users
>start wondering what's wrong when they get a "disk full" message before
>the files they're transferring actually take up all that space!
>
>Now I'm wondering if there are similar issues with windoze on PCs? I
>seem to recall some talk a while back about windozze writing some stuff
>to floppy disks. Can someone please elaborate?
>Any other issues one should be aware of except the obvious (using an
>MSDOS formatted floppy disk)?
>
>
>Hallvard

As far as I'm aware, neither Windows or MSDOS writes ANYTHING to a floppy disk, other than the files you're copying to the disk.

The only time any "system" files are written is when you SPECIFICALLY ask that the system files be transferred, as in making a "boot disk" or "startup disk". This is done either by using the "SYS" command in DOS, by specifying the "/s" switch when formatting, or by using the "Make Startup Disk" routine in Windows.

(Note- I'm not certain about WindowsNT or any of its derivatives, including Windows2000 and XP, but I doubt they're any different regarding data disks.)

The earlier claim that "Windows writes something, I don't know what it is, but it writes SOMETHING to floppy disks", as far as I know, is nothing but "Microsoft phobia".

On a freshly formatted, blank floppy, with 1,457,664 bytes of
available storage, you should be able to copy 1,457,664 bytes of data
to the disk.

BobR

321. Re: Composite pin on STFM...

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 17:19:24 UTC
From: sac89242@saclink2.csus.edu
Message-ID: <a24cms$ash@news.csus.edu>
Source record: 38824

Tony Cianfaglione (ab616@chebucto.ns.ca) wrote:

: Which pin (looking at the back of the machine) on the STFM contains the
: composite video signal? Is the shielding the necessary ground for the
: pin?

I don't have my tech manual with me, but I *believe* it's pin 4. I know 2
is audio out, but I'm relatively sure it's pin 4. Good luck!

322. Re: Atari-Source.com is in full swing

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 19:29:39 UTC
From: dziewon@xs4all.nl
Message-ID: <a24kb3$838$1@news1.xs4all.nl>
Source record: 38825

Hi, Mark

wouldn't it be a lot easier for real Atarians to have a
more simple website without trillions of gifs that will
acccount for a much higher telephone bill...

Speaking of a 'refreshing change'....

What HTML-editor are you using??

gtx, Rein

On 15 Jan 2002 13:41:06 , Mark Duckworth wrote:
>Hey everyone,
>
>Atari-source.com is in full swing. There's new articles and updates daily,
>news, reviews, help-guides and debates. I work to make sure I release at
>least something new per day, making this a great place to go for daily news
>updates about things that are really relevant in the Atari user community.
>We are geared towards open source, and atari as a useful machine today
>which includes source code revisions, operating system updates and system
>hardware upgrades. We syndicate news from atari-users.net and I pull a lot
>of my news from great places like atari.org and the German site
>st-computer.net. This site is strictly American/English which is a
>refreshing change in the many language Atari community.
>
>As the site is a lot of work I am looking for someone to help me
>administrate and add news and articles. Anyone up for the challenge?
>
>I offer free advertising to any atari related COMMERCIAL or non-commercial
>product project or website. I don't think atari developers or users need
>to be held back with silly advertising fees.
>
>That is pretty much all, so come check us out if you haven't already,
>http://atari-source.com
>If you have already, Thank you
>
>.

323. Re: Help! I need help from a Geneva User

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 21:07:57 UTC
From: Dan Wilga <gribnif@pair.com>
Message-ID: <gribnif-1EFAC7.16075516012002@nap.mtholyoke.edu>
Source record: 38827

In article <u4494ucfmape7uknr53ls1llrlgsfvgaju@4ax.com>,
Mike <mhill@cinci.rr.com> wrote:

> On 14 Jan 2002 16:36:26 -0800, ekaljuma@mtsac.edu (Galen) wrote:
>
> >Try contacting Dan Wilga at gribnif@pair.com. Dan still answers
> >email, though I haven't emailed him in over a year. If he doesn't
> >reply, respond to this newsgroup again.
> >
> >Galen
>
> Tried that. I was going to hopefully see if I could send the disk to
> him and get a new one for a small fee, or see if he had my name in
> their records (if they kept them) and he could just email it to me.
> Never heard back.

For whatever reason, I never got an email from you. I'll contact you privately
now.

--
Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

324. Re: Help! I need help from a Geneva User

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 22:31:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c45ff2e18af260@tripnet.se>
Source record: 38828

On Wed 16-01-2002 21:07 (GMT) Dan Wilga wrote:

>In article <u4494ucfmape7uknr53ls1llrlgsfvgaju@4ax.com>,
> Mike <mhill@cinci.rr.com> wrote:
>
>> On 14 Jan 2002 16:36:26 -0800, ekaljuma@mtsac.edu (Galen) wrote:
>>
>> >Try contacting Dan Wilga at gribnif@pair.com. Dan still answers

>> Never heard back.
>
>For whatever reason, I never got an email from you. I'll contact you
>privately
>now.

This is one of the reasons I stick to Atari for most uses! The actual
author of the software responds to user questions and support.

Same goes with HDDriver and Uve S. Maybe Andras Kromke is still lurking
here too sometimes...

A big Thank You for the great Geneva/Neodesk programs over the years! Can
still be used to show off The Windows desktop users... :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

325. Re: FS: Falcon Software

Newsgroup: comp.sys.atari.st
Date: 2002-01-16 23:41:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2533p$4o4$1@thorium.cix.co.uk>
Source record: 38829

In message <3C44AEA4.BE503F45@bigredswitch.co.uk>, carl@bigredswitch.co.uk said:

>Raoul Teulings wrote:
>
>> >ZE Organiser
>> Is that what the word says? An organizer? I've never heard of it and am a little bit
>> curious...
>
>It's not an orgainiser - I'm not sure what it is! It's been quite a few years since I had
my
>Falcon and I just discovered a bundle of software tucked at the back of the wardrobe.

If you are talking of ZORG, it's a floppy/hard disk utility
somewhat similar to Diamond Edge. Doesn't work properly in mono
rez as the dialog backgrounds all come out black.

Regards, /Peter/

326. Re: FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 01:25:49 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a259am$98m$1@newsreader.mailgate.org>
Source record: 38830

PNC <news@spam.polar-net.co.uk> wrote in message
news:96I08.20050$_x4.3027199@news2-win.server.ntlworld.com...
>
> "Ashley Seabrook" <ash@coldblackroom.demon.co.uk> wrote in message
> news:ash-1301022157080001@coldblackroom.demon.co.uk...
> > Here's my latest list of items for sale. Most prices have been
> > reduced, and all items now include UK postage.
>
> £215 for a Falcon, that seems pretty steep for a ten year old computer.
>
> Sorry
>
> Si
>
>

I paid £200 for mine, and I consider that a good deal. BTW, its only 8 years
old.

. . .

327. sound designer

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 02:31:11 UTC
From: Noel Gibson <asphalt@optushome.com.au>
Message-ID: <3c452b9d$0$25442$afc38c87@news.optusnet.com.au>
Source record: 38817

hey...

if anyone could hook me up with sounddesigner for the atari st so that i can program my ensoniq mirage.. that would be fantastic..... and i will love you.. long time ;)..

328. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 06:15:46 UTC
From: duwolf@hotmail.com
Message-ID: <4cd3b1ba.0201162215.685b7d14@posting.google.com>
Source record: 38831

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3c3ef720640860@madasafish.com>...
> Hi
>
> >> The THERMAL sensor of the 060 is running well and we can read a
> temperature
> >> of 47ï¿½C for a 80 MHz 060 running a simple loop to read the temperature and
> >> draw it on the screen (some flash accesses, TLV0831 accesses & videl
> >> accesses).
> >
> >Is the CPU cooled with a fan? I highly reccomened Coolermaster low-profile
> >fans for this kind of job.
>
> Well, I think I'll load mine up with a Peltier heat pump :)
>
> Good news though!

In theory, wouldn't using a very large cooler like that of an AMD
athalon or something help out a lot with an intense overclocking of an
060? How cool can you make an 060 if the metal core does not hang out
like it does on newer and faster processors.

Mark Duckworth
atari-source.com

329. Re: Atari-Source.com is in full swing

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 06:28:29 UTC
From: duwolf@hotmail.com
Message-ID: <4cd3b1ba.0201162228.5b5a2b7c@posting.google.com>
Source record: 38832

Actually,

If you read my message, you'd see that my site is geared towards updates both of software and of hardware. Broadband internet connections and the likes. You'd see that I have many articles on ethernet access amongst other things. My site has relatively little graphics, a lot of it is browser processing. The topic images are tiny, and CAB is the deficient one here. A Mac with a 68030 and netscape can load up my page just fine which leads me to believe the problem lies where...

I agree with you that the site is too bloated for use on a real atari st, but honestly, it was never designed for it to begin with.

HTML editor? It's a postnuke site. It uses the postnuke content management system which is written in the web scripting language php. I would have written my own content management system for this as I know php quite well, but I do not have the time nor the energy to undertake such a difficult task.

The diehard user like you has both good and bad side-effects. The good side-effect is that stuff is still backwards compatible. The bad side-effect is that if everything in this world is backwards compatible nothing will ever advance and become better. Is the solution to dumb down my site, or is the solution to give your atari some horsepower and support another devoted atarian in his ethernet project.... or to keep your slow atari and also invest in something with a little bit more pep. I don't think I'm wrong here.

And if the HTML of my site ends up being wrong, I apologize for that. If it renders right for me in IE, Netscape, Opera, and Konqueror, I am not too worried about it.

Mark....

What is it? Attack mark day? Maybe I'll think twice before trying to be nice...

dziewon@xs4all.nl (Rein Bakhuizen van den Brink) wrote in message news:<a24kb3$838$1@news1.xs4all.nl>...
> Hi, Mark
>
> wouldn't it be a lot easier for real Atarians to have a
> more simple website without trillions of gifs that will
> acccount for a much higher telephone bill...
>
> Speaking of a 'refreshing change'....

>
> What HTML-editor are you using??
>
> gtx, Rein
>
>
> On 15 Jan 2002 13:41:06 , Mark Duckworth wrote:
> >Hey everyone,
> >
> >Atari-source.com is in full swing. There's new articles and updates daily,
> >news, reviews, help-guides and debates. I work to make sure I release at
> >least something new per day, making this a great place to go for daily news
> >updates about things that are really relevant in the Atari user community.
> >We are geared towards open source, and atari as a useful machine today
> >which includes source code revisions, operating system updates and system
> >hardware upgrades. We syndicate news from atari-users.net and I pull a lot
> >of my news from great places like atari.org and the German site
> >st-computer.net. This site is strictly American/English which is a
> >refreshing change in the many language Atari community.
> >
> >As the site is a lot of work I am looking for someone to help me
> >administrate and add news and articles. Anyone up for the challenge?
> >
> >I offer free advertising to any atari related COMMERCIAL or non-commercial
> >product project or website. I don't think atari developers or users need
> >to be held back with silly advertising fees.
> >
> >That is pretty much all, so come check us out if you haven't already,
> >http://atari-source.com
> >If you have already, Thank you
> >
> >.

330. Re: FS: Falcon Software

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 06:29:46 UTC
From: duwolf@hotmail.com
Message-ID: <4cd3b1ba.0201162229.2c888cee@posting.google.com>
Source record: 38833

xlator@cix.compulink.co.uk wrote in message news:<a2533p$4o4$1@thorium.cix.co.uk>...
> In message <3C44AEA4.BE503F45@bigredswitch.co.uk>, carl@bigredswitch.co.uk said:
>
> >Raoul Teulings wrote:
> >
> >> >ZE Organiser
> >> Is that what the word says? An organizer? I've never heard of it and am a little bit
> >> curious...
> >
> >It's not an orgainiser - I'm not sure what it is! It's been quite a few years since I
had my
> >Falcon and I just discovered a bundle of software tucked at the back of the wardrobe.
>
> If you are talking of ZORG, it's a floppy/hard disk utility
> somewhat similar to Diamond Edge. Doesn't work properly in mono
> rez as the dialog backgrounds all come out black.
>
> Regards, /Peter/

Zorg also can't fix all problems that can occur that another hd
utility like Correct could.

Mark

331. Re: Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 06:32:06 UTC
From: duwolf@hotmail.com
Message-ID: <4cd3b1ba.0201162232.6be15e41@posting.google.com>
Source record: 38834

mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris) wrote in message news:<2994_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>...
> In uno strano messaggio del 12 Jan 02 jlensbo@aol.com (2:333/608.1) scrisse
> al povero All :
> j> I think it's been running for like 12 years now. Can anyone find an older
> j> one?
>
> Mine is running since 1989, running initially QuickBBS and now Octopus.
> Atarian ST - TS! [+39-040-8331217] 2:333/608@FidoNet
>
> Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
>
> --
> COBOL - Completely Obsolete Business Oriented Language

I would like to get the sourcecode to Octopus to implement a telnet interface to it such that we could all utilize the glory of the internet to continue and expand our atari bbs's. Also I think ConNect would be great with the ability to telnet with STiK. ssh would be even better.

Just a thought. Anyone know how to get ahold of the ConNect author?

Mark
atari-source.com

332. BNet

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 07:27:23 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u4cv65fe1n4lc9@corp.supernews.com>
Source record: 38835

This may be an extremely silly question but,

How long can the MIDI cables effectively extend for a bnet setup, and can you network a MiNTnet side to a STiNG side on the other?

Thanks
Mark
atari-source.com

333. Re: Atari-Source.com is in full swing

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 10:00:54 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c46a08a12f27c1@tripnet.se>
Source record: 38837

On Wed 16-01-2002 22:28 (-0800) Mark Duckworth wrote:

>If you read my message, you'd see that my site is geared towards
>updates both of software and of hardware. Broadband internet
>connections and the likes. You'd see that I have many articles on
>ethernet access amongst other things. My site has relatively little
>graphics, a lot of it is browser processing. The topic images are
>tiny, and CAB is the deficient one here. A Mac with a 68030 and
>netscape can load up my page just fine which leads me to believe the
>problem lies where...

Just checked with my "broadband" enabled Atari TT 256 colours and CAB 2.8. What is a bit annoying is that it takes 1 min 20 seconds before anything displays at all. This has to do with how CAB calculates tables. Actually this is on the slow side compared to most other web pages. On the other hand the rest goes rather quick. After 1 min 35 sec everyting is there and it looks perfectly fine in CAB and so far everything I have tested displays OK. Images are indeed small so I guess it would not take much longer on a modem line.

>I agree with you that the site is too bloated for use on a real atari
>st, but honestly, it was never designed for it to begin with.

Well I have not tried it but if you multiply the figures above with 3.75 I guess you get the display times for an 8 MHz ST.

>dziewon@xs4all.nl (Rein Bakhuizen van den Brink) wrote in message
>news:<a24kb3$838$1@news1.xs4all.nl>...

>> wouldn't it be a lot easier for real Atarians to have a
>> more simple website without trillions of gifs that will
>> acccount for a much higher telephone bill...

Simply turn off the image display but as the gifs ar not too many I guess you will not get much faster results from that.

>> On 15 Jan 2002 13:41:06 , Mark Duckworth wrote:

>> >Atari-source.com is in full swing. There's new articles and updates

It would be very nice if both of you did some research on how to format your posts regarding citates etc. I normally do not bother att all with posts like this as the result gets very confusing with everything upside down...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/

<<Produced with 100% pure Atari equipment>>

334. Re: BNet

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 10:00:57 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c46a08a12f27c2@tripnet.se>
Source record: 38838

On Thu 17-01-2002 02:27 (-0500) Mark Duckworth wrote:

>How long can the MIDI cables effectively extend for a bnet setup, and can

MIDI cables can get very long but you will need amplifiers on the way as sometimes is needed in public theaters. I really don't know how long MIDI cables two Ataris can handle. I guess some 20-30 m would work fine. I have used 20 m nullmodem cables at 57600 bps and that did work fine.

>you network a MiNTnet side to a STiNG side on the other?

As for tcp/ip yes. As for BNET I don't think so. On the other hand Magicnet with its Samba client would be an alternative. You better check with the BNET author as he would know best. http://users.otenet.gr/~papval/

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

335. [Epyx Shrine] Updated

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 11:01:43 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3C46AF17.8155A3C7@neulandmm.de>
Source record: 38839

Hi there!

I finally managed to update the Epyx Shrine (
http://home.arcor.de/cybergoth) a little.

The section with the F-Rated games (The Worst Of Epyx?! :-)) is now
completed, introducing new pages for:

The Games: Winter Edition
Street Sports Football
Snow Strike
Zarlor Mercenary

Disclaimer: Since I'm getting asked from time to time "How can you rate
my beloved XXX game with 'F'?" here's the answer: It's not _me_ who
rated the games, but the visitors of the page who regularly answered the
polls last year... - The next round of polls just started!

The catalog section now features scans from Epyx catalogs from '82-'85
and I'm still searching one from '86... :-)

Greetings,
Manuel

336. Re: Atari-Source.com is in full swing

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 11:24:20 UTC
From: Adam Klobukowski <adamk@gabo.pl>
Message-ID: <slrna4dcui.lke.adamk@core.preferuje.luzik.pl>
Source record: 38840

Atari-Source com is ok, IMHO, but loging system sucks!
(I'm not saying thet there souldn't be any loging system, but I just do not work for me)

Adam Klobukowski
atari@gabo.pl

337. Re: Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 12:45:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3280_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38841

In uno strano messaggio del 16 Jan 02 duwolf@hotmail.com (2:333/608.1)
scrisse a All in area 'COMP.SYS.ATARI.ST':
d> I would like to get the sourcecode to Octopus to implement a telnet
d> interface to it such that we could all utilize the glory of the
d> internet to continue and expand our atari bbs's. Also I think ConNect
d> would be great with the ability to telnet with STiK. ssh would be
d> even better.

You can do it and it would be really a good thing, tought by myself, but
never find the time. I have the sources I modified a bit to adapt for
MagiCMac, but you can still contact the original author, I contact you by
email for details.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

338. Help for long filename

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 13:20:32 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3C46CFA0.3070601@club-internet.fr>
Source record: 38842

Hello,

I will like to use equivalents of Fsfisrt and Fsnexts with Dopendir and Dreaddir. I read the document developer of Magic but visibly to use mask of research (* .IMG, * .ICO etc...) it seems less easy. Would someone have him some routines in C or examples of applications ? Thank you by advance.

F.LAFABRIE

Icon Extract (version 1.3 for soon with the support of the XPM files and well of something else)
Hardware 2.0
Calendar 1.0
for Falcon, TT and compatible
http://perso.club-internet.fr/lafabrie/index.html

339. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 15:27:49 UTC
From: Bill Freeman <nospam@here.invalid>
Message-ID: <nospam-D816BE.10274917012002@enews.newsguy.com>
Source record: 38843

In article <bp9b4ucbv5esqijlaq0opei59nvr61437p@4ax.com>, Bob Retelle
<bobr1@provide.net> wrote:

> As far as I'm aware, neither Windows or MSDOS writes ANYTHING to a
> floppy disk, other than the files you're copying to the disk.
>
> The only time any "system" files are written is when you SPECIFICALLY
> ask that the system files be transferred, as in making a "boot disk"
> or "startup disk". This is done either by using the "SYS" command in
> DOS, by specifying the "/s" switch when formatting, or by using the
> "Make Startup Disk" routine in Windows.

> The earlier claim that "Windows writes something, I don't know what it
> is, but it writes SOMETHING to floppy disks", as far as I know,
> is nothing but "Microsoft phobia".

The information I gave here is not "Microsoft Phobia", and it is not a
"claim", it is a fact. I have transferred a lot of files, downloaded
from the internet on a PC, to my TT. I was doing this because the PC at
the college was on a T1 line and I could do it there a lot faster than
from my home. I am not a regular user of Microsoft, and therefore I
don't have experience with every iteration of their arcane OS, but the
PCees I have used in the past, absolutely positively wrote additional
files containing filename information on the Atari disk. I believe they
were running Windows 95 at the time.

Just because you personally have never seen something, does not prove
that it doesn't exist.

340. Re: Atari-Source.com is in full swing

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 16:06:39 UTC
From: tos4ever@pandora.be
Message-ID: <1f65z0b.eh0ijdzwg3uiN%tos4ever@pandora.be>
Source record: 38844

Rein Bakhuizen van den Brink <dziewon@xs4all.nl> wrote:

> Hi, Mark
>
> wouldn't it be a lot easier for real Atarians to have a
> more simple website without trillions of gifs that will
> acccount for a much higher telephone bill...

For true Atarians I would be much easier if you quoted the messages
properly. That's original message above, answer below.
See <URI:http://www.xs4all.nl/~hensema/quote/quote.html> (Dutch language)
or <URI:http://home.online.no/~vidaandr/news/FAQquoting.html>

Also, if you are so concerned about the phone bill, why did you quote the
complete original message?

CU,
Martin

341. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 16:13:04 UTC
From: Bill Freeman <nospam@here.invalid>
Message-ID: <nospam-CB146E.11130417012002@enews.newsguy.com>
Source record: 38846

In article
<1f649wb.mq1p091qaxda2N%northstar2010@___NO_SPAM___yahoo.no>,
northstar2010@___NO_SPAM___yahoo.no (Hallvard Tangeraas) wrote:

> Are filenames truncated to something along the lines of "THISISA~.TXT"
> where a "tilde" (~) character is inserted to show that it's been
> truncated?

Yes, that's exactly what it does, insert a ~.

> I didn't know that the filenames changed in size if used long filenames.
> Are you saying that the file sizes aren't as big as they are shown (i.e.
> "view as text" on the Atari ST desktop) and the floppy reports "disk
> full" when there really is a lot of space left?
> Or... do long filenames really take up a lot of extra disk-space?

The files are essentially unchanged in size. There may be a few bytes
one way or the other.

The PC added some cryptic filenames, I presume one for each file that
contained some data. These extra filenames are apparently related to
storing the long filename information. The added "name" files are shown
by the Atari OS to be very large, but they are actually small.
Apparently whatever is written there by the PC can't be calculated for
filesize by the Atari.

>
> What should I be looking for in order to find (and delete) those extra
> Windows specific files related to long names?

They will show up in the Atari file selector, if they are there. Maybe
the later Microsoft OS doesn't even use them. It was about 5 years ago
that I was seeing this on my disks, I think it was when Windows 95 was
the OS. It has been that long since I used a PC to download files for
my Atari.

I can't remember if they can be deleted directly or not. I don't
remember having to reformat the disks to get them off. I'll see if I
still have some floppies around with the extra filename info. It's been
a while since I was doing this and don't remember all the details.

> There's no windoze-specific data stored on the disks related to view
> options etc. such as on the Mac?
> (on a Mac, several Mac-specific files are created to store this sort of
> information. They're invisible on the Mac of course, but if you insert
> them in an Atari ST you'll see them, and can safely delete them. If you
> insert the disk in the Mac again, new Mac-specific files will be

> written. This is the reason why many a Mac user is surprised when they
> download something that should fill exactly one disk doesn't!)
> I've written about this in the FAQ.

I thought all the Mac wrote was data required for the Macintosh Finder.
The Mac OS writes two or three small files and does use a little bit of
space.

> > I'm still looking for an efficient way to transfer files between Mac
> > and Atari.

> Apparently later versions of HDdriver can allow a special format to be
> read on both STs and PCs, but I don't know the details. I'm sure Uwe
> Seimet will explain.

> For connecting a harddisk to a Mac.... well, I've got MagiCMac installed
> on my own Mac, and that allows you to connect standard Atari ST
> formatted SCSI harddisks to it! The drive isn't readable and even
> recognized on MacOS itself, but within MagiCMac it works like a charm!
> I've used this a lot when transferring large amounts of data between the
> two machines, where floppy disks aren't practical.

Thanks for the information about MagicMac. I did not know it would read
an Atari hard disk. I just bought MagicMac v.2 but haven't read the
manual or used it very much yet. I will see if it will read one of my
external Atari hard drives.

What software are you using for your Atari CD burner?

Bill

342. Re: Barbarian I - Palace Software

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 16:24:44 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C46FACC.C176E888@a.a>
Source record: 38845

Thanatos wrote:

> Someone Know how to Start a 1 or 2 player Game in Barbarian (Palace)
> on Atari St Emulator (Any Kind of Emulator)...

For Barbarian, you have to press F1 or F2 to start a 1 or
2 player game. As long as the emulator allows these
keys, you are okay (should be anyway...)

--Chris

343. Re: Attos mag No 3 available

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 16:36:28 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.dc4479e0.191c4600.doyene@zetnet.co.uk>
Source record: 38847

In message <3c4207bc$0$196$626a54ce@news.free.fr>
TMI wrote:
>Hello

>The french mag aTTos for all Atari computer ST/TT/FALCON/etc...
>is available for 11 Euros for 4 No / 3 Euros 1 No for test
>and Revival (all mark consoles) 15 Euros for 4 No / 4 Euros for 1

>36 page with the article
>Calamus sl 2002 / encyclodino CD / Centurbo 060 card accelerate
>tips and the news etc....

>http://rayxamber.free.fr
>could you translate the texte french in english ?
>one person voluntary ?

>TMI

I noticed from this article a release of an Atari magazine.
Would it be possible for a old Atari user or writer to offer some
support, because at this rate I think it will become another STraTos.
If these magazines are going to survive it will need wider support from
our community. I appreciate looking at Atari websites, but I am of the
old way of reading and enjoying the smell of print. Or could it be possible
to create from all the websites and newgroup users a simple magazine
of STraTos fame in size and punch. I understand from circulation restriction
that our good suppliers of previous STFormat, StWorld and others, were drop
due to lack of publication issues of a set amount. Would this apply to our
colleagues in France.
I for one happlier like to obtain a subscription from said person who
is offering aTTos magazines this is my support. Can someone who
know the information needed to buy aTTos magazines issue via postal.

regards an ardent supporter

JNO

>* TMI sur ATARI /|\ TT030 20Mo et FALCON030 14Mo*
> * MAGIC 4* CAB 2.8* ATARIRC* ATARICQ* NEWSIE*
> * Message envoyï¿½ avec NEWSIE 0.96 *
> *E-MAIL : t.millood@online.fr*

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-
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +

```
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

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- ATARIAN FOREVER -
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344. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 16:48:28 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <m9zMH4ZcBwR8Ewmb@my-ste.demon.co.uk>
Source record: 38849

On Thu, 17 Jan 2002, Bill Freeman <nospam@here.invalid> wrote:-

>The information I gave here is not "Microsoft Phobia", and it is not a
>"claim", it is a fact. I have transferred a lot of files, downloaded
>from the internet on a PC, to my TT. I was doing this because the PC at
>the college was on a T1 line and I could do it there a lot faster than
>from my home. I am not a regular user of Microsoft, and therefore I
>don't have experience with every iteration of their arcane OS, but the
>PCees I have used in the past, absolutely positively wrote additional
>files containing filename information on the Atari disk. I believe they
>were running Windows 95 at the time.

If this is the case, there was something else writing the extra info.

In my experience with Windows[0] the only thing "extra" that gets
written to disc are the "long file names"[1]. This does appear in a
desktop window as a file with a size of -1 bytes. While these don't take
up any space in the data area of the disc, they do take up directory
entries and will often ensure that folders are required to write many
short files. These "files" are the same that are written by Magic where
LFNs are enabled.

One other thing I've noticed with Windows 98 is that it will modify the
boot sector by writing a serial number to it if the disc was formatted
by DOS, or a DOS-compatible formatter. Since I don't have access to
Win95, nor Win2K, any longer I can't say if these modify the boot
sector. WinXP hasn't modified any of the floppies I've "shown" it as
yet.

One tip if you [2] are transferring files from a Windows system is to
delete the files on the PC. This ensures the LFNs are removed [3]

[0] 95b, 98, ME, 2K and XP

[1] This also includes files that are in 8.3 format that have lowercase
letters.

[2] generic "you" rather than specific

[3] If you're [2] using Magic v5+ with LFNs enabled, you can delete the
files on an Atari and Magic should remove the LFNs.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec

AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

345. WE NEED A Atari show please President Blair

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 16:49:54 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.dd4478e0.1c764600.doyene@zetnet.co.uk>
Source record: 38848

Hei All.
Having been bored witless by do we have Foot in mouth disease,(I have no gripe with farmers).
I feel its about time to shake off the 2001 snooze, and declare "WE NEED A SHOW"!.

regards still here or am I there

JNO

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -
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346. Re: Composite pin on STFM...

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 18:15:25 UTC
From: dlormand@aztec.asu.edu
Message-ID: <a274bt$oh3$1@news.asu.edu>
Source record: 38850

>I don't have my tech manual with me, but I *believe* it's pin 4. I know 2
>is audio out, but I'm relatively sure it's pin 4. Good luck!

Per the schematics, monitor connector is assigned thus:

1 = Audio Out
2 = Composite Out
3 = GPO (general purpose out?)
4 = Monochrome On
5 = Audio In
6 = Green Out
7 = Red Out
8 = Mode Switch
9 = Horiz Sync
10 = Blue Out
11 = Monochrome Out
12 = Vert Sync
13 = Ground
--

347. Re: Atari-Source.com is in full swing

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 20:17:39 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c47315415a1790@tripnet.se>
Source record: 38851
Body handling: HTML body converted to readable text

On Thu 17-01-2002 11:24 (GMT) Adam Klobukowski wrote:

>Atari-Source com is ok, IMHO, but loging system sucks!
>(I'm not saying thet there souldn't be any loging system, but I just do not
>work for me)

I suppose you mean "login system".

I did manage to register and then log in using CAB 2.8 with Ackerman OVL
and STinG. I had to press the forward button in CAB as the page "wait
while you will get logged in" kept reloading itself all the time. Then I
found the cockie set and after som page reload I got properly logged in.

Tried to send a private message to myself and that worked too. Also
posted a short comment to the Christmas Aniplayer article with success.

However when I tried to vote there was an error. All I got was:

Warning: Failed opening 'modules//.php' for inclusion
(include_path='.:/usr/local/lib/php') in /www/htdocs/modules.php
on line 41

in return without a proper html header. Maybe CAB confuses the site?

As a whole I found the site to work fairly well with CAB but it might be
an expensive experience if you pay by the minute.

--
Kenneth Medin
Atari TT at home: http://atari.mine.nu/
<>

348. Re: WE NEED A Atari show please President Blair

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 20:25:32 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <3rG18.38189$WQ1.5883899@news6-win.server.ntlworld.com>
Source record: 38852

"JOHN NICHOLAS OAKES" <doyene@zetnet.co.uk> wrote in message
news:WS3.dd4478e0.1c764600.doyene@zetnet.co.uk...
> Hei All.
> Having been bored witless by do we have Foot in mouth disease,(I
have no gripe with farmers).
> I feel its about time to shake off the 2001 snooze, and declare "WE NEED A
SHOW"!.
>
> regards still here or am I there
>
> JNO

I agree totally!
A school hall should be enough and cheap

Come on everyone, show your support!

Simon

349. To Earthlink/Stik Users

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 21:15:33 UTC
From: swampfax@atlantic.net
Message-ID: <V9H18.27$CL6.16786@news1.atlantic.net>
Source record: 38853

Hi All,
Just thought I'd pass on some log-in info to Earthlink users using
Stik. Again, they changed my local phone# and Stik would'nt connect.
Using Starcall (or other terminal program) I saw the login prompt line as:

arc-10a.ocala login:

Stik could'nt find "login:" but did find "ocala login:". I tried using *
at different points in the script but no go. There are 4 different local
#'s here but Earthlink wants us to use only the latest #. Each one has
differences such as:

Login:
login:
arc-10a.ocala login:
No prompts (for PAP I assume)
etc.

Also, Earthlink will change a lower case l to upper case L (or
visa versa) without notifying it's customers and I guess Stik is case
sensitive in this area.

Later,
John G.

350. Re: Help for long filename

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 23:03:59 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C475869.D7140B52@chello.nl>
Source record: 38854

lafabrie florent wrote:
>
> Hello,
>
> I will like to use equivalents of Fsfisrt and Fsnexts with Dopendir and
> Dreaddir. I read the document developer of Magic but visibly to use mask
> of research (* .IMG, * .ICO etc...) it seems less easy. Would someone
> have him some routines in C or examples of applications ? Thank you by
> advance.
>

Download and unzip:
the sources of XaAES.
the binary of AHCX.

Use the 'find multiple' of the latter to find occurrences of the words:
match_pattern
Dopendir
Dreaddir

right click on Found in thr journal messages of AHCX
opens the sourcefile on the right line.

Take what you think is usefull.

See my signature for the URL's

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

351. TT wanted

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 23:15:11 UTC
From: Guus Ellenkamp <ellenkamp.guus@wolmail.nl>
Message-ID: <a27lnv$3sq$1@reader1.tiscali.nl>
Source record: 38855

Where can I find an Atari TT? Preferably in The Netherlands.

352. Re: Composite pin on STFM...

Newsgroup: comp.sys.atari.st
Date: 2002-01-17 23:23:39 UTC
From: sac89242@saclink3.csus.edu
Message-ID: <a27mdr$q0@news.csus.edu>
Source record: 38856

DAVID L. ORMAND (dlormand@aztec.asu.edu) wrote:

: >I don't have my tech manual with me, but I *believe* it's pin 4. I know 2
: >is audio out, but I'm relatively sure it's pin 4. Good luck!

: 1 = Audio Out
: 2 = Composite Out
: 3 = GPO (general purpose out?)
: 4 = Monochrome On
: 5 = Audio In
: 6 = Green Out
: 7 = Red Out
: 8 = Mode Switch
: 9 = Horiz Sync
: 10 = Blue Out
: 11 = Monochrome Out
: 12 = Vert Sync
: 13 = Ground
: --

Whew

It's been a *long* time. Damn, was *I* wrong! :) Last time I looked at
the specs was seven or eight years ago, when I was connecting an old Atari
ST monitor to my Jaguar..

353. Re: Atari-Source.com is in full swing

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 05:36:43 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B86D1E9B.19C1%atarilp@hotmail.com>
Source record: 38857

in article 4cd3b1ba.0201162228.5b5a2b7c@posting.google.com, Mark Duckworth
at duwolf@hotmail.com wrote on 1/17/02 1:28 AM:

> The diehard user like you has both good and bad side-effects. The
> good side-effect is that stuff is still backwards compatible. The bad
> side-effect is that if everything in this world is backwards
> compatible nothing will ever advance and become better. Is the
> solution to dumb down my site, or is the solution to give your atari
> some horsepower and support another devoted atarian in his ethernet
> project.... or to keep your slow atari and also invest in something
> with a little bit more pep. I don't think I'm wrong here.

I agree completely. I gave up on CAB myself and use IE, don't like it
but what else can one do, other than let the world pass you by.
I'm still amazed at what the authors have done with the OVL interface but
it has limits and CAB itself has other short commings.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

354. Atari 20/20 Discount! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 10:44:02 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0201180238590.14667-100000@shell.pacifier.com>
Source record: 38864
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Preferred Customer Discount Does not cover Happy Drives, XF551 Drives, Monitors or Atari Jaguar! Got Questions? E-Mail Ben Today at atari@pacifier.com Get my Newest Catalogs while inventory Lasts! http://www.pacifier.com/~atari/specials.htm

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

355. The Great Atari Survey

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 11:29:59 UTC
From: alex242@atarist.com
Message-ID: <63af0e0b.0201180329.19638f2e@posting.google.com>
Source record: 38858

Hello,

after the official end of the survey on 10th of January, somebody told me that many people of this newsgroup didn't know about the survey and that my last post about it was a little late.

I'm no burocrat and the questionnaires are still online, although I have already begun to read the outfilled questionnaires You can still send outfilled questionnaires in if you haven't done this till now.

Here's the url:

http://members.aol.com/alexwebspace

The AOL-server sometimes appears to be VERY slow. Just try several times if things don't work.

Bye, Alex

356. Re: Migraph Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 11:30:19 UTC
From: Col Bernau <colbee@dingoblue.net.au>
Message-ID: <3C48074B.D3BE2424@dingoblue.net.au>
Source record: 38859

"Joseph D. Place" wrote:
>
> I need ST software for a migraph hand scanner. Does anyone have this
> available, or know where I can find it?
>
> Thanks!
>
> Joseph D. Place
> jdplace@prodigy.net
> /|\ Powered by 16 Mhz, Atari 1040STe /|\
> 2.0 GB HD, CD-RW
> Geneva, NeoDesk, Extendos Gold

I have it - I'll have to dig it up for you.....
--

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__ __ __ ___ ___ ___ _ _ __ _ _
/ _) / \ ( ) ( ,) ( _) ( ,) ( \( ) ( ) ( )( )
( (_ ( () ) )(__ ) ,\ )_) ) \ ) \( /__\ )()(
\__) \__/ (____) (___/ (___) (_)\_)(_)\_)(_)(_) \__/
G U I T A R I S T colbee@dingoblue.net.au
```

357. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 11:52:49 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1f66i62.3kirk4dcxs4N%roughley@vanc.igs.net.invalid>
Source record: 38861

Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:

> I believe my version of MagiCMac is 2.2. Pretty old in other words. It
> won't even work with MacOS above 7.x, so I currently have two versions
> of MacOS on my machine: 7.6.1 and 8.1.
> But hey! it works for me, and even though the current version of MacOS
> probably has a lot of new features I don't use it that much and really
> don't feel like putting too much money into something which already
> works like it should. What I do use it a lot for is to decompress .LZH
> files as I haven't yet found any *working* un-lzh program for the Mac.
> The ones I've found are totally crap and can't even decompress folders
> properly!

Have you tried Stuffit Expander 4.5 along with "DropStuff with Expander Enhancer"? The latter is a separate shareware product and is needed to expand LHA (.lha, .lzh), ZIP (.zip), ARC (.arc), gzip (.gz), Unix Compress (.Z), UUencoded (.uu), MIME/Base64, and Tar (.tar) archives. The package works on System 7.1.1. or higher, and -- unlike newer versions of Stuffit Expander -- doesn't require a PowerPC processor. (Newer versions of Stuffit Expander have "DropStuff with Expander Enhancer" built-in, but since version 5.5 is PPC-only.)

I used 4.5 during my transition to the Mac, since most of my Atari archives were in LZH format. I recall having very few problems decompressing the archives, including proper folder structures. On a few occasions I had to resort to MacLHA or LHA Expander because Stuffit choked on the archives.

Both programs, Stuffit Expander and "DropStuff with Expander Enhancer" 4.5, can be downloaded at the bottom of this page:

http://www.logic.bm/mac_soft.html

<< Neil >>

358. Print-Technik Universal Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 12:23:37 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201181314430.106-100000@easymint>
Source record: 38862

Does anyone know or (even better) have the "Entwicklungs-Utility"
(Developers Utility) that must exist for the Print-Technik Universal
Scanner for Atari ST computers? It is mentioned in the appendix of the
manual for the software that came with my stone old Scanner/Printer. The
scanner software is from around 1988/1989 and is written by Roger
Bischoff. Anyone who knows or has the "Developers Utility" or who knows
Roger Bischof himself ?

--

Martin Tarenskeen

****
* YSEDITOR homepage : http://yseditor.atari.org *
* UNI_MANiacs homepage: http://uniman.atari.org *
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm*
* INDEX: http://www.home.zonnet.nl/m.tarenskeen/index.html *
****

359. Re: Help for long filename

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 12:42:08 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3C481820.4040904@club-internet.fr>
Source record: 38863

Thank's for your help.

Florent

360. Re: TT wanted

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 12:45:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3341_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38860

In uno strano messaggio del 18 Jan 02 ellenkamp.guus@wolmail.nl (2:333/608.1)
scrisse al povero All :
eg> Where can I find an Atari TT? Preferably in The Netherlands.

Even if I am in Italy I would like to ask you how much would you pay for a TT
in a Tower case with perfect keyboard and monitor (and the original case) ?

I am trying to make an idea of its value tought it is not easy to sell it
here, there are much more Atarians in the central/north of Euroland.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
RISC - Reduced Into Silly Code

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

361. Re: To Earthlink/Stik Users

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 13:15:06 UTC
From: "Derryck Croker"
Message-ID: <1011356286-162384AEicMi@ntlworld.com>
Source record: 38865

From: swampfax@atlantic.net (John Garone)
Date: Thu, 17 Jan 2002 21:15:33 GMT

>Stik could'nt find "login:" but did find "ocala login:".

Generally speaking, it's recommended to look for "ogin" ISTR.

Have you tried STiK with _no_ waitfor/respond sequences, just set it for a
PPP connection BTW?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

362. ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 13:48:23 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020118094659.24378B-100000@halifax.chebucto.ns.ca>
Source record: 38866

Can Mario Becroft's VGA adapter be used with a Mac monitor if a conversion vga2mac cable is used? Anyone try this?

Thanks...

363. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 14:37:20 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0201180637.3cc416f6@posting.google.com>
Source record: 38867

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1010772406.16334.4@iapetus.uk.clara.net>...
> Hi Jeff
>
> | The TT can browse the Internet and doesn't need a proxy server or
> anything! Sweet!
>
> What??.

Bait and Hook.

lol.

Very Clever Mr. SWEET.

364. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 14:45:15 UTC
From: Bill Freeman <nospam@here.invalid>
Message-ID: <nospam-CD31F9.09451518012002@enews.newsguy.com>
Source record: 38869

(Hallvard Tangeraas) wrote:

> I believe my version of MagiCMac is 2.2. Pretty old in other words. It
> won't even work with MacOS above 7.x, so I currently have two versions
> of MacOS on my machine: 7.6.1 and 8.1.

Very interesting, my MagicMac manual does say to use 7.5 or 7.6. I have MagicMac 2.15, and it runs on Mac OS 8.1, although it exhibits occasional screen redraw problems. I haven't used it enough to have seen any other problems. Probably it would work better if I install OS 7.6.1? I have searched on the net for a list of features, conflicts, etc. on the various versions of MagicMac but haven't found any definitive information. I wasn't even able to find a list of what MagicMac 6 will do that MagicMac 2 won't.

> > What software are you using for your Atari CD burner?
>
> None. I don't have a CD-burner connected to any Atari ST of mine, but
> use "Toast" on the Mac instead. I can then read the CD later in MacOS,
> on the Mac via MagiCMac, and on the STe using an ICD host-adapter
> connected to a Plextor SCSI CD-ROM drive and "Spin!" software.
> Very handy.
>
>
> Hallvard

I like that method, and I have all the necessary componets to do the same. I have wanted to get my Atari data backed up to a CD, instead of on magnetic media. One CD should hold everything I accumulated on an Atari from 1985 to 1997.

Bill

365. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 15:00:20 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0201180700.c9986d2@posting.google.com>
Source record: 38868

"Thomas Hudson" <Xthudson2@wi.rr.com> wrote in message
news:<sooW7.126906$8w3.25273597@typhoon.kc.rr.com>...
).

(BELATEDLY)

WE ARE NOT WORTHY< WERE NOT WORTHY (GROVEL GROVEL GROVEL... BOW BOW
BOW)

I have just been sent to Atari Heaven.

Thou shalt bow before the creator.

> Nobody has a TT emulator that runs on a PC, do they? Or, is there an ST
> emulator that would allow me to test the various resolutions? The inital
> phase would be pretty hard without something here that would allow me to do
> the trials on.

Look, if you are seriously considering having fun again, then I would
hope us in the Atari Community could do something to help.

I would offer my Falcon in a heartbeat, but as of right now the
powersupply is dead.

I do have a TT, but I think one with a Colour card would be better.

I have alot of Ataris but only one Falcon and One TT. There are some
here on this NG with more.

> Having not kept up with the Atari hardware after moving to the PC, I'm
> intrigued about what kind of capabilities these machines have. I originally
> left the Atari market (reluctantly) after they failed to deliver on promised
> upgrades, like the math coprocessor, faster processors, etc. for so long.
> If you have any system documentation in electronic form, I'd love to get it.

You made the right choice. It was a set back for us Atari Users, but
from a financial decision, you couldn't have left at a better time.
Just like you couldn't have chosen a better computer to develope on
15+ years ago.

> If you want to email me anything, I took the anti-spam email name off my
> news reader and put my real email address on it, just remove the 'X' from
> the front of the email address.

366. Re: TT wanted

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 16:08:45 UTC
From: Stef De Koninck <Stef.Deko@village.uunet.be>
Message-ID: <3c48489a$0$24505$4d4efb8e@news.be.uu.net>
Source record: 38870

Ok, Ellen, I've got one for sale in Belgium, near Antwerp.
(Dutch spoken, but since this is an international newsgroup...)

Do contact me at stef.deko@wol.be

367. Re: TT wanted

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 16:10:38 UTC
From: Stef De Koninck <Stef.Deko@village.uunet.be>
Message-ID: <3c48490a$0$7112$4d4efb8e@news.be.uu.net>
Source record: 38871

Sorry, "Ellen"!!
It should have been 'Guus' of course!!!
Sometimes I type and read to fast! :}

368. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 16:28:00 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <B2Y18.38938$Hg7.4255735@news11-gui.server.ntli.net>
Source record: 38872

"Tony Cianfaglione" <ab616@chebucto.ns.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.1020118094659.24378B-100000@halifax.chebucto.ns.ca.
..
>
> Can Mario Becroft's VGA adapter be used with a Mac monitor if a conversion
> vga2mac cable is used? Anyone try this?
>
> Thanks...

YES

:)

Simon

369. VME port...

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 16:51:08 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020118125003.630A-100000@halifax.chebucto.ns.ca>
Source record: 38873

What is it and how can it be used? I've heard it was ethernet but are there drivers and software to support it?

Thanks...

370. Re: VME port...

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 17:05:21 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <jBY18.123$t64.74090@newsfeed.slurp.net>
Source record: 38874

It's just an expansion slot for different upgrade cards like video and ethernet.

Joshua.

"Tony Cianfaglione" <ab616@chebucto.ns.ca> wrote in message news:Pine.GSO.3.95.iB1.0.1020118125003.630A-100000@halifax.chebucto.ns.ca...
>
> What is it and how can it be used? I've heard it was ethernet but are
> there drivers and software to support it?
>
> Thanks...
>

371. Atari Times Update - 1-18-2002

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 17:27:57 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C485AE7.FFC494DD@ataritimes.com>
Source record: 38875
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

```
Updates this week at The Atari Times!

NEW UPDATES!
* NEW! PhillyClassic3 Coming Soon
* NEW! Review of Saint Dragon for the ST
* NEW! Changes To Site, including new buttons and graphics
* NEW! Send in your scores section

Featured Review:
Gauntlet 3 for the Lynx

Poll:
What was Atari's biggest Jaguar Score?
Doom, Flashback, Myst, NBA Jam, Pitfall, or Primal Rage?

2001 Year-End Issues are still available! Get 'em while they last!

--
Gregory D. George

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Order the 2001 Year-End Issue! HYPAT? -
= MATH Only $19.95 INCLUDING FREE shipping! =
- -
= http://www.ataritimes.com/yearend/ =
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

372. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 17:29:14 UTC
From: tos4ever@pandora.be
Message-ID: <1f67xxb.1g3sah91uvb5maN%tos4ever@pandora.be>
Source record: 38876
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/stemboy.zip
(102.469 bytes) Gameboy emulator for Atari.

**html-edit**
ftp://chapelie.rma.ac.be/atari/html-edit/htmlhelp-255.lzh
(270.735 bytes) HTML-HELP version 2.55, powerfull html utility.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-122.zip
(195.709 bytes) GEM based IRC client for STing/STik/Gluestik.

**mint**
ftp://chapelie.rma.ac.be/atari/mint/misc/gemma-1.9.1.tar.gz
(144.371 bytes) Shared GEM libary + sources
```

373. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 18:00:51 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u4golld5p15re8@corp.supernews.com>
Source record: 38877

Hallvard Tangeraas wrote:

> PNC <news@spam.polar-net.co.uk> wrote:
>
>> "Tony Cianfaglione" <ab616@chebucto.ns.ca> wrote in message
>>
news:Pine.GSO.3.95.iB1.0.1020118094659.24378B-100000@halifax.chebucto.ns.ca.
>> ..
>> >
>> > Can Mario Becroft's VGA adapter be used with a Mac monitor if a
>> > conversion
>> > vga2mac cable is used? Anyone try this?
>>
>> YES
>
> I've been wondering about the same thing as my Mac has an Apple
> "Multiple scan 15" monitor. But I guess it all depends on the horizontal
> and vertical capabilities....
>
> What exactly is the frequency output of the Atari ST? In both mono
> ("high" mode") and colour ("low" and medium" modes)?
>
>
> Hallvard

Hallvard,

The Mac monitor isn't anything more than a relabeled VGA monitor with a weird connector on it? :) I don't see why it would not work. I have a monitor here that isn't even multisync and it works fine in ST low medium and high. The same principles behind mario becroft's vga adapter for st's (not the galaxy card, but just the adapter). You'd just need some sort of adapter for the mac video cable.

Mark Duckworth
http://atari-source.com

374. Re: TT wanted

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 19:11:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201182011.a52788@su2.maus.de>
Source record: 38760

Hi Guus,

GE>Where can I find an Atari TT?
I'm so sorry I gave my spare TT away for nothing, because my no 1 is
running and running and...

I'll ask my friend if he's ready to give it away, too.

Und TTschï¿½
ps

375. Re: Print-Technik Universal Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 19:16:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201182016.a52789@su2.maus.de>
Source record: 38759

Hi Martin,

MT>Does anyone know or (even better) have the "Entwicklungs-
MT>Utility" (Developers Utility) that must exist for the Print-Technik
MT>Universal Scanner for Atari ST computers?
you should ask in a German newsgroup, for that scanner-printer was
sold a lot of times in Germany.

Only a couple of years ago, I noticed (a used) one at an 'Atari fair'
in Neuss, and it was to be sold by about 100 DM, if I'm right. As I
own a SCSI scanner, I was not interested in the Printtechnik engine.

I think it's to be connected to the cartridge port (ROM port in
German)?

Und TTschï¿½
ps

376. Re: Atari Times Update - 1-18-2002

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 19:58:29 UTC
From: Mike Beauchamp <newsgroups@mikebeauchamp.com>
Message-ID: <fK_18.18696$k11.517717@read1.cgocable.net>
Source record: 38878
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Everything I saw on the site worked fine for me, no glitches!

But man does reading about the PhillyClassic3 ever make me wish I could go!

Mike
http://mikebeauchamp.com

"Gregory D. George" <greg@ataritimes.com> wrote in message
news:3C485AE7.FFC494DD@ataritimes.com...
> Updates this week at The Atari Times!
>
> NEW UPDATES!
> * NEW! PhillyClassic3 Coming Soon
> * NEW! Review of Saint Dragon for the ST
> * NEW! Changes To Site, including new buttons and graphics
> * NEW! Send in your scores section
>
> Featured Review:
> Gauntlet 3 for the Lynx
>
> Poll:
> What was Atari's biggest Jaguar Score?
> Doom, Flashback, Myst, NBA Jam, Pitfall, or Primal Rage?
>
>
> 2001 Year-End Issues are still available! Get 'em while they last!
>
> --
> Gregory D. George
>
> =-=
> - ||| ||| -
> = ||| Visit The Atari Times Website! ||| =
> - / | \ http://www.ataritimes.com / | \ -
> = ATARI ATARI =
> - DO+THE Order the 2001 Year-End Issue! HYPAT? -
> = MATH Only $19.95 INCLUDING FREE shipping! =
> - -
> = http://www.ataritimes.com/yearend/ =
> -=-

377. Re: dual format floppy?

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 20:09:24 UTC
From: vdjole@EUnet.yu
Message-ID: <a29vdiqll3@news.eunet.yu>
Source record: 38880

On 15 Jan 2002 02:14:33 , Hallvard Tangeraas wrote:

>I've found that the desktop formatter is totally crap, being slow and
>not formatting MSDOS 100% correctly!
>I've heard that others have had success with it, but whenever I've tried
>formatting from the TOS desktop (and I have the latest TOS version as
>well: TOS 2.06) I've been unable to use them on PCs or Macs (with
>PC-exchange installed).

It seems that MSDOS compatibility exsted in desktop's formatter of
TOS1.4 or so, but for some reason disappeared in TOS2.06 again!

However, TOS2.06 image can be edited to make the formatter DOS compatible
(it would still be as slow, though).

cu;

378. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 20:09:27 UTC
From: vdjole@EUnet.yu
Message-ID: <a29vdlqll4@news.eunet.yu>
Source record: 38881

On 17 Jan 2002 16:48:28 , David Bolt wrote:

>One other thing I've noticed with Windows 98 is that it will modify the
>boot sector by writing a serial number to it if the disc was formatted
>by DOS, or a DOS-compatible formatter.

Is iit ti be understood as that W98 modifies the boot sector of any
DOS-formatted floppy accessed by it, even if there is no need to write
any file to the floppy???

cu;

379. Re: Help with STing script anyone?

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 20:30:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c4885da17fd610@tripnet.se>
Source record: 38879

On Fri 18-01-2002 10:31 (GMT) Huggy Harewood wrote:

```
>table
> !"#$%&'()*+,-./0123456789:;<=>?
>@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
```

Hm, I think you are making things more complicated then they really are.
(Also this uue encoding really was not a very good idea as we are only
dealing with textfiles here)

Anyway after reading up a little on the Zetnet support pages I think you
may be able to connect with a much simpler DIAL.SCR compared to the one
you attached. I suggest you take a look att the Mac help for how to set
STinG up.

You do not need any dial script at all.

In the script I made I assume that Zetnet is capable of assigning you the
DNS IP-addresses automatically. Try this first and if it does not work
than insert them by hand.

Here is the dial script I came up with and I suggest you try this (after
entering only the ***** data off course) without any alterations first:

```
#
#
# General Parameters
#
SERIALPORT = Modem 1
DEF_ROUTE = TRUE
MASQUERADE = FALSE
EXEC_BATCH = FALSE
CIX_LOGIN = FALSE
RESIDENT = FALSE
DEBUGGING = FALSE
#
#
# Port Parameters
#
CLIENT_IP = 0.0.0.0
MTU = 0
PAP_ID = 1000****
PAP_PASSWORD = *******
PAP_PROMPT = FALSE
PROTOCOL = 1
VJHC = FALSE
```

```
LAN_PORT = FALSE
#
#
# Addressing
#
USERNAME = 1000****
FULLNAME = Andre
HOSTNAME = zetnet.co.uk
FETCH_DNS = TRUE
#
#
# Modem Specifics
#
INIT = ATZ
PREFIX = ATDT
HANGUP = ,+++,ATH
CONNECT_WAIT = 35
REDIAL_DELAY = 5
SUCCESS = CONNECT
SUCCESS = CDWAIT
FAILURE = BUSY
FAILURE = NO CARRIER
ABORT = NO DIALTONE
#
#
# Telephone
#
PHONE_NUMBER = 08440405910
FEE_FILE = LOCAL.FEE
ISP_TIME = 72, 0.07
ISP_SENT = 12288, 0.03
ISP_RECVD = 86016, 0.09
#
#
# Network Environment
#
#
#
# Dial Script
#
FIND_TIMEOUT = 60
#
DIAL_SCRIPT
#

End of DIAL.SCR

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>
```

380. Re: FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 21:17:45 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u4h455c8gfth19@corp.supernews.com>
Source record: 38882

<snip>
> > £215 for a Falcon, that seems pretty steep for a ten year old computer.
<snip>

<snip>
> I paid £200 for mine, and I consider that a good deal. BTW, its only 8
years
> old.
<snip>

Keep looking hard enough, I got my 1mb Falcon for £100, bought a ram upgrade card for £45 (14mb) then stuck in a 3.2gb hdd.

Having said that, I bought a external SCSI cdrom from Ashley about a year ago complete with cable for around £40 and it is still going strong so I would say it might be worth paying the extra as the item will have been well looked after.

Tim

381. Re: VME port...

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 21:39:11 UTC
From: ebaiz@skyenet.net
Message-ID: <3C028.210$t64.124865@newsfeed.slurp.net>
Source record: 38883

On 18 Jan 2002 12:51:08 , Tony Cianfaglione wrote:
>
>What is it and how can it be used? I've heard it was ethernet but are
>there drivers and software to support it?
>
>Thanks...

I know Mario Becroft was in the process of making a VME video card.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

382. Re: To Earthlink/Stik Users

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 21:51:39 UTC
From: swampfax@atlantic.net
Message-ID: <LN028.44$z14.16186@news1.atlantic.net>
Source record: 38884

Hi Derryck,

On 18 Jan 2002 13:15:06 , Derryck Croker wrote:
>From: swampfax@atlantic.net (John Garone)
>Date: Thu, 17 Jan 2002 21:15:33 GMT
>
>>Stik could'nt find "login:" but did find "ocala login:".
>
>Generally speaking, it's recommended to look for "ogin" ISTR.
>

no " l " ?

>Have you tried STiK with _no_ waitfor/respond sequences, just set it for a
>PPP connection BTW?
>

Sting has a "no wait" but I don't see it in Stik (PPP)!

I don't see why Stik can't find "login:" but will find "ocala login:"
even though the ISP prompt line shows "arc-11a.ocala login:".

What I have that works: (Stik PPP);

FIND = ocala login:
RESP = mine
FIND = Password:
RESP = mine

Regards,
John G.

383. Re: Anodyne Software's Roger Burrows

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 22:18:48 UTC
From: nurmix@spam-free.com
Message-ID: <3c489f13.694718@news-server.socal.rr.com>
Source record: 38885

On Sun, 23 Dec 2001 15:58:10 GMT, ebaiz@skyenet.net (Edward S. Baiz
Jr.) wrote:

>Hello all, I would like to talk about something I received from Anodyne Software and
>that is SUPPORT. Roger Burrows, who owns and runs Anodyne, is one of the nicest
>Atari retailers I have known since I became an Atarian.

I agree 100%. Roger has helped me numerous times with quick fixes and
updates, sorting out problems with obscure drives and such. And not
only that, his software is top notch, with continual enhancements and
improvments. You couldn't aks for anything better!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

384. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 22:51:28 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <3BrIIWBwbKS8EwfE@my-ste.demon.co.uk>
Source record: 38886

On Fri, 18 Jan 2002, Djordje Vukovic <vdjole@EUnet.yu> wrote:-

>On 17 Jan 2002 16:48:28 , David Bolt wrote:
>
>>One other thing I've noticed with Windows 98 is that it will modify the
>>boot sector by writing a serial number to it if the disc was formatted
>>by DOS, or a DOS-compatible formatter.
>
>Is iit ti be understood as that W98 modifies the boot sector of any
>DOS-formatted floppy accessed by it, even if there is no need to write
>any file to the floppy???

That I can't tell you since don't have access to any versions of DOS,
except that hiding under Win98. What I think it is doing is spotting the
"MSDOS?.?" in the boot sector and, because 98 seems to like unique
serial numbers for all the discs it sees, it generates a new number and
writes it to disc.

In my experience, this appears to happen to every MSDOS formatted disc.
If I need to copy files from my Acorn machines to my PCs I format a DOS
disc on the Acorn. This ends up with the MSDOS 3.3 boot sector and, as
soon as it is inserted into the PCs floppy drive, 98 always modifies
these boot sectors, just the same as it did to DOS discs formatted on my
ST. Once the disc had the serial number written to it, 98 doesn't seem
to alter it again.

WinXP hasn't done this as yet and I don't recall noticing it happen when
I used Win95 or Win2K. Then again, I wasn't really watching for it when
I used 95, so it may have happened then. I've not bothered checking
whether WinME does anything since I don't often have to use the machine
it's installed on. I'll try to remember to check it out next time I'm
using it.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

385. Re: Atari Times Update - 1-18-2002

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 23:07:34 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C48AA80.901EDDA7@ataritimes.com>
Source record: 38887
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Mike Beauchamp wrote:

> Everything I saw on the site worked fine for me, no glitches!

Thanks for the info!

I think I've gotten all the buttons and stuff working now, so there
shouldn't be any problems (except for this one that I know about, but
it's not a big deal.) Heh, I love my new buttons! ;-) Had to do a little
manual customization to get them to work.

> But man does reading about the PhillyClassic3 ever make me wish I could go!

Yep, me too!

--
Gregory D. George

=-=-=-

386. [ANN] DGEM sources and its DEditor

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 23:15:40 UTC
From: ptonthat@club-internet.fr
Message-ID: <3c48ac9b$0$4979$7a628cd7@news.club-internet.fr>
Source record: 38888

Bonjour :)

as said in the subject, you can download them at http://rajah.atari.org
or directly:
http://www.multimania.com/nef/files/dedi014.zip (~50K)
http://www.multimania.com/nef/files/dgem_dev.zip (~200K GFA)

Please read the license for the source code.

Bye

Rajah Lone / Renaissance

387. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 23:18:40 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <n3228.43921$WQ1.7122256@news6-win.server.ntlworld.com>
Source record: 38889

"Mark Duckworth" <duwolf@hotmail.com> wrote in message
news:4cd3b1ba.0201162215.685b7d14@posting.google.com...
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3c3ef720640860@madasafish.com>...
> > Hi
> >
> > >> The THERMAL sensor of the 060 is running well and we can read a
> > temperature
> > >> of 47°C for a 80 MHz 060 running a simple loop to read the
temperature and
> > >> draw it on the screen (some flash accesses, TLV0831 accesses & videl
> > >> accesses).
> > >
> > >Is the CPU cooled with a fan? I highly reccomened Coolermaster
low-profile
> > >fans for this kind of job.
> >
> > Well, I think I'll load mine up with a Peltier heat pump :)
> >
> > Good news though!
>
> In theory, wouldn't using a very large cooler like that of an AMD
> athalon or something help out a lot with an intense overclocking of an
> 060? How cool can you make an 060 if the metal core does not hang out
> like it does on newer and faster processors.
>
> Mark Duckworth
> atari-source.com

Not really, it depends on the design of the fan/heatsink as well. Some
low-profile are just as good of big Athlong fans.

Although, I bet a Thermo-take 7200RPM fan/heatsink with a bit of Artic
Silver2 compound on the chip would keep the CPU temp down a lot.

Hey, Roldolf? Why not put a thermistor under the CPU on the board? It would
be good to be able to keep a track on the CPU temp

Simon

388. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 23:19:49 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <v4228.43922$WQ1.7123923@news6-win.server.ntlworld.com>
Source record: 38890

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3c440d36$0$205$626a54ce@news.free.fr...
> Hello,
>
> Now the SDRAM is tested.
> First test is the read of the EEPROM of the DIMM to get parameters to be
set
> into the SDR60 chip.
>
> --

What type of DIMM is supported by the board? Is it standard PC100 or PC133?

Simon

389. Re: FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 23:20:48 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <n5228.43926$WQ1.7123781@news6-win.server.ntlworld.com>
Source record: 38891

"JT" <smeg_007@nospam.hotmail.com> wrote in message
news:a259am$98m$1@newsreader.mailgate.org...
>
> PNC <news@spam.polar-net.co.uk> wrote in message
> news:96I08.20050$_x4.3027199@news2-win.server.ntlworld.com...
> >
> > "Ashley Seabrook" <ash@coldblackroom.demon.co.uk> wrote in message
> > news:ash-1301022157080001@coldblackroom.demon.co.uk...
> > > Here's my latest list of items for sale. Most prices have been
> > > reduced, and all items now include UK postage.
> >
> > > 215 for a Falcon, that seems pretty steep for a ten year old computer.
> >
> > Sorry
> >
> > Si
> I paid 200 for mine, and I consider that a good deal. BTW, its only 8
years
> old.
>

```
Nope, 1992 was the launch year (check www.atari-history.com)

Simon
```

390. Re: good movied HARDCORE sex

Newsgroup: comp.sys.atari.st
Date: 2002-01-18 23:40:33 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <Tn228.43976$WQ1.7140434@news6-win.server.ntlworld.com>
Source record: 38892

<ozudmh@usa.com> wrote in message
news:13028.11792$Nd.16354@news.webusenet.com...
> sweet teen being taught by daddy and brother
http://cain.kaist.ac.kr/~aimemoi/sex_movie.zip
> ppjnctkmjrom
>

Dirty sod

391. Re: Brodband on Atari?

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 00:01:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1011449005.1142.0@eos.uk.clara.net>
Source record: 38757

Hi madmax

| > Hi Jeff
| >
| > | The TT can browse the Internet and doesn't need a proxy server or
| > anything! Sweet!
| >
| > What??.
|
|
| Bait and Hook.
|
| lol.
|
| Very Clever Mr. SWEET.

8-)

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.314 / Virus Database: 175 - Release Date: 12/01/2002

392. Re: To Earthlink/Stik Users

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 00:14:24 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c48ba60$0$21141@news.zetnet.co.uk>
Source record: 38893

Hi Derryck!

On 18 Jan 2002 13:15:06 , Derryck Croker wrote:

>Have you tried STiK with _no_ waitfor/respond sequences, just set it for a
>PPP connection BTW?

I don't think STiK will do PPP, Derryck! Sting or Stik2 will though.... :)

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

393. Re: Help with STing script anyone?

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 00:14:30 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c48ba66$0$21141@news.zetnet.co.uk>
Source record: 38894

Hi Andre!

Your script is nearly identical to mine. However I can see two differences.

The first I don't think will make a difference, but you should change it. In the Addressing section you've got HOSTNAME = mail.zetnet.co.uk - this should be just HOSTNAME = zetnet.co.uk - ie without "mail."

The second I think is your error. You are using an actual dial script (the bit at the end), but the rest of the file indicates PAP dial in (which means the bit at the end is not necessary). Mine doesn't have this bit (see below).

Below see my entire SCR file (passwords etc hidden of course! :) Of course I'm on a Falcon, so I use Modem 2; you must be using an ST, so Modem 1 is correct for that. Also note that the phone number I'm using is different to yours, because I don't use the BT scheme that you have.

```
#
#
# General Parameters
#
SERIALPORT = Modem 2
DEF_ROUTE = TRUE
MASQUERADE = FALSE
EXEC_BATCH = TRUE
CIX_LOGIN = FALSE
RESIDENT = TRUE
DEBUGGING = FALSE
#
#
# Port Parameters
#
CLIENT_IP = 194.247.41.18
MTU = 1006
PAP_ID = 100XXXXXXX
PAP_PASSWORD = XXXXXXXXXX
PROTOCOL = 1
VJHC = FALSE
LAN_PORT = FALSE
#
#
# Addressing
#
USERNAME = XXXXXX
```

```
FULLNAME = XXXXXXXXX
HOSTNAME = zetnet.co.uk
NAMESERVER = 194.247.47.47
#
#
# Modem Specifics
#
INIT = ATZ
PREFIX = ATDT
HANGUP = ,+++,ATH
CONNECT_WAIT = 25
REDIAL_DELAY = 5
SUCCESS = CONNECT
SUCCESS = CDWAIT
FAILURE = BUSY
FAILURE = NO CARRIER
ABORT = NO DIALTONE
#
#
# Telephone
#
PHONE_NUMBER = 08456042018
FEE_FILE = LOCAL.FEE
ISP_TIME = 72, 0.07
ISP_SENT = 12288, 0.03
ISP_RECVD = 86016, 0.09
#
#
# Network Environment
#
#
#
# Dial Script
#
FIND_TIMEOUT = 60
#
DIAL_SCRIPT
#
```

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
```

```
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

394. Re: TOS 2.06 info text file?

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 00:15:57 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2adrr$37k$1@thorium.cix.co.uk>
Source record: 38895

On 29 Dec 2001 14:27:37 , Derek W W Hunt wrote:
> On 29 Dec 2001 00:54:48 , Harry Sideras wrote:
>> On 21 Dec 2001 08:35:40 , Derek W W Hunt wrote:
>
> Hi Harry,nice to see you still around

Irregularly, yes... %^|

>>> Somewhere I have the TOS 2.06 Manual (ATARI Corp UK) around as
>>> well as 2 disks that TUS sent me, one with 2.06 itself and one
>>> with CPX`s etc.
>> I think I got my first TOS 2.06 upgrade from Analogic in South
>> London and I didn't get a "manual". I think it was a two page
>> photocopy, which I supplemented with a review of TOS 3.06 by Paul
>> Rossiter in ST Applications and other magazine reviews.
>
>> Was there a manual, then?
>
> The one I have I would say was probably a photcopy or duplicated.
> The cover states it is TOS 2.06 USER MANUAL. It has 38 pages...
> It also states that the manual is the copyright product of COMPO
> Software. It covers all items from the desk menu through to Advanced
> Hard Disk Utilities Disk files.

It sounds like a mix of the photocopies I got and the MSTe or TT
manuals, which had this TOS as standard (the desktops are virtually
identical apart from screen resolutions options).

This sounds like it was around the time that Compo got heavily
involved with Atari and cobbled various bits together.

Frankly, the mag reviews I used were probably of more practical use
than any manual you'd get.

rgds
H

395. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 00:16:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2adrt$37k$2@thorium.cix.co.uk>
Source record: 38746

On 30 Dec 2001 17:19:34 , xlator@cix.compulink.co.uk wrote:
> sidcelery@cix.co.uk said:
>> I don't bother with CixRead for newsgroups. It treats newsgroups as
>> Email and doesn't thread it, so I use a combo of Dialer/STinG/Newsie
>> and Everest to log onto CiX and pick up this area. Much better and
>> doesn't get bogged down with the errors Peter gets.
>
> I had thought of doing this BUT it would mean an extra phonecall for
> me as I still have to access Cix for conferencing. As most of my
> Cix blinks (including Usenet) do not exceed 2 minutes (unless I am
> downloading a file) it just doesn't work out financially.

That's true, but I usually grab newsgroups when I'm on a Web session.
I'm not linked to many active CiX areas now so I keep the message
reading seperate.

> I am still puzzled why some messages crash CixRead. It's rare,
> but repeatable (with the 'faulty' message). Must be something in
> the reply header, I guess.

Yup. I got it too before I decided to use the Tavern's usenet areas
with LED.

> What do you mean with CixRead not threading? If you mean putting
> topics together, though useful it doesn't worry me too much: I
> usually blink daily and then delete the read stuff, so it's not too
> difficult to find your way around.

Well, you can tell I'm logging on about once a fortnight, so
threading's much more important to me. Newsie handles it pretty well
(but not perfectly and nowhere near as good as LED did).

> In any case the arrival dates seem a bit mixed up anyway, so I am
> not sure whether threading would sort this out.

It doesn't. That's just the internet's fault AFAICS.

> But as my son has just got a Freeserve account, I might try using that
> the way yoou suggest.

Sure. You can run the two in parallel for a while and see which one
you prefer.

rgds
H

396. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 00:16:01 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2ads0$37k$3@thorium.cix.co.uk>
Source record: 38747

On 12 Jan 2002 01:19:52 , Hallvard Tangeraas wrote:
> Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>> Argument : *.LZH -e
>> Argument : -xr *.ZIP
> Argh!!!!! I knew my solution had to be too easy...
> What happens is if there are several files of the same type (i.e.
> several ZIP or LZH files) they *all* decompress. I didn't think of
> that. How can I define a file without referring to its name?

What do you mean, Hallvard? If you've installed the application so
that ZIPJR.TTP is called when you double-click on the archive, then
the file name is passed as the parameter. You don't call ZIPJR.

have I understood you correctly?

> I also noticed that while .LZH files always have a folder made, this
> isn't so with .ZIP files.
> It's very frustrating if someone has made a ZIP file without any
> folder, so when you decompress it, the files and sub-folders are
> scattered all over the place!
> Any solution to the above?

Add the -g switch. That is:

-xrg *.ZIP

rgds
H

397. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 00:35:08 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2aevs$3k8$1@thorium.cix.co.uk>
Source record: 38748

In message <nospam-D816BE.10274917012002@enews.newsguy.com>, nospam@here.invalid said:

>In article <bp9b4ucbv5esqijlaq0opei59nvr61437p@4ax.com>, Bob Retelle
><bobr1@provide.net> wrote:
>
>> As far as I'm aware, neither Windows or MSDOS writes ANYTHING to a
>> floppy disk, other than the files you're copying to the disk.
--SNIP--
>> The earlier claim that "Windows writes something, I don't know what it
>> is, but it writes SOMETHING to floppy disks", as far as I know,
>> is nothing but "Microsoft phobia".
>
>The information I gave here is not "Microsoft Phobia", and it is not a
>"claim", it is a fact. I have transferred a lot of files, downloaded
>from the internet on a PC, to my TT.
--SNIP--
>PCees I have used in the past, absolutely positively wrote additional
>files containing filename information on the Atari disk. I believe they
>were running Windows 95 at the time.

Hi Bob!

Actually I don't think Windows writes any extra *files*, but as it
has long file names (LFNs) enabled it does write both 8+3 and LFNs
in the directory and the latter look like files to the Aatri OS.
In fact they are the same filenames with one or more NULLs ($00)
between each character and a starting 'A' or up-arrow
(Char$(001)), plus some extra characters inserted which I don't
know what they mean. The extra characters also confuse the Atari
to show nonsensical lengths and dates.

The Atari does exactly the same as you describe under MagiC on
disks that have LFNs enabled. I have just made a test, copying
some files to both a normal Atari 8+3 disk and then to one having
LFNs enabled. The files were a good mixture of 8+3 and LFNs:

impressum.html
read.me
redaktion.html
index.html.

I show the two hex dumps of the directory below, with addresses
removed and spaces added between entries for clarity:

8+3 only (which truncates the names and extensions if longer)
========

49 4D 50 52 45 53 53 55 48 54 4D 20 00 00 00 00 IMPRESSUHTM ....
00 00 00 00 00 00 90 6C 2F 2B 02 00 C1 15 00 00 .....ê l/+..ê...

52 45 41 44 20 20 20 20 4D 45 20 20 00 00 00 00 READ ME ....
00 00 00 00 00 00 F4 B3 63 2B 0B 00 45 03 00 00 .....êê c+..E...

52 45 44 41 4B 54 49 4F 48 54 4D 20 00 00 00 00 REDAKTIOHTM ....
00 00 00 00 00 00 A9 6A 2F 2B 0C 00 EE 0E 00 00 .....ê j/+..ê...

49 4E 44 45 58 20 20 20 48 54 4D 20 00 00 00 00 INDEX HTM ....
00 00 00 00 00 00 9A A1 30 2C 1F 00 98 0B 00 00 .....êê 0,..ê...

The 'foreign' characters below each filename are the ASCII equivalents
of the length and timestamp data.
Note that there is no dot ($2E) between filename and extension (you
have to look in the Hex portion as file dumps tend to use dots for
NULLs in the ASCII part of the display).

LFNs enabled (which shows both LFNs and 8+3 abbreviated entries)
==========
01 69 00 6D 00 70 00 72 00 65 00 0F 00 23 73 00 .i.m.p.r.e...#s.
73 00 75 00 6D 00 2E 00 68 00 00 00 74 00 6D 00 s.u.m...h...t.m.
49 4D 50 52 45 53 7E 31 48 54 4D 20 00 00 00 00 IMPRES~1HTM ....
00 00 00 00 00 00 90 6C 2F 2B 11 00 C1 15 00 00 .....ê l/+..ê...

41 69 00 6E 00 64 00 65 00 78 00 0F 00 33 2E 00 Ai.n.d.e.x...3..
68 00 74 00 6D 00 6C 00 00 00 00 00 FF FF FF FF h.t.m.l.....êêêê
49 4E 44 45 58 7E 31 20 48 54 4D 20 00 00 00 00 INDEX~1 HTM ....
00 00 00 00 00 00 9A A1 30 2C 17 00 98 0B 00 00 .....êê 0,..ê...

41 72 00 65 00 61 00 64 00 2E 00 0F 00 9E 6D 00 Ar.e.a.d.....ê m.
65 00 00 00 FF FF FF FF FF FF 00 00 FF FF FF FF e...êêêêêê..êêêê
52 45 41 44 20 20 20 20 4D 45 20 20 00 00 00 00 READ ME ....
00 00 00 00 00 00 F4 B3 63 2B 1A 00 45 03 00 00 .....êê c+..E...

01 72 00 65 00 64 00 61 00 6B 00 0F 00 D4 74 00 .r.e.d.a.k...ê t.
69 00 6F 00 6E 00 2E 00 68 00 00 00 74 00 6D 00 i.o.n...h...t.m.
52 45 44 41 4B 54 7E 31 48 54 4D 20 00 00 00 00 REDAKT~1HTM ....
00 00 00 00 00 00 A9 6A 2F 2B 1B 00 EE 0E 00 00 .....ê j/+..ê...

The tilde (~) characters indicate where long filenames have been
abbreviated for 8+3 OSs, and they are shown in that way in an 8+3
directory on the desktop or file selector if LFNs are *not* enabled.
Again the 8+3 names have no dots between name and extensions, but the
LFNs do - they have to as the system doesn't know how long the name is
- and it may even contain several dots and/or spaces!

As an interesting sideline, when I copied these 4 files with Kobold
(either from Thing set to use it with more than 3 files, and also by
starting Kobold directly) index.html was copied as INDEX_HT.ML! This
was repeatable, so aparently a flaw in Kobold 3.5. Copying the files
singly from the desktop worked OK.

'There are more things in heaven and earth, Horatio...'

Regards, /Peter/

398. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 00:35:09 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2aevt$3k9$1@thorium.cix.co.uk>
Source record: 38749

In message <u4golld5p15re8@corp.supernews.com>, mduckworth@anti-spam.atari-source.com said:

--SNIP--
>The Mac monitor isn't anything more than a relabeled VGA monitor with a
>weird connector on it? :) I don't see why it would not work. I have a
>monitor here that isn't even multisync and it works fine in ST low medium
>and high.

Are you sure it's not a Multisync? I've never heard of anything
but a VGA monitor that would do ST low and medium, since these use
TV scan rates - 525/60 in NTSC countries, 625/50 in PAL and SECAM.
In both cases the horizontal frequency is around 15 kHz+ and
normal VGA monitors won't go below 30 kHz. The different frame
rates are easier to accomodate.

Regards, /Peter/

399. Re: Noud van Kruysbergen (N_ALTHLP)

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 00:36:07 UTC
From: t.millood@online.fr
Message-ID: <3c48bf76$0$207$626a54ce@news.free.fr>
Source record: 38750

```
On 10 Jan 2002 01:32:54 , xlator@cix.compulink.co.uk wrote:
--In message <1f5mfuf.12vq89t1pohomiN%northstar2010@___NO_SPAM___yahoo.no>,
northstar2010@___NO_SPAM_--__yahoo.no said:
--
-->I'm trying to find Noud van Kruysbergen which is the author of a program
-->called "N_ALTHLP.PRG".
-->It's a nice little utility which consists of a program to put in the
-->AUTO folder and a CPX module.
-->
-->If you press the ALT and HELP keys at the same time it does a
-->"screenshot" and saves it as an image file, replacing the usual "print
-->screen" routine.
-->It works very nicely, but it seems to save the images here and there on
-->the hard disk, making me do file-searches all the time.
--
--If you use Imagecopy, your problem is solved - you get to set a
--default path for saving the images produced with ALT+HELP.
--
Use IMGC4S.ACC under the partition C:\
the path with ALT+HELP is in menu OPTION/PREF...(option 4) and PATH,
indicate the path for screencopy.

TMI

* TMI sur ATARI /|\ TT030 20Mo et FALCON030 14Mo*
* MAGIC 4* CAB 2.8* ATARIRC* ATARICQ* NEWSIE*
* Message envoyï¿½ avec NEWSIE 0.96 *
*E-MAIL : t.millood@online.fr*
```

400. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 02:38:58 UTC
From: duwolf@hotmail.com
Message-ID: <4cd3b1ba.0201181838.65082883@posting.google.com>
Source record: 38751

```
"PNC" <news@spam.polar-net.co.uk> wrote in message
news:<n3228.43921$WQ1.7122256@news6-win.server.ntlworld.com>...
> "Mark Duckworth" <duwolf@hotmail.com> wrote in message
> news:4cd3b1ba.0201162215.685b7d14@posting.google.com...
> > "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:<3c3ef720640860@madasafish.com>...
> > > Hi
> > >
> > > >> The THERMAL sensor of the 060 is running well and we can read a
> temperature
> > > >> of 47ï¿½C for a 80 MHz 060 running a simple loop to read the
> temperature and
> > > >> draw it on the screen (some flash accesses, TLV0831 accesses & videl
> > > >> accesses).
> > > >
> > > >Is the CPU cooled with a fan? I highly reccomened Coolermaster
> low-profile
> > > >fans for this kind of job.
> > >
> > > Well, I think I'll load mine up with a Peltier heat pump :)
> > >
> > > Good news though!
> >
> > In theory, wouldn't using a very large cooler like that of an AMD
> > athalon or something help out a lot with an intense overclocking of an
> > 060? How cool can you make an 060 if the metal core does not hang out
> > like it does on newer and faster processors.
> >
> > Mark Duckworth
> > atari-source.com
>
> Not really, it depends on the design of the fan/heatsink as well. Some
> low-profile are just as good of big Athlong fans.
>
> Although, I bet a Thermo-take 7200RPM fan/heatsink with a bit of Artic
> Silver2 compound on the chip would keep the CPU temp down a lot.
>
> Hey, Roldolf? Why not put a thermistor under the CPU on the board? It would
> be good to be able to keep a track on the CPU temp
>
> Simon

Actually Simon,
```

The 060 has two built in temperature sensors so I don't know why a thermistor would be necessary, would it produce better readings?

Mark Duckworth
http://atari-source.com

401. JPG/EXE

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 05:22:28 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a2avqj$i64$1@news.chatlink.com>
Source record: 38752

All,

I notice more & more picture files using .EXE instead of the .JPG
format.. Can these EXE formats be read with a Atari ??

Donner.....

402. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 07:12:42 UTC
From: BMaedicke@t-online.de
Message-ID: <1f68zoa.1lmkv9wfilnjwN%BMaedicke@t-online.de>
Source record: 38753

Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:

> Has someone compiled an Atari version from the
> sources unofficially and not made it publically available?

try this:

< http://home.tiscalinet.ch/donze/software/index.html#ZIP>

This is a part of ZIP 2.30 and UNZIP 5.40 R2 and works fine under MagiC.
Philipp Donzi¿½ make this Atari part of Info-Zip.

Ciao, Bernd
--
Url: http://home.t-online.de/home/BMaedicke/

403. Re: VME port...

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 09:00:07 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0201191042500.14595-100000@hal.pp.fishpool.fi>
Source record: 38754

On Fri, 18 Jan 2002, Tony Cianfaglione wrote:

> What is it and how can it be used? I've heard it was ethernet but are
> there drivers and software to support it?

It is just another bus standard, along the same line as ISA or PCI busses found on PCs. VME has mostly been used on industrial computers and since Motorola (who manufactures most of the chips found in Ataris) also makes VME products, Atari decided to include such a bus on the TT and MEGA-STE.

So far, cards which offer drivers for Atari (either for TOS, MiNT, STinG or Magic) have included:

* graphics card (Crazydots, Nova, AlberTT, etc.)
* Ethernet card (Riebl, PamsNET, etc.)
* GPS-based reference clock

Currently, the only available VME product for the Atari is Mario Becroft's work-in-progress, the Galaxy Ethernet/graphics combo card. See:

http://gem.win.co.nz/

Noticing the recent volume of VME-bus related questions, I will be adding a new section to the page whose URL appears below (Atari ST Quick FAQ improvements are also upcoming, now that I got connected at home over broadband and can upload more freely).

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

404. Re: JPG/EXE

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 13:21:21 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C4972D1.4A6E1311@greeleynet.com>
Source record: 38755

Don Wolfe wrote:
>
> All,
>
> I notice more & more picture files using .EXE instead of the .JPG
> format.. Can these EXE formats be read with a Atari ??
>
> Donner.....

Hi, Donner,

NO, the EXE file extensions means it (usually) it's a program file. If it's supposed to be a graphic, my best guess is it is a self extracting file of some type. But it could also be a program file such as a PRG, TTP, or TOS is a program file on the Atari.

I can't think of a logical reason to do that with a JPG since the resulting file would be larger than the original JPG.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

405. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 13:30:17 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1f68b0x.8d15rf1d2iv1iN%roughley@vanc.igs.net.invalid>
Source record: 38756

Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:

<snip>

> I'm using version 5.5 of Stuffit Expander on a Quadra 840av (68040
> processor), but perhaps you're referring to the accompanying "Dropstuff
> with expander enhancer"?

Sorry, it must be versions above 5.5 that are PPC-only.

<snip>

> By the way... it would be nice if I could just double-click on a .LZH
> file and it would decompress by itself, but I'm not sure how this would
> work with several versions of the same program (Stuffit Expander) as I
> think the latest version (5.5) would be picked.
> I might be able to work something out if I define .LZH files to be
> "owned" by version 4.5 using "Internet Config" in addition to setting
> the same thing up in "Netscape".

Download version 5.5 of Stuffit Expander and "DropStuff with Expander
Enhancer"; install the package then delete 4.5 (or vice versa). I would
have recommended 5.5 in the first place but thought it was PPC-only. You
can get it here:

http://www.vector.co.jp/soft/mac/util/se036083.html

> The problem is that for "Internet Config" I'd need an example file, or
> the 4-character code for a .LZH file to be owned by Stuffit Expander
> 4.5. Do you happen to know that?

I never tried this while using 4.5. But I just tried 6.0, using Mac OS
9.2.2, on a manually modified LZH archive:

Type: BINA
Creator: SITx

I get a Stuffit icon, and when it's double-clicked Stuffit Expander
automatically decompresses the file.

If you have oodles of files and want to automatically change the Mac's
Type and Creator codes, I recommend FileTyper:

http://www.ugcs.caltech.edu/~dazuma/filetyper/

> Also, for Netscape: how should I defined a new MIME type for .LZH?

As in a previous thread, I believe your problems are related to some
mis-configured servers not knowing what an LZH file is.

Anyway, if you want to experiment with things, enter the following in Internet Config (now called Internet Control Panel since IC was later incorporated into Mac OS):

Extension: lzh
Description: LHA Archive (or whatever you like)
MIME Type: application/x-lzh
Select "Map Incoming" (file mapping will be applied to incoming files, thus the Type and Creator codes listed below will be added)
Default Format: Binary Data
Handled by: Application (choose Stuffit Expander, which will automatically decompress the archive after the download is complete) or Save to File
File Type: BINA (i.e. binary)
File Creator: SITx

I don't think Netscape uses Internet Config, so you'll want to choose Preferences>Applications and modify the browser's internal file mappings. Use the suffixes "lzh,lha" (no quotes), and set the other parameters using what's listed above as a guideline. I don't have NS 4.08 on my machine so YMMV.

For all this to work when clicking and downloading an LZH archive, the server will have to send out the MIME type listed above. I could be wrong though. Even if you configure things correctly, Netscape may still be wonky when it comes to some servers.

I have Internet Config set up as listed above but with no MIME type specified, and the LZH downloads in IE -- which uses IC -- are fine, including the new File and Creator codes. Some servers send out LZH files as application/octet-stream, so maybe it's best to leave the MIME Type field blank. IE must base the download on the extender itself, not what the server says the MIME type is.

You can run Stuffit Expander and automatically configure it (via preferences) to update IC with the mappings that Stuffit supports. But because Netscape doesn't use IC, it's not going to help at all. However, if you use an FTP client that supports IC, you should get an LZH download with the proper File and Creator codes (a double-click away from decompressing).

Experiment with Netscape's internal file mappings... but don't be surprised if you still have trouble with some LZH downloads.

<< Neil >>

406. Driver needed for Overscan CDROM player-to-ROMport interface

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 15:33:13 UTC
From: Marco Vrouwe <vrouwe@xs4all.nl>
Message-ID: <3C4991B6.B175403F@xs4all.nl>
Source record: 38761
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,de.comp.sys.atari,maus.computer.atari.hardware

Hi,

I just bought a second hand Mitsumi FX001 CDrom drive, with an Overscan Rom port cartridge. This CD rom player is connected to the Atari ST through the ROM/Cartridge port. Unfortunately I have no driver software for it. The interface is manifactured by Overscan (Atari oriented company from Berlin) .

Is there anyone who has the CDROM driver for me?

Thanks,

Marco

407. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 16:21:38 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201191719340.100-100000@easymint>
Source record: 38758

On Sat, 19 Jan 2002, Hallvard Tangeraas wrote:

> In my quest for finding a proper way to decompress files directly from
> the TOS 2.06 desktop I've downloaded many Zip programs.
> I was given version 5.4 of "Unzip", but unfortunately this person didn't
> have the complete package including the docs, so I did some searching on
> the net.
>
Why not use STZIP 2.6 like most Atarians do ?

Martin Tarenskeen

408. WTB: Drive for STacy

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 16:58:43 UTC
From: progster@iname.com
Message-ID: <190120021158430476%progster@iname.com>
Source record: 38762

I'm interested in buying a working hard drive to install in a STacy,
40MB or greater. Anybody got one lying around?

409. Re: FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 19:01:05 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2cg52los1@newsreader.mailgate.org>
Source record: 38763

Nope, 1993 was the year. (check your back issues of ST Format).

PNC <news@spam.polar-net.co.uk> wrote in message
news:n5228.43926$WQ1.7123781@news6-win.server.ntlworld.com...
>
> Nope, 1992 was the launch year (check www.atari-history.com)
>
> Simon

410. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 19:20:43 UTC
From: tos4ever@pandora.be
Message-ID: <1f69xea.cqk2r0gff3m4N%tos4ever@pandora.be>
Source record: 38764

Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:

> I did actually find it at the Belgian FTP server:
>
> ftp://193.190.204.128/atari/archivers/unzip-5.4.tgz
>
> After decompressing I find a folder named "BIN" which I assume stands
> for "binaries". There are no extensions to the 4 files there, so I
> rename them with ".TTP" at the end.
> But when I run them I get the following error messages "virtual memory
> exhausted".
> I guess something's wrong with them as it happens to all 4 files

There is nothing wrong with that archive. If one take a closer look at
the link of that archive on the ftp-server one will see that it's in
fact a symbolic link toward /mint/archivers/
These files are only usuable under MiNT.

CU,
Martin

411. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 19:20:44 UTC
From: tos4ever@pandora.be
Message-ID: <1f69xji.bves4s163c8owN%tos4ever@pandora.be>
Source record: 38765

Martin Tarenskeen <nospam@telebyte.nl> wrote:

> On Sat, 19 Jan 2002, Hallvard Tangeraas wrote:
>
> > In my quest for finding a proper way to decompress files directly from
> > the TOS 2.06 desktop I've downloaded many Zip programs.
> > I was given version 5.4 of "Unzip", but unfortunately this person didn't
> > have the complete package including the docs, so I did some searching on
> > the net.
> >
> Why not use STZIP 2.6 like most Atarians do ?

One good reason. STZIP contains more bugs then my wallet money. I really
can't recommend anyone to use STZIP.
If you want a reliable archive use LZH. The only drawback of LZH is that
many pc-users can't handle LZH.

CU,
Martin

412. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-19 22:11:38 UTC
From: dlormand@aztec.asu.edu
Message-ID: <a2cquq$m01$1@news.asu.edu>
Source record: 38766

>I used an NEC Multisync II monitor years ago, and it wasn't nearly as
>sharp and clear as the SM-144 I now have, even though it could handle
>the same frequencies.

I recently acquired a NEC Multisync II myself, and would like to
replace the pair of SC1435/SM124 currently taking up a lot of space
on my bench. The NEC may not be as sharp as a really-truly monochrome
monitor (which is optimized for its single scan rate, without having
to compromise for flexibility like all multisync monitors do), but
the convenience of having one monitor capable of doing the entire
job (abovementioned flexibility) is very appealing.

Are there plans for building a ST-to-NEC II adapter anywheres? Since
you say you had one, do you still have this information about?
--

413. Re: JPG/EXE

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 03:57:12 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a2df6m$r1t$1@news.chatlink.com>
Source record: 38767

Ken

Thanks for the explaination on the EXE files, like you said they are
probably self extracting Prg files.....

On 19 Jan 2002 06:21:21 , Ken Springer wrote:
>Don Wolfe wrote:
>>
>> All,
>>
>> I notice more & more picture files using .EXE instead of the .JPG
>> format.. Can these EXE formats be read with a Atari ??
>>
>> Donner.....
>
>Hi, Donner,
>
>NO, the EXE file extensions means it (usually) it's a program file. If
>it's supposed to be a graphic, my best guess is it is a self extracting
>file of some type. But it could also be a program file such as a PRG,
>TTP, or TOS is a program file on the Atari.
>
>I can't think of a logical reason to do that with a JPG since the
>resulting file would be larger than the original JPG.
>
>--
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>Ken Springer "All progress depends upon the
> unreasonable person."
> George Bernard
> Shaw
>
>Cheap prices make for cheap goods; cheap goods make for
>cheap men; and cheap men make for a cheap country!" -
>President William McKinley
>
>http://www.greeleynet.com/~wordwork/airpage.htm
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>.

414. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 03:59:09 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2dfabhkg1@thorium.cix.co.uk>
Source record: 38768

On 18 Jan 2002 20:09:27 , Djordje Vukovic wrote:
> On 17 Jan 2002 16:48:28 , David Bolt wrote:
>
>> One other thing I've noticed with Windows 98 is that it will modify
>> the boot sector by writing a serial number to it if the disc was
>> formatted by DOS, or a DOS-compatible formatter.
> Is iit ti be understood as that W98 modifies the boot sector of any
> DOS-formatted floppy accessed by it, even if there is no need to
> write any file to the floppy???

After copying some files to a PC at work I found the disks were
completely inaccessible on their return to my TT. It was impossible
for me to indentify the cause...

rgds
H

415. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 07:15:30 UTC
From: rsmac@t-online.de
Message-ID: <1f6ato1.6ytp0j7x6s8mN%rsmac@t-online.de>
Source record: 38769

Martin Byttebier <tos4ever@pandora.be> wrote:

> > Why not use STZIP 2.6 like most Atarians do ?
>
> One good reason. STZIP contains more bugs then my wallet money. I really
> can't recommend anyone to use STZIP.

You are right, but what we sould use?

LZH looks pretty good, but it produces larger archives as ZIP.
Any other bug-less ZIP isnï¿½t avaiable?

Regards, Robert
--
-= Home of DOIT-Archive =-

_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

416. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 09:35:47 UTC
From: tos4ever@pandora.be
Message-ID: <1f6b1d9.o90x13hbm7laN%tos4ever@pandora.be>
Source record: 38770

Robert Schaffner <rsmac@t-online.de> wrote:

> Martin Byttebier <tos4ever@pandora.be> wrote:
>
> > > Why not use STZIP 2.6 like most Atarians do ?
> >
> > One good reason. STZIP contains more bugs then my wallet money. I really
> > can't recommend anyone to use STZIP.
>
> You are right, but what we sould use?

For personal use I always use tar and gzip. If I must share the archives
with other then I make use of the latest zip.
>
> LZH looks pretty good, but it produces larger archives as ZIP.
> Any other bug-less ZIP isnï¿½t avaiable?

There is.
ftp://chapelie.rma.ac.be/atari/archivers/

-rw-r--r-- 1 ftp 148111 Jul 13 2001 zip23_02.zip

For more info see the homepage of Philip Donzï¿½
<URI:http://home.tiscalinet.ch/donze/software/index.htm#ZIP>
Whilst you are there you can grab Arcview. As shell it's maybe not so
nice as STZip but IMHO it works great

TTFN
Martin

417. NVDI and TC6100 graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 11:06:19 UTC
From: gregory@PLEASe!dELETE.atari.pl
Message-ID: <a2e8b6$7uh$1@news.tpi.pl>
Source record: 38771

Hi,
Can I use MagicVME graphic card (with *TSENG TC6100* chip)
on my TT with NVDI 5 and MagiC 6.2? Will I have to use
vmg-4000.prg (from NVDI package) to make NVDI work
with that card? In the text files it is written that
this program is for VT4000, and TC6100 is not mentioned.

I am asking because I don't know if I should buy that
card or not. I cannot resign from using NVDI, because
I need vector fonts and printer drivers.

Thanx in advance for any answer.

--
Grzegorz Pawlik,
http://marijuana.atari.org/

418. Re: Print-Technik Universal Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 11:25:22 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201201221130.184-100000@easymint>
Source record: 38772

On Fri, 18 Jan 2002, Peter Schneider wrote:

> Hi Martin,
>
> MT>Does anyone know or (even better) have the "Entwicklungs-
> MT>Utility" (Developers Utility) that must exist for the Print-Technik
> MT>Universal Scanner for Atari ST computers?
> you should ask in a German newsgroup, for that scanner-printer was
> sold a lot of times in Germany.
I think I will do that. I will try some mausnet groups.

>
> Only a couple of years ago, I noticed (a used) one at an 'Atari fair'
> in Neuss, and it was to be sold by about 100 DM, if I'm right. As I
I got mine for free :-)

>
> I think it's to be connected to the cartridge port (ROM port in
No, it's connected to the printer-port. But there was once an interface to
connect it to the cartridge (ROM)-port. But it works on my printerport on
my ST.

--

Martin Tarenskeen

419. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 11:36:21 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201201228520.184-100000@easymint>
Source record: 38773

On Sun, 20 Jan 2002, Robert Schaffner wrote:

> > can't recommend anyone to use STZIP.
>
> You are right, but what we sould use?
>
> LZH looks pretty good, but it produces larger archives as ZIP.
Does it? My experience is that LZH makes smaller archives than ZIP. That's also what I raed in a test in an Atari magazine many many years ago, when that magazine (START, dutch) still existed (sniff..)

> Any other bug-less ZIP isnï¿½t avaiable?
I use the SpareMiNT version of ZIP. But not everyone has such a unix-like MiNT setup in his Atari.

Martin Tarenskeen

420. Re: To Earthlink/Stik Users

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 11:48:32 UTC
From: swampfax@atlantic.net
Message-ID: <k8y28.3$LF5.1527@news1.atlantic.net>
Source record: 38774

On 19 Jan 2002 00:14:24 , James Haslam wrote:
>Hi Derryck!
>
>On 18 Jan 2002 13:15:06 , Derryck Croker wrote:
>
>>Have you tried STiK with _no_ waitfor/respond sequences, just set it for a
>>PPP connection BTW?
>
>I don't think STiK will do PPP, Derryck! Sting or Stik2 will though.... :)
>
>
>Cheers!
>
>James

Just for clarity, I'm using Stik2 (203) with Dialer .53.
It was explained to me that the reason Stik2 could'nt find the word
"login:" prompt is because there is now a space before it. So when I put
"ocala login:" it included the space so it could now be found!
Later,
John G.

421. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 12:10:20 UTC
From: vdjole@EUnet.yu
Message-ID: <a2ec39$if9$1@news.eunet.yu>
Source record: 38775

On 19 Jan 2002 06:02:43 , Hallvard Tangeraas wrote:
>So I tried another unzipper called "UNZIP540.TTP".

This is from the "InfoZip" package, and probably THE universal unZipper to use, because that same Zip/Unzip package is available for practically any computer platform existing and it is still being developped.

Besides, InfoZip package has some rather nice and unique options, such as repairing a damaged archive (option in ZIP.TTP), splitting the archive into smaller ones (though still not making a multi-volume archive; they are supposed to work on it), saving file attributes (on systems which have them), etc.

(Btw. it looks like updates of Atari ports of Infozip pack- some of them made in the last year or so- do not get back to InfoZip to be included in the source archives- which is a pity; what they have on InfoZip concerning the Atari seems rather old- but I may be wrong here).

cu;

422. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 12:10:24 UTC
From: vdjole@EUnet.yu
Message-ID: <a2ec3d$if9$2@news.eunet.yu>
Source record: 38776

On 19 Jan 2002 06:02:41 , Hallvard Tangeraas wrote:
I was given version 5.4 of "Unzip", but unfortunately this person didn't
>have the complete package including the docs, so I did some searching on
>the net.
>
>I did actually find it at the Belgian FTP server:
>
> ftp://193.190.204.128/atari/archivers/unzip-5.4.tgz
>
>But when I run them I get the following error messages "virtual memory
>exhausted".

Be careful, there were two independent recent ports for Atari: one -requires-
Mint (why, in heaven's name, for a universal application like that?) and one
does not (which shows it can work in a much simpler setup). You probably were
unlucky to get the one unsuitable for your working environment.

>The "UNZIP540.TTP" that I got from this other Atari user on the other
>hand seems to work, but I'd really like to get the whole archive. Anyone
>know where it can be found?

AFAIK the pack which works in plain TOS contains only ZIP and UNZIP, but
not ZIPNOTE, ZIPSPLIT and ZIPCLOAK. The one requiring Mint seems to have
been done more thoroughly and contains everything it should.

I may have some docs to send to you, look into your email these days.
There is a chance that you already have those files, but then, there
may be something of value to you there.

>Has someone compiled an Atari version from the
>sources unofficially and not made it publically available?

It (they) has been made publicly available but, apparently, not fed-back
to InfoZip archives, the way they should have been.

Btw. in the port which doesn NOT require Mint there seems to be a bug which
affects listing of the archive directory to screen- lines get overwritten.

cu;

423. Re: To Earthlink/Stik Users

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 12:36:36 UTC
From: "Derryck Croker"
Message-ID: <1011602686-232906AEicMi@ntlworld.com>
Source record: 38703

>>Generally speaking, it's recommended to look for "ogin" ISTR.
>>
>
> no " l " ?

No.

>>Have you tried STiK with _no_ waitfor/respond sequences, just set it for a
>
>>PPP connection BTW?
>>
>
> Sting has a "no wait" but I don't see it in Stik (PPP)!

IOW, don't have any FIND/RESP sequences - comment these out with a "#"

>FIND = ocala login:
>RESP = mine
>FIND = Password:
>RESP = mine

Again, sometimes it's better to just look for "word" rather than enter the
whole string if you actually need this sequence. If your ISP decides that
they'd like "password" rather than "Password" then you'll be st*ffed.

Anyway, if it works...

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

424. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 12:42:44 UTC
From: "Derryck Croker"
Message-ID: <1011602692-234170AEicMi@ntlworld.com>
Source record: 38705

Hi Harry,

>> But as my son has just got a Freeserve account, I might try using that
>> the way yoou suggest.
>
>Sure. You can run the two in parallel for a while and see which one
>you prefer.

I pointed out that I didn't think that Freeserve wouldn't work with an Atari
in any case. Anyone any feedback on that?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

425. Re: dual format floppy?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 12:43:46 UTC
From: vdjole@EUnet.yu
Message-ID: <a2ee1v$j91$1@news.eunet.yu>
Source record: 38778

On 19 Jan 2002 06:02:34 , Hallvard Tangeraas wrote:
>> However, TOS2.06 image can be edited to make the formatter DOS compatible
>[...]
>Perhaps some day I'll take you up on that suggestion of burning new,
>edited TOS 2.06 EPROMs!
>[...]
>Is it possible to somehow compile all the bug-fixes into a program (or
>several) which go into the AUTO folder?

AFAIK at least some of them axist as separate programs (step rate, arrow-fix,
newdesk-buffer...) which can be put into AUTO folder.

>Would any such "fixer" program take up additional memory of the
>computer, or are most of the fixes made up in the way that they just
>change some settings which are incorrect in TOS, then exit? Sort of like
>flipping some switches.

I am afraid they are new routines which replace the buggy ones in TOS,
so they will permanently take some memory.

>It would be nice to fix those bugs here and there, but it'll probably
>take a whole lot of effort to figure out exactly how to do it.

Not exactly, you go through the command file (F206_REL.FIL, IIRC), edit
the location of the original TOS image file, and then enable/disable
sections for the patches which you want. Then you start the patch program
and feed it the name of the command file. The result is a modified
TOS image file.

>It would probably take a little
>longer to boot the machine this way, but a lot easier (and more
>accessible to most people) than actually burning new EPROMs.

An edited TOS2.06 image can also be loaded into RAM- I use it that way all
the time. True, it takes a considerable amount of memory (cca 300KB),
but at least you would be able to see if the improvements are worth further
consideration- and to test everything before actually burning EPROMs.

cu;

426. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 12:54:32 UTC
From: "Derryck Croker"
Message-ID: <1011602694-234734AEicMi@ntlworld.com>
Source record: 38706

Hi Martin,

>For more info see the homepage of Philip Donzï¿½
><URI:http://home.tiscalinet.ch/donze/software/index.htm#ZIP>
>Whilst you are there you can grab Arcview. As shell it's maybe not so
>nice as STZip but IMHO it works great

Agreed, but I've run into a problem with deleting individual files from ZIP archives with Arcview. In the VT52 window I get this error message:

---

zip I/O error: invalid drive id.

zip error: Temporary file failure (zi118000)

This function seems to work fine with LZH files, and used to work fine until I upgraded to MagiC 6.10/6.20!

Anyone any ideas please?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

427. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 13:04:21 UTC
From: rsmac@t-online.de
Message-ID: <1f6b4rw.1grzyvemvxk00N%rsmac@t-online.de>
Source record: 38777

Martin Byttebier <tos4ever@pandora.be> wrote:

> -rw-r--r-- 1 ftp 148111 Jul 13 2001 zip23_02.zip

Hm, will have a look. Thank you!

Regards, Robert
--
-= Home of DOIT-Archive =-

_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

428. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 14:48:13 UTC
From: Bill Freeman <nospam@here.invalid>
Message-ID: <nospam-0483E1.09481320012002@enews.newsguy.com>
Source record: 38779

In article <a2dfabhkg1@thorium.cix.co.uk>, sidcelery@cix.co.uk (Harry Sideras) wrote:

> After copying some files to a PC at work I found the disks were
> completely inaccessible on their return to my TT. It was impossible
> for me to indentify the cause...

Were you able to format them on the TT?

I've experienced a high percentage of 3M brand HD disks employed for transferring fies from PCees to my TT that went bad. Seems strange that anything could be written on a disk that would make it resist formatting. I'm inclined to think that they were just poor quality disks, except that I haven't had a high failure rate on the same brand disks when used exclusively on the TT. If I make 3 or 4 attempts they will sometimes make it through formatting, but they are too unreliable to risk using. After a lot of experimentation, I finally decided that if a floppy shows any sign at all of a problem, I just toss them out. It's not worth the time spent fiddling with them, or the risk to my data.

A lot of my older Atari DD disks are also turning out to be hard to read reliably. Floppies are not good for long term storage.

I gave up on Syquest Syjet as too unreliable, after having three of them go bad. I've also seen a lot of reports saying the Castlewood Orb drive is another a dog to be avoided.

The only long term storage I trust is a sealed hard drive, a CD-R, or a Syquest EZ135. I've only had the CD-R for a year, so I'm relying on claims that the disks will hold up for at least 10 years. The EZ135 is probably not safe either, although I've used two drives and about 20 cartridges for 5 years now and only had minor problems.

Bill Freeman

429. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 15:10:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201201610.a54219@su2.maus.de>
Source record: 38698

Hallo Martin,

MT>Why not use STZIP 2.6 like most Atarians do ?
I did encounter ZIP archives I was unable zo unzip with STZIP, but
UNZIP did the job.

I think it's reasonable for all (de)archivers existing on our platform
to be kept on one's local disk.

Therefore I'm still searching for a RAR.TTP (Russian archiver)

Und TTschï¿½
ps

430. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 15:11:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201201611.a54220@su2.maus.de>
Source record: 38699

Hi Martin,

MB>If you want a reliable archive use LZH.
right, so do I. But what to do if you encounter a ZIP file coming from
a different platform, e.g. UNIX?

Und TTschï¿½
ps

431. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 15:30:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c3ef78c88a491@madasafish.com>
Source record: 38784

Hi Pnc,

>
>"Rodolphe Czuba" <rczuba@free.fr> wrote in message
>news:3c440d36$0$205$626a54ce@news.free.fr...
>> Hello,
>>
>> Now the SDRAM is tested.
>> First test is the read of the EEPROM of the DIMM to get parameters to be
>set
>> into the SDR60 chip.
>>
>> --
>
>What type of DIMM is supported by the board? Is it standard PC100 or PC133?

PC100 and unbuffered I think. Go to http://www.czuba-tech.com, lots of
info there.
--
Lyndon Amsdon

432. Re: TT wanted

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 15:30:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c3ef78c88a492@madasafish.com>
Source record: 38785

Hi Peter,

>GE>Where can I find an Atari TT?
>I'm so sorry I gave my spare TT away for nothing, because my no 1 is
>running and running and...
>
>I'll ask my friend if he's ready to give it away, too.

What! I would love to have a TT just to try to overclock. There was a
thread on http://www.atari.org forum where some guy overclocked it so CPU
was at 72MHz! That's something I'd like to try especially as I have a
source of PGA 68030@50Mhz!
--
Lyndon Amsdon

433. Re: WE NEED A Atari show please President Blair

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 16:41:30 UTC
From: Mark Nias <markn@SPAMMENOTmr2.net>
Message-ID: <qgsl4ukip9r1g5mv5i19nmd1j4j34cis47@4ax.com>
Source record: 38780

i'd be interested too... if it's not too far away...

mark

==========
TT030, STe, JaguarCD, 800XL, 2600, 7800, Portfolio

On Thu, 17 Jan 2002 20:25:32 -0000, "PNC" <news@spam.polar-net.co.uk>
wrote:

>
>"JOHN NICHOLAS OAKES" <doyene@zetnet.co.uk> wrote in message
>news:WS3.dd4478e0.1c764600.doyene@zetnet.co.uk...
>> Hei All.
>> Having been bored witless by do we have Foot in mouth disease,(I
>have no gripe with farmers).
>> I feel its about time to shake off the 2001 snooze, and declare "WE NEED A
>SHOW"!.
>>
>> regards still here or am I there
>>
>> JNO
>
>I agree totally!
>A school hall should be enough and cheap
>
>Come on everyone, show your support!
>
>Simon
>

434. Stacy spares FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 16:50:09 UTC
From: steve green <greenienet@btinternet.com>
Message-ID: <B870A573.3064%greenienet@btinternet.com>
Source record: 38781

If you want a Stacy spare have a look on eBay -

http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=greenies@macunlimited.net&include=0&since=-1&sort=2&rows=25

Regards, Steve.

435. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 17:40:18 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c4b0102$0$21141@news.zetnet.co.uk>
Source record: 38782

On 13 Jan 2002 14:07:57 , Hallvard Tangeraas wrote:

<SNIPS>

Hi Hallvard,

When you have found and mulled over the solutions to your problems,
please, please, broadcast your conclusions to the group please, please:)

Charles.

436. James Haslam's Atari Pages updated

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 18:31:37 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c4b0d09$0$21141@news.zetnet.co.uk>
Source record: 38783

Hi all!

I've been busy this weekend with updating my website. Now I have the latest AtarIRC v1.22 on there.

I also have been busy adding thirteen new screenshots (for existing downloads).

And my downloads page now have shareware and freeware graphics to show the status of each download, so you can see at a glance what they are.

If you haven't been on it for some time, then why not try it out again?! :)

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```


Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
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Cheers!

James


```
-------------------------------------------------------
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|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
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+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```


Cheers!

James


```
-------------------------------------------------------
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|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
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|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

437. how much I should pay for a 1024st and a 1024fm?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 20:16:15 UTC
From: sce@flashmail.com
Message-ID: <ca597cf.0201201216.6f111ad2@posting.google.com>
Source record: 38786

Hi,

I want to purchase an Atari 1024ST and a 1024FM (one or both) but I
don't know what is the value of these models

thanks in advance
sce

438. Re: how much I should pay for a 1024st and a 1024fm?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 20:20:04 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2f8tp$c93$1@newsreader.mailgate.org>
Source record: 38787

sce <sce@flashmail.com> wrote in message
news:ca597cf.0201201216.6f111ad2@posting.google.com...
> Hi,
>
> I want to purchase an Atari 1024ST and a 1024FM (one or both) but I
> don't know what is the value of these models
>
> thanks in advance
> sce

These dont exist. I think you may mean the 1040FM and 1040E, but youll have
to be more specific.

439. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 20:51:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2fal3$f29$1@thorium.cix.co.uk>
Source record: 38789

In message <1f68shj.1gd9n8pnhe9erN%northstar2010@___NO_SPAM___yahoo.no>,
northstar2010@___NO_SPAM___yahoo.no said:

><xlator@cix.compulink.co.uk> wrote:
--snip--
>> Are you sure it's not a Multisync?
>
>Yes it is. That's why its name is "Multiple scan 15" (a 15" multisync
>monitor)

Ah. I thought so!

>So to summarize, the frequencies which a monitor needs to be capable of
>is as follows:
>
>"Low": 50Hz vertical (European STs), 15KHz horizontal
> 60Hz vertical (USA/Canada/Japan STs), 15KHz horizontal
>"Medium": same as above
>"High": 72Hz vertical, 15KHz horizontal (?).

More exactly the quoted 15 kHz should be
15.625 kHz for 50 Hz and
15.75 kHz for 60 Hz

(just a product of 625/2*50 and 525/2*60 -- the '/2' is because
the horizontal line number includes interlace)

The High rez. is actually 500*71.4 = 35.7 kHz, which is why it can
be shown on VGA monitors. Monitors are usually specified only with
the product frequency.

Note that in both cass not all lines are visible - some are needed
for overscan and flyback. Thus the SM124 can display 400 lines
normally or 480 lines with overscan modification from the 500.

Some of this info is from Mark Baines' /The Atari A-Z/. He also
says that the TT uses 60 Hz for colour modes and 67 Hz for mono.

>Assuming it's correct, one just has to check if the specs of the monitor
>match the above, then wire it appropriately?

Yep.

>Of course, how the display output actually is (grainy or clear, sharp
>display) is another matter entirely.

No monitors should be 'grainy'. Sharpness depends on focus and
contrast adjustment, pitch of the shadow mask (colour monitors

only) as well as brightness settings (some monitors and TV sets have poor EHT regulation, so if you turn up the brightness the spot size increases, giving less sharpness).

>What exactly makes the SM-124/125/144 hires monitors so good on the >eyes?

Fine-grained, high contrast phosphor (which is why it only shows mono - a pixel is either on or off), good EHT regulation, and the higher refresh rate.

Having said that, I now use a very old IBM VGA mono monitor that someone threw out, and that is nearly as good as my SM124. Has the advantage that I can run it in 640*480 and in greyscale as well, useful for viewing web pages. Normally I stay with mono as it speeds up the display considerably. I think it is quite similar to the SM144, which was not a 'real' Atari monitor but brought out by some distributors as a replacement.

>I used an NEC Multisync II monitor years ago, and it wasn't nearly as >sharp and clear as the SM-144 I now have, even though it could handle >the same frequencies.

No, the shadow mask and use of three beams reduces sharpness, specially if they are not converged correctly (mainly in the corners). Actually my old Philips CM 8852 colour monitor has a button to switch off the red and blue beams, leaving just a green display which is sharper for text work etc.

>Were the Atari hires monitors somewhat custom-made? If modern VGA >monitors can't replace them, what can?

I think they were produced by a couple of firms as a special order for Atari. As I said, a VGA monitor works fine at high rez., which is all I normally use. I switch to the Philips when I want low and med rez. colour, though I have purchased an SVGA to allow higher colour resolutions, though I haven't set it up yet due to lack of room on my desk.

Regards, /Peter/

440. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 20:51:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2fal4$f2a$1@thorium.cix.co.uk>
Source record: 38788

```
In message <1f68tcq.18tcmxpy88447N%northstar2010@yahoo.no>,
northstar2010@___NO_SPAM___yahoo.no said:
>==========
--snip--
>Let me try again... referring to ".LZH" files first of all:
>
>1) I "Install" the program "ZIPJR.TTP" from the TOS 2.06 desktop
>("Install application" in the "Options" menu).
>
>2) In the installation menu I enter the following:
> Arguments : *.LZH -e
> Document type: LZH
--snip--

That's strange - I thought ZIPJR only handled ZIP files, not LZH.

Regards, /Peter/
```

441. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 20:51:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2fal4$f2c$1@thorium.cix.co.uk>
Source record: 38790

In message <1f6ato1.6ytp0j7x6s8mN%rsmac@t-online.de>, rsmac@t-online.de said:
>Martin Byttebier <tos4ever@pandora.be> wrote:
>
>> > Why not use STZIP 2.6 like most Atarians do ?
>>
>> One good reason. STZIP contains more bugs then my wallet money. I really
>> can't recommend anyone to use STZIP.
>
>You are right, but what we sould use?
>
>LZH looks pretty good, but it produces larger archives as ZIP.
>Any other bug-less ZIP isn't avaiable?

Robert,

I can't agree with you there. I have made many tests, and it seems to depend on the file (probably its type) - sometimes LZH produces smaller files than ZIP, with other files they are larger. I like ZIP because it's easy to add comments at the start, and as you say LZH is hard to handle on PCs. Personally I have had few problems with ZIPJR.TTP in 2-in-1, though I have heard that very large files can give trouble. I believe the latest ZIP23_02 is better there.

Hallvard had a bit of a problem with a large ZIP/MIMed file I sent him, but that seems to have been due to something connected with transmission as the message got split into two parts. (Of course ESS-Code can be set to split a file this way during MIMe encoding, but I did not do that, so it's a bit of a mystery).

Regards, /Peter/

442. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 20:51:48 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2fal4$f2b$1@thorium.cix.co.uk>
Source record: 38791

In message <1f68w1p.1taqzxm6iykcgN%northstar2010@NO_SPAMyahoo.no>,
northstar2010@NO_SPAMyahoo.no said:
>==========
--snip--
>So I tried another unzipper called "UNZIP540.TTP".
>This worked perfectly without the need of any parameters, but....
>(there's always a BUT!) I can't find any option similar to "-g" as with
>ZIPJR.TTP.

If you do as I do, put UNZIP540.TTP in its own folder (I call mine
2_UNPACK), possibly with MUNPACK.TTP as well to handle unMIMing,
then copy the ZIP file to this folder and drag it onto the TTP,
it will decompress in this folder. You can then move the
uncompressed data anywhere you like and delete the ZIP. Make the
TTPs read-only so they are not deleted accidentally!

>So now I have one program which creates a new folder for the ZIP file,
>but decompresses *all* .ZIP files available,
>and another program which only decompresses the ZIP file which has been
>double-clicked, but doesn't create any new folder. Argh!!!!
>Anything else I can try?

Only a shell, like 2-in-1 or ZIP's own shell, which allows you to
choose which files and/or folders to extract, as well as their
destination path. You can set the parameters in this to decompress
to folders or not, as you like.

I've installed 2-in-1 on an Alt-key combination (actually Alt-2 as
this is easy to remember) and set the default paths to my 2_UNPACK
folder on one side and the drive where I normally want files to
decompress to on the other, so it's nice and quick to use. Of
course you can alter the paths with a click or two should they not
prove suitable at times.

Regards, /Peter/

443. Re: Print-Technik Universal Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 21:17:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201202217.a55250@su2.maus.de>
Source record: 38735

Hi Martin,

MT>I will try some mausnet groups.
that seems to be a good idea.

MT>I got mine for free :-)
That's fine. Do you know that the scanner does b/w scans only, and its resolution is restricted to 200 dpi (fax) in each direction, if I remember correctly?

MT>No, it's connected to the printer-port. But there was once an
MT>interface to connect it to the cartridge (ROM)-port.
So I confused the two ports. It's been a long time...

MT>But it works on my printerport on my ST.
Gratulations!

And good luck for to get the infos you're looking for!

Und TTschï¿½
ps

444. Re: NVDI and TC6100 graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 21:25:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201202225.a55251@su2.maus.de>
Source record: 38736

Hi Grzegorz,

GP>Can I use MagicVME graphic card (with *TSENG TC6100* chip) on my TT
GP>with NVDI 5 and MagiC 6.2?
I think it's worth a try.

GP>Will I have to use vmg-4000.prg (from NVDI package) to make NVDI work
GP>with that card?
I don't know if there was a TSENG chip 'better' than the ET-4000 when
the appropiate NVDI was produced.

Notice there has been no difference between the ST, MagiCxx and TT
(graphics card) versions since a number of updates.

GP>In the text files it is written that this program is for VT4000, and
GP>TC6100 is not mentioned.
You may try, but be careful when using VMG-4000 and begin with
'harmless' resolutions.

Could you please give some more details about that TC 6100 card? Was
it developed for use in Atari computers or just PCs?

Und TTschï¿½
ps

445. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 22:51:23 UTC
From: gregory@_SPAMMING_IS_A_SIN_.atari.pl
Message-ID: <a2fhl7kks1@news.tpi.pl>
Source record: 38792

On 19 Jan 2002 21:58:51 , Hallvard Tangeraas wrote:
>Martin Tarenskeen <nospam@telebyte.nl> wrote:
>
>> On Sat, 19 Jan 2002, Hallvard Tangeraas wrote:
>>
>> > In my quest for finding a proper way to decompress files directly from
>> > the TOS 2.06 desktop I've downloaded many Zip programs.
>> > I was given version 5.4 of "Unzip", but unfortunately this person didn't
>> > have the complete package including the docs, so I did some searching on
>> > the net.
>> >
>> Why not use STZIP 2.6 like most Atarians do ?
>
>The aim is to be able to double-click a ZIP file, then having it
>decompress right away.
>Sure I could use STzip 2.6 as I do most of the time, but this loads
>STzip and then I have to decompress and exit the program.

BTW if someone uses MagiC+Jinnee+Scripter, it is possible to unpack
all archives (ARJ, ARC, LZH, ZIP...) simply by right clicking on
the file. If only TOS 2.06 were *that* user friendly... ;-)

--
Grzegorz Pawlik
http://marijuana.atari.org/

446. Re: how much I should pay for a 1024st and a 1024fm?

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 22:55:36 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <OVH28.59974$WQ1.9297093@news6-win.server.ntlworld.com>
Source record: 38793

"JT" <smeg_007@nospam.hotmail.com> wrote in message
news:a2f8tp$c93$1@newsreader.mailgate.org...
>
> sce <sce@flashmail.com> wrote in message
> news:ca597cf.0201201216.6f111ad2@posting.google.com...
> > Hi,
> >
> > I want to purchase an Atari 1024ST and a 1024FM (one or both) but I
> > don't know what is the value of these models
> >
> > thanks in advance
> > sce
>
> These dont exist. I think you may mean the 1040FM and 1040E, but youll
have
> to be more specific.
>

He probably means 1meg STFM and 1meg STE.

Id say £15 for the STFM, £25 for the STE

Si

447. Re: JPG/EXE

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 23:29:37 UTC
From: gill bates <unreal@nowhere.com>
Message-ID: <u4mkvq5puas24a@corp.supernews.com>
Source record: 38794

sound like trick double extension PC virus files

448. Re: Stacy spares FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-01-20 23:33:29 UTC
From: gill bates <unreal@nowhere.com>
Message-ID: <u4ml71iubb1v9f@corp.supernews.com>
Source record: 38795

"steve green" <greenienet@btinternet.com> wrote in message
news:B870A573.3064%greenienet@btinternet.com...
> If you want a Stacy spare have a look on eBay -
>
>
http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=greenies@
> macunlimited.net&include=0&since=-1&sort=2&rows=25
>
> Regards, Steve.
>

do not talk to this man, he is guilty of the murder of 2 Stacys

449. Re: JPG/EXE

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 00:32:05 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1f6bgna.1pnrxjcpxaud0N%roughley@vanc.igs.net.invalid>
Source record: 38696

Don Wolfe <dwolfe@netcentraltv.com> wrote:

> Thanks for the explaination on the EXE files, like you said they are
> probably self extracting Prg files.....

If they are, change the extenders to ZIP and then have STZip (or whatever you use) have a 'go' with them. You might get lucky and have the file's embedded executable ignored, going directly to the ZIP data. This worked for me on a number of occasions.

<< Neil >>

450. Re: Stacy spares FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 01:00:58 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <jLJ28.61116$WQ1.9399083@news6-win.server.ntlworld.com>
Source record: 38697

"gill bates" <unreal@nowhere.com> wrote in message
news:u4ml71iubb1v9f@corp.supernews.com...
>
> "steve green" <greenienet@btinternet.com> wrote in message
> news:B870A573.3064%greenienet@btinternet.com...
> > If you want a Stacy spare have a look on eBay -
> >
> >
>
http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=greenies@
> > macunlimited.net&include=0&since=-1&sort=2&rows=25
> >
> > Regards, Steve.
> >
>
> do not talk to this man, he is guilty of the murder of 2 Stacys

We can fix it, we can fix it

Si

451. Re: Stacy spares FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 06:04:14 UTC
From: steve green <greenienet@btinternet.com>
Message-ID: <B8715F8E.3107%greenienet@btinternet.com>
Source record: 38700

Look matey, I was the one left bleeding after splitting the case!
Regards, Steve (scarhands) Green.

> From: "gill bates" <unreal@nowhere.com>
> Organization: Posted via Supernews, http://www.supernews.com
> Newsgroups: comp.sys.atari.st
> Date: Sun, 20 Jan 2002 23:33:29 -0000
> Subject: Re: Stacy spares FS (UK only)
>
>
> "steve green" <greenienet@btinternet.com> wrote in message
> news:B870A573.3064%greenienet@btinternet.com...
>> If you want a Stacy spare have a look on eBay -
>>
>>
> http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=greenies@
>> macunlimited.net&include=0&since=-1&sort=2&rows=25
>>
>> Regards, Steve.
>>
>
> do not talk to this man, he is guilty of the murder of 2 Stacys
>
>

452. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 07:58:56 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201210852240.100-100000@easymint>
Source record: 38701

On Mon, 21 Jan 2002, Hallvard Tangeraas wrote:

>
> >========== --snip-- >
> > Let me try again... referring to ".LZH" files first of all: > >1) I
> > "Install" the program "ZIPJR.TTP" from the TOS 2.06 desktop >("Install
> > application" in the "Options" menu). > >2) In the installation menu I
> > enter the following: > Arguments : *.LZH -e > Document type: LZH
> > --snip--
> >
> > That's strange - I thought ZIPJR only handled ZIP files, not LZH.
>
> Oops! You're right of course.
> I was quoting the settings for LHARC of course as I've been working on
> finding solutions for both ZIP and LZH.
> The above was of course for LHARC, but I believe I've quoted my settings
> for ZIPJR.TTP elsewhere in this thread without having gotten any closer
> to a fully working solution yet.
>

In the installation menu you should select
Arguments: -e
Document type: ZIP
That should work, if I remember, both with zipjr and stzip. Double
clicking on a ZIP file to extract it should be possible. I remember I have
done it in the past, but I'll test it again these days. What you're
looking for shouldn't be a problem.

Martin Tarenskeen

453. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 08:47:18 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201210941080.103-100000@easymint>
Source record: 38702

On Mon, 21 Jan 2002, Martin Tarenskeen wrote:

> On Mon, 21 Jan 2002, Hallvard Tangeraas wrote:
> > for ZIPJR.TTP elsewhere in this thread without having gotten any closer
> > to a fully working solution yet.
> >
>
> In the installation menu you should select
> Arguments: -e
> Document type: ZIP
> That should work, if I remember, both with zipjr and stzip. Double
> clicking on a ZIP file to extract it should be possible. I remember I have
> done it in the past, but I'll test it again these days. What you're
> looking for shouldn't be a problem.

Ignore my previous message. It's not correct. The argument should be -x
for ZIP, and x or e for LZH. But even then it doesn't work on my desktop
either. I can't remember why and how it worked for me in the past. I never
use it that way anymore: It's always a good idea to look into the
contents of an archive before extracting it

Martin Tarenskeen

454. Re: To Earthlink/Stik Users

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 09:37:30 UTC
From: "Derryck Croker"
Message-ID: <1011602688-233570AEicMi@ntlworld.com>
Source record: 38704

Hi James

>>Have you tried STiK with _no_ waitfor/respond sequences, just set it for a

>
>>PPP connection BTW?
>
>I don't think STiK will do PPP, Derryck! Sting or Stik2 will though.... :)

I was basing my answer on the STiK version I have here, whatever it is!

Might be worth John upgrading if applicable.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

455. Falcon Icon Scrambling Problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 10:34:42 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0201210234.2068d7b5@posting.google.com>
Source record: 38707

Anyone know what this is? For as long as I can
remember my Falcon has shown icons 'scrambled',
ie the contents is noise. All other items,
menus, etc show normally and the Falcon works
normally. If I install NVDI the problem
goes away and everything works fine - icons
are shown properly, etc.

This particular Falcon has quite a bit of
modification including a Nemesis accelerator,
and I just wondered if there might be a loose
connection somewhere?

456. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 10:38:09 UTC
From: Mike Kerslake <publish@welshnet.co.uk>
Message-ID: <a2gr2p$10sqcq$1@ID-10749.news.dfncis.de>
Source record: 38708

Derryck Croker wrote:

>I pointed out that I didn't think that Freeserve wouldn't work with an Atari
>in any case. Anyone any feedback on that?

Out of interest I managed to get my Falcon working with a Tiscali
account (10 quid for 100 hours a month) by simply modifying an
existing STIK (old version) script. It took minutes to do and apart
from an occasional failure to initialise I've had no problems.

Best wishes
Mike Kerslake

457. Calling all gurus: Converting Atari/Spectre/Mac database to PC (Excel)?

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 10:45:08 UTC
From: privacy_101@hotmail.com
Message-ID: <cb21d812.0201210245.239cce68@posting.google.com>
Source record: 38709

Hi all,

Short version:
How can I best convert my old (MSworks on spectre)atari database to use on a PC with MS excel?

Long version:
Ive got this database I made years ago. It's on an Atari, running Spectre, running Mac system 6.x(?), running MSworks (the spreadsheet section).
Im trying to get it to end up on my PC in Excel.

On top of the issue of database conversion(ie MSworks->MS Excel), theres the problem of the type of disks the database is on (Atari/Spectre formatted -> PC formatted)

The best plan so far seems to be to get the database onto a Mac first, and then use File Exchange to get it onto a PC.

I used the 'ghost' copier program (Atari, made by some french guy, not the Symantec(sp) version) to simply copy the database from the Atari/Spectre disk to a Mac disk. Trouble is, the Mac disk can only be formatted as a single sided (double density) disk (like the Macplus etc had), and modern macs only read 1.4 mg floppies.

So at this stage I'm looking around for someone who has like an old Macplus that will read single sided disks, and then copy it to a 1.4 mg newer disk that a modern mac (one with File Exchange) will be able to read.

I invite comments and feedback on what i'm doing.
Am I missing a simpler solution?

any response appreciated,

Andy
ps. There's an export button on the 'save as' box(in MSworks), but it doesnt seem to do anything.. so im not even sure that once the database is on a modern mac with file exchange, whether any other prog will be able to read it (Mac, or PC).

458. Re: Falcon Icon Scrambling Problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 11:33:41 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.qindqjsb@localhost>
Source record: 38711

purpleT3K wrote:
>
> Anyone know what this is? For as long as I can
> remember my Falcon has shown icons 'scrambled',
> ie the contents is noise. All other items,
> menus, etc show normally and the Falcon works
> normally. If I install NVDI the problem
> goes away and everything works fine - icons
> are shown properly, etc.

No expert in this area, but it sounds like the system palette might
be wrong for the colour icons you are using. Most conversions of
icons for the Atari these days are adjusting to the NVDI palette
actually. (Same palette is used when you start eg. CAB, IIRC)

Solution could be to save palette file (from CPX I think) when you have
NVDI loaded. I suppose others are around to give a more in depth
explanation of this...

/Joakim

459. John Richardson and Semper

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 12:45:16 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3472_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38710

I am still looking for John Richardson, who modified the "Semper" mailer to make it work over telnet connections. Noone of his email addresses do work, but I found with google he wrote few messages here last yer, even if never specifying his email address.

So please if anybody (ex NeST sysops?) can give me any info, please help me get in contact with him, some of his old addresses where:

j_richardson@tinyworld.co.uk
john@jr-enterprises.co.uk
Illumuninator@aol.com

Just consider he wrote me on 16 Jan 00:
I> So sorry Mike, I've been working the the last weekend. I'm off mon/tues
I> this week I'll definitely send it tomorrow.

And then stop 8^(

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
MIPS - Meaningless Indication of Processor Speed

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

460. Re: Stacy spares FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 13:22:37 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2h4r1$2rv$1@newsreader.mailgate.org>
Source record: 38712

steve green <greenienet@btinternet.com> wrote in message
news:B8715F8E.3107%greenienet@btinternet.com...
> Look matey, I was the one left bleeding after splitting the case!
> Regards, Steve (scarhands) Green.

Was this Stacy actually working before you broke it up?

461. Re: Print-Technik Universal Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 13:25:40 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3C4C16D4.C5F11745@patent.gov.uk>
Source record: 38713

Martin Tarenskeen wrote:
>
> Does anyone know or (even better) have the "Entwicklungs-Utility"
> (Developers Utility) that must exist for the Print-Technik Universal
> Scanner for Atari ST computers? It is mentioned in the appendix of the
> manual for the software that came with my stone old Scanner/Printer. The
> scanner software is from around 1988/1989 and is written by Roger
> Bischoff. Anyone who knows or has the "Developers Utility" or who knows
> Roger Bischof himself ?
>
> --
>
> Martin Tarenskeen
>
> ***
> * YSEDITOR homepage : http://yseditor.atari.org *
> * UNI_MANiacs homepage: http://uniman.atari.org *
> * DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm*
> * INDEX: http://www.home.zonnet.nl/m.tarenskeen/index.html *
> ***
Hi Martin,

If you mean the driver for enabling Calamus 1.09n and MegaPaint Pro 4 to
scan directly from the scanner, then, yes I think I have it. The scanner
heat roll copier may be old, but it's built like a tank and
ultra-reliable and perfect for running off copies of maps to the umpteen
lost drivers who knock on my door. I use a Mac now and so will have to
connect up my Falcon set up to check and send the software to you if I
am correct.
Keep your fingers crossed.
Please reply to:

regal.bob@btopenworld.com

Bob King.

462. [help]Drag and Drop protocol

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 13:34:09 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3C4C18D1.4080706@club-internet.fr>
Source record: 38714
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

Icon Extract version 1.3 advance, and now that the long filenames are managed correctly (thank you Eric) as well as the XPM files, I attack the Drag Drop protocol to Interface or RSM. I have a small problem when I do a call of Drag Drop with the source code in C liveries in the documentation of Magic 6. There is what it happens:

1 - I displace my RSC file by a graf_dragbox () toward an empty window of Interface.
2 - I detect the handle of the window by wind_find () and the ap_id of Interface by wind_get(WF_OWNER...).
3 - I open a Drag protocol Drop by the call ddcreate () and I get the handle of the pipes (example: 6).
4 - I do the call ddrtry() to read the 32 supplementary bits of the pipes.
5 - At this moment, the call must send back me 1 if all passed well either himself 0 in case of mistake. But visibly I have no return! The routine seems blocked at the time of the reading of data. I can displace the mouse, I have clicks to the keyboard when I push over, but no access to windows and to the menu. In short it seems well being a crash.

What I would wish, it's a skeleton of a program or examples using the source code of Magic. Thank you by advance of your help.

F.LAFABRIE

463. Re: Calling all gurus: Converting Atari/Spectre/Mac database to PC (Excel)?

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 14:55:10 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C4C2BCE.713B9751@greeleynet.com>
Source record: 38715

Andybaby wrote:
>
> Hi all,
>
> Short version:
> How can I best convert my old (MSworks on spectre)atari database to
> use on a PC with MS excel?
>
> Long version:
> Ive got this database I made years ago. It's on an Atari, running
> Spectre, running Mac system 6.x(?), running MSworks (the spreadsheet
> section).

I take it this is the original Spectre program, not Spectre GCR?

> On top of the issue of database conversion(ie MSworks->MS Excel),
> theres the problem of the type of disks the database is on
> (Atari/Spectre formatted -> PC formatted)

Excel usually reads a Works file. The question is, will today's Excel versions read a Works file that old?

> The best plan so far seems to be to get the database onto a Mac first,
> and then use File Exchange to get it onto a PC.

Modern Macs do not use File Exchange. The ability to read PC floppies is built into the operating system. My mother's old Power Mac 6400 will read PC floppies I know for a fact.

If you can get the file onto a Mac formatted disk the real Mac can read, all you will have to do is copy the file from the Mac floppy to the Mac hard drive, remove the Mac floppy and insert a PC floppy, and then copy the file to the PC floppy.

> I used the 'ghost' copier program (Atari, made by some french guy, not
> the Symantec(sp) version) to simply copy the database from the
> Atari/Spectre disk to a Mac disk. Trouble is, the Mac disk can only be
> formatted as a single sided (double density) disk (like the Macplus
> etc had), and modern macs only read 1.4 mg floppies.
>
> So at this stage I'm looking around for someone who has like an old
> Macplus that will read single sided disks, and then copy it to a 1.4
> mg newer disk that a modern mac (one with File Exchange) will be able
> to read.

I don't have a Mac, but I do have Spectre GCR running and dBase Mac installed there.

>
> I invite comments and feedback on what i'm doing.
> Am I missing a simpler solution?

> ps. There's an export button on the 'save as' box(in MSworks), but it
> doesnt seem to do anything.. so im not even sure that once the
> database is on a modern mac with file exchange, whether any other prog
> will be able to read it (Mac, or PC).

I gather you don't have the MS Works manuals?

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

464. Re: Falcon Icon Scrambling Problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 16:21:11 UTC
From: J�r�me Ginestet <jerome.ginestet@freesbee>
Message-ID: <3c4c3d77$0$3182$626a54ce@news.free.fr>
Source record: 38716

"purpleT3K" <purpletwilight3000@yahoo.co.uk> a �crit dans le message news:
2bfabd3.0201210234.2068d7b5@posting.google.com...
> Anyone know what this is? For as long as I can
> remember my Falcon has shown icons 'scrambled',
> ie the contents is noise. All other items,
> menus, etc show normally and the Falcon works
> normally. If I install NVDI the problem
> goes away and everything works fine - icons
> are shown properly, etc.
>
> This particular Falcon has quite a bit of
> modification including a Nemesis accelerator,
> and I just wondered if there might be a loose
> connection somewhere?

```
It seems the Blitter is not functionning properly.
Does it work correctly at normal speed ?
```

--

J�r�me

465. chat

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 16:32:38 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <7mX28.877$uF2.654690353@news.inreach.com>
Source record: 38717

I had the atari chat address but it was lost in a crash, is it still going
on tuesday nights?

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

www.starlords.org

466. Re: Stacy spares FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 17:59:00 UTC
From: steve green <greenienet@btinternet.com>
Message-ID: <B8720715.313E%greenienet@btinternet.com>
Source record: 38718

Yes, but like a fool I thought I'd just open it up and replace the grinding
hard drive.
Regards, Steve

> From: "JT" <smeg_007@nospam.hotmail.com>
> Organization: Mailgate.ORG Server - http://www.Mailgate.ORG
> Newsgroups: comp.sys.atari.st
> Date: Mon, 21 Jan 2002 13:22:37 -0000
> Subject: Re: Stacy spares FS (UK only)
>
>
> steve green <greenienet@btinternet.com> wrote in message
> news:B8715F8E.3107%greenienet@btinternet.com...
>> Look matey, I was the one left bleeding after splitting the case!
>> Regards, Steve (scarhands) Green.
>
> Was this Stacy actually working before you broke it up?
>
>

467. Re: Stacy spares FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 18:01:05 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2hl5l$c7f$1@newsreader.mailgate.org>
Source record: 38719

steve green <greenienet@btinternet.com> wrote in message
news:B8720715.313E%greenienet@btinternet.com...
> Yes, but like a fool I thought I'd just open it up and replace the
grinding
> hard drive.
> Regards, Steven>

If you go into hospital I hope for your sakes that a doctor opens you up who actually went to medical school and didnt just see if he could "quickly remove that non functioning kidney...."

468. Re: Falcon Icon Scrambling Problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 18:40:14 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a2hnaeefh2@snipp.uninett.no>
Source record: 38720

"Jï¿½rï¿½me Ginestet" <jerome.ginestet@freesbee> wrote:

>> This particular Falcon has quite a bit of
>> modification including a Nemesis accelerator,
>> and I just wondered if there might be a loose
>> connection somewhere?

> It seems the Blitter is not functionning properly.
> Does it work correctly at normal speed ?

I think you're right. The blitter didn't work at 24MHz on my Falcon
either, with the same results as described above. It should work at 16 and
possibly 20MHz though.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

469. Re: Stacy spares FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 18:49:33 UTC
From: gill bates <unreal@nowhere.com>
Message-ID: <u4ooumqfs2mm06@corp.supernews.com>
Source record: 38721

I've opened mine a few times and they are very hard work, statistics show
that 3 out 10 of these rare units are killed by ham fisted amature medics.
To kill one is bad but to go on and do another is unforgivable

470. Re: Stacy spares FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 19:08:29 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <DGZ28.68$QV6.14723@newsfeed.slurp.net>
Source record: 38722

I hear ya... I've killed 2 out of 3 Falcons...

Joshua.

"gill bates" <unreal@nowhere.com> wrote in message
news:u4ooumqfs2mm06@corp.supernews.com...
> I've opened mine a few times and they are very hard work, statistics show
> that 3 out 10 of these rare units are killed by ham fisted amature medics.
> To kill one is bad but to go on and do another is unforgivable
>
>

471. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 19:56:23 UTC
From: tos4ever@pandora.be
Message-ID: <1f6dohu.56fomw19ryifoN%tos4ever@pandora.be>
Source record: 38723

Peter Schneider <Peter_Schneider@su2.maus.de> wrote:

> Hi Martin,
>
> MB>If you want a reliable archive use LZH.

> right, so do I. But what to do if you encounter a ZIP file coming from
> a different platform, e.g. UNIX?

Being a dedicated Mint user this is for me not a problem ofcourse.
MagiC- and plain TOS users can make use of the latest ZIP tools. Nothing
holds then to use these tools in conjunction with for example Two-in-One
or with Arcview.

cu,
Martin

472. For Sale ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 20:02:56 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <GqB112.9C1@freenet.buffalo.edu>
Source record: 38724

For sale many Atari ST items from computer's to software. Email me for a complete listing. Thanks!

Dane Stegman
dane@buffnet.net

473. Re: BNet

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 20:35:31 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3C4C7AA7.5D779198@village.uunet.be>
Source record: 38725

Howdy,

Mark Duckworth wrote:
>
> How long can the MIDI cables effectively extend for a bnet setup, and can

I thaught MIDI cables could max be 7 m. Can't confirm this, but that's what
i've heard from the store who sells them...

> you network a MiNTnet side to a STiNG side on the other?

Yup, that's possible. Just run on MiNTNet the BNET-server (MagicNet) and the
client on your STiNG side. This should work. If you run single TOS on the
STiNG computer, be sure to read the docs... thaught you had to run is as an
acc, if i'm right.

http://gallery.uunet.be/saka/atari/index.htm

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

474. Re: how much I should pay for a 1024st and

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 22:45:05 UTC
From: ebaiz@skyenet.net
Message-ID: <RR038.125$ig7.3219@newsfeed.slurp.net>
Source record: 38726

On 20 Jan 2002 12:16:15 , sce wrote:
>Hi,
>
>I want to purchase an Atari 1024ST and a 1024FM (one or both) but I
>don't know what is the value of these models

It all depends where you look. I have seen places that sell brand new
1040ST's for at least $200, but I picked one up for around $75.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

475. Re: Migraph Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 22:50:59 UTC
From: jdplace@prodigy.net
Message-ID: <nX038.22412$3x7.2159660245@newssvr15.news.prodigy.com>
Source record: 38727

Thanks, but someone already found it for me.

On 18 Jan 2002 22:30:19 , Col Bernau wrote:
>"Joseph D. Place" wrote:
>>
>> I need ST software for a migraph hand scanner. Does anyone have this
>> available, or know where I can find it?
>>
>> Thanks!
>>
>> Joseph D. Place
>> jdplace@prodigy.net
>> /|\ Powered by 16 Mhz, Atari 1040STe /|\
>> 2.0 GB HD, CD-RW
>> Geneva, NeoDesk, Extendos Gold
>
>I have it - I'll have to dig it up for you.....
>--
> __ __ __ ___ ___ ___ _ _ __ _ _
> / _) / \ ( ) (,) (_) (,) (\( ) ( ) ( )( )
>((_ (()))(__) ,\ )_)) \ ) \(/__\ )()(
> __) __/ (____) (___/ (___) (_)_)(_)_)(_)(_) __/
>G U I T A R I S T colbee@dingoblue.net.au
>.

476. TT and VGA Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 23:17:52 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0201211517.1537f1dd@posting.google.com>
Source record: 38728

Hi All

This has probably been asked before:

I am using a VGA monitor with my TT. However, I have borders on each side. No amount of fooling around with the monitor controls can make it go so I am using the full extent of the territory the monitor can provide.

Is there a solution?

My Falcon works Fine on it, but with the TT, I have these borders to deal with.

any suggestions?

Tim Conrardy
http://tamw.atari-users.net

477. Re: To Earthlink/Stik Users

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 23:23:29 UTC
From: swampfax@atlantic.net
Message-ID: <Rp138.42$lK2.22671@news1.atlantic.net>
Source record: 38730

On 21 Jan 2002 09:37:30 , Derryck Croker wrote:
>Hi James

snip

>Might be worth John upgrading if applicable.
>

Hi Derryck and James,
Thanks for the feedback. The problem was a space in the new prompt.
All is ok!
John G.

478. [hipJoe] A.A.vs.N.A.

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 23:33:35 UTC
From: "Y. Hilbert" <cumsy@lyrvijo.to>
Message-ID: <29MgLblhoqapp.4482534720$NVG1YLYdG5p61.7467721322@lyrvijo.to>
Source record: 38734
Cross-posted to: comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

HipCrime offers a new service: Custom massive spamming, FREE.

Just post a URL to Free.HipCrime, and a "joe job" spam will be
conducted via both Usenet and Email. Your article will appear
in _every_ newsgroup (even moderated ones), and it is protected
from the filters and cancelbots by the latest in hash busting &
cancel preempting technology. Plus, your message will be sent
to many millions of emails (direct from closed, non-blacklisted
mail servers).

This will give you the best of both worlds: gigantic growth
in your site's traffic, combined with "plausible deniability"
with regards to any complaints.

Your site will become "internet famous" overnight, and a critical
mass of visitors will make it a "net hot spot" for years to come.

Got doubts? Just check with some of our happy customers, whose
traffic rates have recently shot through the roof, for example:

http://www.osearth.com
http://www.careermd.com
http://www.dolphinwave.org
http://www.spamhunter.co.uk
http://howardk.moonfall.com/
http://www.trance-formation.com
http://www.trance-formation.org
http://hometown.aol.com/frederi108
http://www.optional-identity.org.uk/
http://www.coollist.com/group.cgi?l=nntplist
http://www.hotboards.com/plus/plus.mirage?who=zodiac_16

HipCrime's ActiveAgent harvests email addresses by crawling the
World Wide Web (HTTP), scanning Usenet Newsgroups (NNTP), or by
loading compressed mega mailing lists (ZIP) like these:

http://64.227.13.120/here.zip
http://cyberspacereality.net/flamers/masterantis.zip
http://cyberspacereality.net/flamers/masterantis2.zip

HipCrime's ActiveAgent, the interNet's premier Publicity Engine,
is the integrated multi-protocol spamming solution, guaranteeing
anonymized saturation of both Usenet News (NNTP) and Email (SMTP).

Get your copy today, or get HipJoe'd ... it pays!

--
Y. Hilbert
Will you talk in front of the cellar, if Gul rigidly shouts the ointment?

479. Question regarding NVDI 5 and Epson 740

Newsgroup: comp.sys.atari.st
Date: 2002-01-21 23:37:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201211537.195ec3b2@posting.google.com>
Source record: 38729

Hello everyone,

After attempting to connect a new 1.28GB harddrive to my Falcon (did I get a bad one, or do the Quantum Fireball units all sound like a jet taking off? -- very loud!), I had a bit of trouble with NVDI 4, so I installed NVDI 5 on the new harddrive.

My HP 610CL printed fine, but my Epson 740 printed nothing but gibberish. I've now switched back to my nice quiet older harddrive with a nicely working NVDI 4, but I'm wondering if anyone uses NVDI 5 with the Epson 740 printer. If so, how?

Galen

480. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 00:22:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2ibbe$48s$1@thorium.cix.co.uk>
Source record: 38731

In message <1f6bosh.1uo8a2ybwy1htN%northstar2010@yahoo.no>, northstar2010@yahoo.no said:
>==========

>I'm missing the following feature from "ZIPJR.TTP" (or ZIP.TTP") from
>the STzip 2.6 package which goes something like "unzip XXX.zip into
>folder XXX" (which essentially creates a new folder with the same name
>as the zip file which is great in case the file doesn't contain a
>folder!).

Isn't that what the 'g' switch does?
The 2-in-1 setup (Options ZIP) says: 'g Extract archive X to folder X'
while ZIPJR itself says:
'-g extract files of FFF.ZIP in subdirectory FFF'

I guess '...to subdirectory FFF' would be clearer there :-)

You can get a list of all the switches if you type 'h' or '-h' in
ZIP's command line.

HTH

Regards, /Peter/

481. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 00:22:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2ibbe$48t$1@thorium.cix.co.uk>
Source record: 38732

In message <1f6cfal.1g8dqhepey8e9N%northstar2010@yahoo.no>, northstar2010@yahoo.no said:

>> >So to summarize, the frequencies which a monitor needs to be capable of
>> >is as follows:
> [.........]
>> More exactly the quoted 15 kHz should be
>> 15.625 kHz for 50 Hz and
>> 15.75 kHz for 60 Hz
> [.....]
>
>OK, so the following explanation (handy for my Notator FAQ, available at
>the Notator website -see my signature below) would be correct?:
>
>For a PC monitor to be suitable for use with the Atari ST you need a
>suitable cable (or adapter connector) and the monitor has to handle the
>following specifications which the Atari ST outputs:
>
>"Low" (colour): 50Hz vertical, 15.625KHz horizontal (European STs) 60Hz
>vertical, 15.75KHz (USA/Canada/Japan STs) "Medium" (colour): same as
>above "High" (black/white): 72Hz vertical, 35.7KHz horizontal

Near enough, though as I said most monitors are usually specified
only by the 'product' (lines x fields) frequency - most modern ones
work from 30kHz upwards. The vertical rate is not normally a problem.

>The 50 and 60Hz rates for the colour modes, are they determined by the
>frequency of the AC voltage frequency used for that country? Naturally
>there are more countries than the above where people have STs.

They were originally, in the mid to late 1930s when 'high
definition' (as it then was!) TV systems were specified. In those
days the EHT for the tube was derived by a transformer from the
mains, and as large high voltage capacitors were rather expensive,
they tended to use too low a value to provide good smoothing. The
result was a moving 'hum bar' which was far more annoying than a
stationary one. Therefore the vertical scan rate was locked to the
power grid frequency, and though the hum bar was still there, it
was not readily apparent.
For many years now EHT has been derived from the line flyback
(much cheaper and safer) so that reason no longer holds, but they
obviously didn't want to change the standards more than necessary.

In fact, NTSC now has 59.93..Hz vertical scan, to make it an
integral submultiple of the colour subcarrier - again to prevent
visual interference. Or to use the official lingo: 'The colour
subcarrier frequency is 3.579545MHz, which is an odd multiple of

the line frequency in order to cause the minimum interference to
the picture when the signal is displayed by a black and white
receiver.' And of course the frame frequency is 2/525 of the line
frequency. So the product is nearer to 15.73kHz rather than the
15.75 I quoted earlier.

>My next
>guess would be PAL or NTSC differences, but of course this has nothing
>to do with the *video* output, but the RF output from those machines
>with an RF modulator, or am I completely at loss here?

Strictly speaking you are right, but the common practice is to
call 625/50 PAL, and 525/60 NTSC, though as you say these *really*
refer to the modulated signal for RF output. In fact at least one
country in S.America (?Brazil?) uses 625/60 PAL and there are some
that use 625/50 with NTSC coding! On top of this there is SECAM,
now confined to France and French territories and some parts of
the Middle East, but used to be used in Russia and many Eastern
Block countries. From the pure video point of view this is 625/50
like PAL, but coded differently for composite video. Nasty system
- can't be mixed as video! (Doesn't matter now that component video,
analog or digital, is used in TV stations, but used to be a major
headache.)

But the best results will always be obtained with *uncoded* video,
such as RGB, which the Ataris offer. Composite video is a second
best, and is TV-system-specific.

>> The High rez. is actually 500*71.4 = 35.7 kHz, which is why it can
>> be shown on VGA monitors. Monitors are usually specified only with
>> the product frequency.
>
>What's the number 71.4 for? Comparing with the same equation for colour
>modes it seems that the vertical rate is 71.4KHz and not 72KHz as I
>assumed?

71.4 Hz *not KHz*!!! But yes, that is the accurate value on
European Ataris at least. Not sure about US ones, but probably the
same. In any case monitors should tolerate slight differences -
it's only when you try to film or video off-screen that 'shutter-bar'
effects appear!

<pedantic mode>
BTW, note that the correct 'kilo' abbreviation is a lower case 'k'
and not 'K', which stands for Kelvin - the absolute temperature
scale. So it's xxxkHz, not xxxKHz. I know it's inconsistent with
'M' for mega, but then 'm' is already in use for milli (1/1000).
The logical thing would be for multipliers larger than 1 to be i
upper case and those smaller than one in lower case, but nobody's
perfect - not even the internationally recognized abbreviations
:-)
<pedantic mode/>

>> Note that in both cass not all lines are visible - some are needed
>> for overscan and flyback. Thus the SM124 can display 400 lines
>> normally or 480 lines with overscan modification from the 500.
>
>Unfortunately not with an STe as I have.

I *think* that there was an overscan mod available for the STE,
but have no experience of this.

>The limitations above are for the two colour modes then?

If you are being exact, then no - it's the two TV systems' scan
frequencies :-)

>Good quality in other words? No special design like I was wondering
>about?

That's about it.

>So there are actually non-Atari monitors out there which can fully
>replace the original SM-1xx monitors?

They can on the Falcon, but I see no reason why they shouldn't
work on an ST/STE as well. If you can still find an old VGA mono
monitor, you should get it for peanuts (mine was thrown out with
an old PS/2 IBM system).

>I've never tried connecting a standard VGA monitor to my STe or Mega
>STe, so what kind of output would one expect from that?

Not as good as a mono monitor - see below.

>Are you saying that a colour monitor just can't give the same sharpness
>as a dedicated mono monitor (such as the Atari SM-1xx) can?

Yes, exactly that. A mono monitor uses a continuous phosphor
coating. A colour one uses dots or lines of phosphors in 3
colours, plus a shadow mask to ensure that each beam only lands on
the correct phosphor. This breaks up the image, as you can see
clearly if you look at the screen with a magnifier. The result is
that the edges of letters, as well as other objects, are not as
smooth.

>Hmmm... this is worth noting as I'm looking into several video ouput
>solutions for my rack mounted STe. I was also thinking about adding
>potmeters for the 3 colours, assuming that this would effect the colour
>balance in high mode, so I could get an old fashioned orange or green
>display (remember them?).

Yep! The orange ones were normally long-persistence phosphors so
that they wouldn't flicker. Not very nice with moving objects!
But it should be easy enough to bias off the blue and red guns to
get just green - just switch a high enough negative voltage to the
control grids until the respective beams are cut off; no idea of
value, and note that the grid may be at a high (negative)

potential to earth in some cases - namely those where the screen
is earthed and the cathode is at negative EHT potential so that
less dust is attracted to the screen.

>But that's the mono VGA monitor you mentioned above, right?

Yep.

>I'm guessing that a standard, modern VGA colour monitor won't give as
>good a picture as that (hoping that I'm wrong of course)?

It's not likely to, though if it has a much larger screen you may
not notice it too much - depending on the screen resolution you are
running, of course. Not that you have much choice on an STE unless
you run MagiC (not sure even in that case).

>How good a display will one get with an appropriately made cable or
>adapter in "high" mode compared to an Atari SM-1xx?

Reasonable, but on a colour monitor not as good as on a mono one,
as I said.

>(One of those flat screen LCD monitors would be great!).

Yes, my son has just got a 15 inch one (picture size equal to a
17" tube) with his PC. This was a special offer from PC World with
a 1.9GHz Pentium 4, CD/DVD drive, CD Rewriter and floppy drives,
3 USBs and various other ports (inc parallel and 2 serial), all
for a penny under 1000 pounds. Seems quite a bargain. Haven't
tried the screen with the Falcon yet :-)

Regards, /Peter/

482. STuff for sale: Toronto

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 00:30:33 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <Jq238.2904$JM6.1113305@news20.bellglobal.com>
Source record: 38733

```
Toronto pickup only
email res at sympatico dot ca

Cool Software:
DynaCadd incl key
Lattice C 5.5 + 5.6 + manuals

Music Software:
ECS Keyboard Kapers
ECS Keyboard Fingerings

Magazines:
Current Notes
ST Applications

Hardware:
Golden Image Hand Scanner (no power adapter)
Microdeal Stereo Replay sound cartridge

Manuals (no software):
Extendos
Home Accountant
NeoDesk4 manual

Books:
GST ASM Macro Assembler
Learning C Programming Graphics on the Amiga and ST (pcopy)
STOS The Game Creator User Guide
STOS The Game Maker's Manual

Software:
Abacus PC Board Designer
Diamond Back 3 (Disk only)
NeoDesk CLI
PC Ditto
Sara
Sara V2
STraight Fax 2.0 + 2.1
TimeWorks Publisher
Zoomracks
```

483. Re: JPG/EXE

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 01:58:04 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2igva$728$1@thorium.cix.co.uk>
Source record: 38737

On 20 Jan 2002 03:57:12 , Don Wolfe wrote:
> Ken
>> Don Wolfe wrote:
>>> I notice more & more picture files using .EXE instead of the .JPG
>>> format.. Can these EXE formats be read with a Atari ??
>>>
>>> Donner.....
>>
>> NO, the EXE file extensions means it (usually) it's a program file.
>> If it's supposed to be a graphic, my best guess is it is a self
>> extracting file of some type. But it could also be a program file
>> such as a PRG, TTP, or TOS is a program file on the Atari.
> Thanks for the explanation on the EXE files, like you said they are
> probably self extracting Prg files...

I agree with that.
Note, though, that it may be possible to load the EXE into STZIP to
extract it, in much the same way that you can load a self-extracting
TOS file into it. Give it a try.

>> I can't think of a logical reason to do that with a JPG since the
>> resulting file would be larger than the original JPG.

This is true, but there may be a good reason for this. For example, a
JPG would normally load directly into a browser window, but because it
has to extract itself it's possible for it to execute a virus.
Renaming the file to EXE would give the user the option of saving it
out and either testing it first or executing it under more controlled
conditions...

rgds
H

484. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 01:58:07 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2igvc$728$2@thorium.cix.co.uk>
Source record: 38738

```
On 19 Jan 2002 06:02:38 , Hallvard Tangeraas wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>>>> Argument : *.LZH -e
>>>> Argument : -xr *.ZIP
>>> What happens is if there are several files of the same type (i.e.
>>> several ZIP or LZH files) they *all* decompress. I didn't think of
>>> that. How can I define a file without referring to its name?
>> What do you mean, Hallvard? If you've installed the application so
>> that ZIPJR.TTP is called when you double-click on the archive, then
>> the file name is passed as the parameter. You don't call ZIPJR.
>>
>> Have I understood you correctly?
>
> Eh, now I'm the one who doesn't quite understand what you're asking
> me about. This is getting pretty confusing.
> Let me try again... referring to ".LZH" files first of all:
>
> 1) I "Install" the program "ZIPJR.TTP" from the TOS 2.06 desktop
> ("Install application" in the "Options" menu).
>
> 2) In the installation menu I enter the following:
> Arguments : *.LZH -e
> Document type: LZH
>
> I leave the rest alone (they're the default settings by TOS 2.06 and
> haven't been changed in "Desktop configuration" which is also found
> in the "Options" menu).
>
> 3) I press the "Install" button to complete the installation.
>
> From now on I can double-click any file with the extension ".LZH"
> which will automatically decompress it.
> So far so good...
>
> The problem is that if I have *several* .LZH files in the same
> folder as the one I'm double-clicking, they *all* decompress.
> This is understandable as I used the wildcard character "*" in the
> "arguments", but this is the best I could come up with to make it
> work at all.
> What I'm looking for is some sort of argument which will work in the
> way that only the .LZH file which is double-clicked is decompressed.
> Any suggestions?

Yes, clear now. The answer is simple.
```

When you double-click on an archive which is installed to call STZIPJR
or LHARCENG, the filename of the archive is passed as the parameter.
This is what will make it the only file that gets extracted.

The manner in which ZIPJR acts on the file is defined by the switches
you set when calling ZIPJR.

So, if you install ZIPJR only with the switches -xrg you will get only
the file you double-click extracted into a folder.

Just remove *.ZIP from the argument when you install the application
and all should be well. There's no need to specify *.ZIP in the
argunment because it's only when you double click a ZIP that ZIPJR
will be called anyway IYSWIM.

rgds
H

>>> I also noticed that while .LZH files always have a folder made, this
>>> isn't so with .ZIP files.
>>> It's very frustrating if someone has made a ZIP file without any
>>> folder, so when you decompress it, the files and sub-folders are
>>> scattered all over the place!
>>> Any solution to the above?
>>
>> Add the -g switch. That is:
>>
>> -xrg *.ZIP
>
> Thanks. I'll give it a go.
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

485. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 01:58:10 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2igvg$728$3@thorium.cix.co.uk>
Source record: 38739

On 19 Jan 2002 06:02:43 , Hallvard Tangeraas wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>>> Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>>> I also noticed that while .LZH files always have a folder made,
>>> this isn't so with .ZIP files.
>>> Any solution to the above?
>> Add the -g switch. That is:
>>
>> -xrg *.ZIP
> Yes!!! It worked!
> Thanks.

Great.

> The only problem left is that I can't find a way of decompressing
> just the file I'm double-clicking (if there are several .zip files
> in the folder.

See previous message.

> So I tried another unzipper called "UNZIP540.TTP".
> This worked perfectly without the need of any parameters, but...
> (there's always a BUT!) I can't find any option similar to "-g" as
> with ZIPJR.TTP.
> ...
> Anything else I can try?

I don't mean to be rude, but have you actually tried reading Vincent Pomey's STZIP manual? All the options are very clearly explained and you'll discover many tweaks you may like to use. The same applies to the LZHSHELL manual. All options apply equally to the TTp versions of the programs.

For example, the arguments I use for each program when I was on NeST were optimised for speed:

ZIParchive I:\POINT\ZIP.TTP -x -a -edfm
LZHarchive I:\POINT\LHARC.TTP x a /ackmL2wL:\

See what I mean... B^)

rgds
H

486. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 01:58:11 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2igvi$728$4@thorium.cix.co.uk>
Source record: 38740

```
On 19 Jan 2002 19:20:44, Martin Byttebier wrote:
> If you want a reliable archive use LZH. The only drawback of LZH is
> that many pc-users can't handle LZH.

And why is this a disadvantage, Martin?

B^)

rgds
H
```

487. Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 04:10:17 UTC
From: planetdust@yahoo.com
Message-ID: <e20a265d.0201212010.ee684ed@posting.google.com>
Source record: 38741

Hi all,

For at least a couple years now, I've had an ATARI 520ST computer sitting around with no power supply or any cables whatsoever. I thought the built-in MIDI ports were very cool, and I've always wanted to get it up and running to use as a sequencer (via Cubase). I've never actually used an ST, so maybe I'll end up selling it instead, but I *really* want to get it working so I can judge for myself.

The components I have right now are the 520ST itself, a 3 1/2" floppy drive (I forget the model number), and an SC1224 Color Monitor. None of these items have power supplies or any other cables, so I don't even know if they work at all. The exception is the SC1224 monitor, as the video cable is built-in, and the power cable is either built-in or a standard type. It powers up and I can connect it to the computer, but since I can't power the computer there's no way to know if it really works. Also, I just got an SC1224 version 2, and it does not have a built-in video cable, so I will need one of those. The power cable on the SC1224 v2 is just a standard IEEE power cable, and I have plenty of those around. The original SC1224 matches the 520ST a lot better, but I'm partial to the look of the second version, so I may use that one instead.

Speaking of the SC1224 v2, does anyone know why this monitor was even made and why it looks so different? Is it supposed to match the Falcon? If the Falcon also has built-in MIDI ports, I may decide to use one of those instead if I can find one cheap. Also, wasn't there a *real* "music computer" made by YAMAHA or somebody at around the same time as the ST? That would be ideal, as it really will be a dedicated system. Of course unless someone has an original copy of Cubase (dongle included) for sale at a reasonable price, I may have to use a "warez" version. Anyone who isn't warez-phobic please point me in the right direction.

I also have no manuals at all for this machine, and although I'm sure they won't be absolutely necessary, I'd like to have them. I guess I'll need TOS as well, and I'd really prefer a hard drive instead of having to boot from a floppy all the time, so if anyone has either, let me know. Also, it's starting to seem like there's a lot I'm gonna need to get this up and running, so if anyone's had a lot of experience with Cubase and knows I'd be better off using another platform (Mac or PC), that advice would save me some time and money. I guess I've just heard one too many late-'80s Tangerine Dream albums so now I think I need Cubase on an Atari ST to make good music. ;)

Thanks in advance for any help anyone can provide.

488. highWire version 0.02 Released!

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 04:41:40 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <u4prhdbbdptd40@corp.supernews.com>
Source record: 38742

Version 0.02 of the html Rendering Engine HighWire is now available for download.

There have been great improvements in both speed and stability recently. Several little annoying GEM interface problems have been eliminated. Table support has been expanded, however it is not yet finished. We also have a French version of the documentation available with the help of ProToS from the Arcadia Crew. Hopefully this release will silence some of the detractors who have been saying our task is impossible. Our goal is achievable, it will just take time and your support. We can always use more programmers and support on the documentation side of the project always is a critical need. Translation support for more languages would be a great addition to the project as well.

HighWire Developers Group

http://highwire.atari-users.net

489. Re: chat

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 04:44:35 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <u4prhe2peihu42@corp.supernews.com>
Source record: 38743

Do you mean the A-ONE chat on Atarinews.org? Yes.. tuesday nights at 9Pm
Eastern (-5 GMT)

Telnet to www.atarinews.org

Logon and pass "bbs" then create a bbs account if you don't have one.

Rob
rob@atarinews.org

A-ONE Magazine
http://www.atarinews.org

"Starlord" <starlord@inreach.com> wrote in message
news:7mX28.877$uF2.654690353@news.inreach.com...
> I had the atari chat address but it was lost in a crash, is it still going
> on tuesday nights?
>
>
> --
> 2,500,000 tons of steel, spining all alone
> in the Dark ... The Place is Babylon 5
>
> www.starlords.org
>
>
>

490. Re: Question regarding NVDI 5 and Epson 740

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 07:31:47 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u4q5aghbc18j8e@corp.supernews.com>
Source record: 38744

Galen wrote:

> Hello everyone,
>
> After attempting to connect a new 1.28GB harddrive to my Falcon (did I
> get a bad one, or do the Quantum Fireball units all sound like a jet
> taking off? -- very loud!), I had a bit of trouble with NVDI 4, so I
> installed NVDI 5 on the new harddrive.
>
> My HP 610CL printed fine, but my Epson 740 printed nothing but
> gibberish. I've now switched back to my nice quiet older harddrive
> with a nicely working NVDI 4, but I'm wondering if anyone uses NVDI 5
> with the Epson 740 printer. If so, how?
>
> Galen
>

Galen,

quantum fireballs should be quiet, but they are all cheap pieces of trash ;) You should look for a different brand.... Of course I am using a quantum something in my falcon right now. Point is, I've had several of them fail and I keep them well backed up.

Mark
http://atari-source.com

491. Re: TT and VGA Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 07:33:06 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u4q5cun6cp2pc0@corp.supernews.com>
Source record: 38745

Tim Conrardy wrote:

> Hi All
>
> This has probably been asked before:
>
> I am using a VGA monitor with my TT. However, I have borders on each
> side. No amount of fooling around with the monitor controls can make
> it go so I am using the full extent of the territory the monitor can
> provide.
>
> Is there a solution?
>
> My Falcon works Fine on it, but with the TT, I have these borders to
> deal with.
>
> any suggestions?
>
> Tim Conrardy
> http://tamw.atari-users.net
>

Tim,

My roomate's TT does that on an old monitor that used to do it. He has since replaced it with a newer Digiview 17" monitor and sure enough it still did it. I think he went nuts eventually and bought a Nova Mach 64 video card... That seems to have fixed the problem ;)

Mark
http://atari-source.com

492. Re: Question regarding NVDI 5 and Epson 740

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 09:13:20 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C4D2D30.B2E0B560@siemens.at>
Source record: 38646

Galen wrote:

> After attempting to connect a new 1.28GB harddrive to my Falcon (did I
> get a bad one, or do the Quantum Fireball units all sound like a jet
> taking off? -- very loud!), I had a bit of trouble with NVDI 4, so I
> installed NVDI 5 on the new harddrive.
>
> My HP 610CL printed fine, but my Epson 740 printed nothing but
> gibberish. I've now switched back to my nice quiet older harddrive
> with a nicely working NVDI 4, but I'm wondering if anyone uses NVDI 5
> with the Epson 740 printer. If so, how?

Hi Galen,

Don't know about the 740, but my 760 works fine with NVDI 5.02 and with
5.03 too (although a bit slower for big pictures). And I don't think
there was anything special to do when I upgraded from NVDI 4.

Sorry I can't be of more help
Gerhard

493. Re: Falcon Icon Scrambling Problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 09:20:36 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0201220120.5e518d6b@posting.google.com>
Source record: 38647

> It seems the Blitter is not functionning properly.
> Does it work correctly at normal speed ?

I hadnt thought of that. Even if I turn the Nemesis off,
I get the same problem. However the Nemesis doesnt seem
to be fully fitted, there are some loose wires and
unfortunately I dont have a manual. It sounds like it
may have been bodged at some point. Is the blitter
something I can replace, or is it soldered to the board?

Ian.

494. FS Expose - Falcon Video Digitiser

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 09:38:50 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0201220138.34025405@posting.google.com>
Source record: 38648

For Sale

The excellent Expose Falcon video digitiser. Complete
unit with RGB splitter pod, board that fits onto
the Falcon bus, driver software, manual and a copy of Apex
the powerful image/animation package. Probably the
best video digitiser made for the Falcon.

Features include

*Real time video capture in 2, 4, 16, 256 or True Colour (16 bit)

* Capture speed for standard Falcon
128x80 25fps, 256x160 17fps,
512x256 6fps, 512x320 Stop Frame Animation

* Fits inside standard Falcon case with remote RGB splitter

* S-Video input socket + luna & chroma phonos for Camcorder input

* Composite video in (phono) for VCR, etc input

* Direct RGB input can be used

* Colour, contrast and brightness controls on RGB splitter

* Software includes Videobox (images displayed on a cube)

* Falcam accessory, see digitised video in realtime in
a Gem window using the accessory. Plug a TV composite
output into Expose and watch TV on your Falcon!

* Apex - powerful software for image manipulation, animation
etc - compatible with Expose. Disks and manual.

* Manual.

120GBP ono.

For more info, or to make an offer please use
purpletwilight3000@yahoo.co.uk

Cheers, Ian.

495. Re: Falcon Icon Scrambling Problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 09:58:07 UTC
From: J�r�me Ginestet <jerome.ginestet@freesbee>
Message-ID: <3c4d3540$0$204$626a54ce@news.free.fr>
Source record: 38649

"purpleT3K" <purpletwilight3000@yahoo.co.uk> a �crit dans le message news:
2bfabd3.0201220120.5e518d6b@posting.google.com...
> > It seems the Blitter is not functionning properly.
> > Does it work correctly at normal speed ?
>
> I hadnt thought of that. Even if I turn the Nemesis off,
> I get the same problem. However the Nemesis doesnt seem
> to be fully fitted, there are some loose wires and
> unfortunately I dont have a manual. It sounds like it
> may have been bodged at some point. Is the blitter
> something I can replace, or is it soldered to the board?

```
It is integrated in the Combel, and you can't replace it.
Maybe it is missing some control signal.

You will have to find someone who has the documentation
of the Nemesis, or find and ask the distributor of this
card.

--
```

J�r�me

496. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 11:30:04 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1f6dywo.1jjxt3mmhbgvkN%roughley@vanc.igs.net.invalid>
Source record: 38650

Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:

> Or perhaps the Expander enhancer option wasn't included with it, but was
> a separate package that only works for PPC machines?
> I seem to recall something like that when I looked into these things.
> There was a reason behind keeping version 4.5 of Stuffit Expander even
> when installing 5.5, but beats me if I remember why.

Probably because it's confusing.

I just downloaded DropStuff 5.5 from:

http://my.vector.co.jp/servlet/System.FileDownload/download/ftp/0/36083/
pack/mac/util/arc/dropstuff55.sit.bin

The archive is 1.8MB. Note the Japanese server, which ties in with what
Iggy Drougge said about the importance of LZH in Japan.

The 5.5 "read me" states:

Aladdin DropStuff consists of four components, the program
DropStuff, the Aladdin Compression control panel, the StuffIt
Engine, and the StuffIt Engine PowerPlug. The Aladdin
Compression control panel allows you to select the best
compression method for your needs. The StuffIt Engine and the
StuffIt Engine PowerPlug do the stuffing when you drag items
onto DropStuff. These two components also enhance StuffIt
Expander by giving Expander access to many more translators and
decoders. StuffIt Expander is a separate product designed to
expand common compression and encoding file formats. If you are
not using StuffIt Expander we recommend that you get a copy
today.

So... DropStuff with Expander Enhancer (like in 4.5) is now simply
called Dropstuff. Earlier I said that newer versions of StuffIt Expander
have DropStuff with Expander Enhancer built-in -- I was wrong. I'm
running version 6 of both StuffIt Expander and Dropstuff. (Version 6 is
more integrated since there's no Aladdin Compression control panel,
StuffIt Engine or StuffIt Engine PowerPlug.)

Both 5.5 utilities -- separate downloads unlike 4.5 which had a special
"combo" package -- require at least a 68030 CPU; StuffIt Expander needs
System 7.1.1 or later and DropStuff needs System 7.5.3 or later.
Aladdin's website says that "Users of Mac OS 7.1.1 - 7.5.2 may use
StuffIt Expander 5.5. However, you may encounter some errors or unusual
behavior especially if you are using a 68K Mac."

If you delete all things 4.5, keep StuffIt Expander 5.5, and install
DropStuff 5.5, you should be set for LZH and almost anything else.

<snip>

> Since which MacOS version? I'm using 8.1 but there's no sign of it here.
> Anyway, for Netscape, Internet Config/Internet control panel isn't used,
> so I'll be defining it in Netscape first of all.

Internet Config was adopted by Apple as their Internet control panel
starting with Mac OS 8.5.

<< Neil >>

497. TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 12:04:38 UTC
From: stefano.priore@inwind.it
Message-ID: <ljkj2a.v41.ln@toy.sector1.net>
Source record: 38651

How many version of TOS have been released during ST life? Are they available somewhere on the net?

--
Stefano Priore | SuSE Linux 7.1 kernel 2.4.17
---------------------------------+---------------------------------
"Video meliora proboque, | Linux Registered User #210152
autem deteriora sequor..." | Linux Registered Machine #97752

498. CAB problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 12:57:11 UTC
From: Adam Klobukowski <adamk@gabo.pl>
Message-ID: <slrna4qo8f.g47.adamk@core.preferuje.luzik.pl>
Source record: 38652

Hello

I'm using proxy server with CAB, and it is all ok, but I would like to setup some exclusions. It works when I put one exclusion, but I don't know how to separate few. Space or , didn't work

I use STiK ovl.

Adam Klobukowski
atari@gabo.pl

499. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 13:28:40 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2jpig$51k$1@newsreader.mailgate.org>
Source record: 38653

maxvolume <planetdust@yahoo.com> wrote in message
news:e20a265d.0201212010.ee684ed@posting.google.com...
> Hi all,
>
> For at least a couple years now, I've had an ATARI 520ST computer
> sitting around with no power supply or any cables whatsoever. I

Is this an early ST??? If theres no PSU inside it then go buy a later ST four a tenner. That one will have an internal PSU, DD Floppy, and a TV modulator. I'll buy the older one off you for my museum :)

> thought the built-in MIDI ports were very cool, and I've always wanted
> to get it up and running to use as a sequencer (via Cubase). I've
> never actually used an ST, so maybe I'll end up selling it instead,
> but I *really* want to get it working so I can judge for myself.
> The components I have right now are the 520ST itself, a 3 1/2" floppy
> drive (I forget the model number), and an SC1224 Color Monitor. None

SF354 or 314???

> of these items have power supplies or any other cables, so I don't
> even know if they work at all. The exception is the SC1224 monitor,
> as the video cable is built-in, and the power cable is either built-in
> or a standard type. It powers up and I can connect it to the
> computer, but since I can't power the computer there's no way to know
> if it really works. Also, I just got an SC1224 version 2, and it does
> not have a built-in video cable, so I will need one of those. The
> power cable on the SC1224 v2 is just a standard IEEE power cable, and
> I have plenty of those around. The original SC1224 matches the 520ST
> a lot better, but I'm partial to the look of the second version, so I
> may use that one instead.
> Speaking of the SC1224 v2, does anyone know why this monitor was even
> made and why it looks so different? Is it supposed to match the
> Falcon? If the Falcon also has built-in MIDI ports, I may decide to

Different manufacturers made the 1224, namely Samsung, Goldstar, and JVC. This means that there will be differences between them. Try both out and see which has the best picture. I think the V2 was made to suit the later mega and ste range maybe the falcon too, it has a darker grey bezel around the screen IIRC. It will work with a falcon with the right lead (the falcon has a diferent connector).

> use one of those instead if I can find one cheap. Also, wasn't there

You wont. The average price for a 14mb falc with an internal HD is ~£200 in the UK.

> a *real* "music computer" made by YAMAHA or somebody at around the
> same time as the ST? That would be ideal, as it really will be a

There was another version of the falcon made by a leading music software company that had a different case which was 19" rack mount IIRC. It was basically a falcon motherboard with some hardware hacks for better stability.

> dedicated system. Of course unless someone has an original copy of
> Cubase (dongle included) for sale at a reasonable price, I may have to
> use a "warez" version. Anyone who isn't warez-phobic please point me
> in the right direction.
> I also have no manuals at all for this machine, and although I'm sure
> they won't be absolutely necessary, I'd like to have them. I guess

You wont need manuals if youve done any computing at all. If youve used an early gui mac, then you'll fly.

> I'll need TOS as well, and I'd really prefer a hard drive instead of

Its not an amiga - you wont need TOS on disk its built in, unless you have the aforementioned very early ST.

> having to boot from a floppy all the time, so if anyone has either,

You can get a SCSI adapter from the usual vendors or even an IDE if you prefer.

> let me know. Also, it's starting to seem like there's a lot I'm gonna
> need to get this up and running, so if anyone's had a lot of
> experience with Cubase and knows I'd be better off using another
> platform (Mac or PC), that advice would save me some time and money.

You can write your music on the atari. If your worried about money, how much is a PC gonna set you back?

> I guess I've just heard one too many late-'80s Tangerine Dream albums
> so now I think I need Cubase on an Atari ST to make good music. ;)

Absolutely

> Thanks in advance for any help anyone can provide.

No problem.

500. Re: TT and VGA Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 15:15:25 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Oof38.1781$ka7.425912@news6-win.server.ntlworld.com>
Source record: 38654

Hello.

> > I am using a VGA monitor with my TT. However, I have borders on each
> > side. No amount of fooling around with the monitor controls can make
> > it go so I am using the full extent of the territory the monitor can
> > provide.
> >
> > Is there a solution?
>
> My roomate's TT does that on an old monitor that used to do it. He has
> since replaced it with a newer Digiview 17" monitor and sure enough it
> still did it. I think he went nuts eventually and bought a Nova Mach 64
> video card... That seems to have fixed the problem ;)

You all appear to be working in the colour (medium res type) mode.

You need a special lead to put the TT into TT hi res, 1280 X 960 I think.

There is a schematic to build this lead somewhere, if you want mono hi res.

This should work with a modern SVGA monitor but owning 2 x TTM 195 monitors
I haven't tried it.

Cubase and Logic in TT hi res are something to see..... full page of score
or several editors open at once.

Barrie at Keychange.

501. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 16:28:57 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <jrg38.2645$Ph2.430642@news2-win.server.ntlworld.com>
Source record: 38655

"maxvolume" <planetdust@yahoo.com> wrote in message
news:e20a265d.0201212010.ee684ed@posting.google.com...
> Hi all,
>
> For at least a couple years now, I've had an ATARI 520ST computer
> sitting around with no power supply or any cables whatsoever. I
> thought the built-in MIDI ports were very cool, and I've always wanted
> to get it up and running to use as a sequencer (via Cubase). I've
> never actually used an ST, so maybe I'll end up selling it instead,
> but I *really* want to get it working so I can judge for myself.

No, don't do that! The ST is very very useful for music even today!

>
> The components I have right now are the 520ST itself, a 3 1/2" floppy
> drive (I forget the model number), and an SC1224 Color Monitor. None
> of these items have power supplies or any other cables, so I don't
> even know if they work at all.

The ST just needs a standard power cable like what you get for PC's,
affectionly known as 'Kettle-lead'

> The exception is the SC1224 monitor,
> as the video cable is built-in, and the power cable is either built-in
> or a standard type. It powers up and I can connect it to the
> computer, but since I can't power the computer there's no way to know
> if it really works. Also, I just got an SC1224 version 2, and it does
> not have a built-in video cable, so I will need one of those. The
> power cable on the SC1224 v2 is just a standard IEEE power cable, and
> I have plenty of those around. The original SC1224 matches the 520ST
> a lot better, but I'm partial to the look of the second version, so I
> may use that one instead.
>
> Speaking of the SC1224 v2, does anyone know why this monitor was even
> made and why it looks so different?

Atari used re-banged PC monitors a lot, so I guess one supplier ran out, and
they changed. Or something

> Is it supposed to match the
> Falcon? If the Falcon also has built-in MIDI ports, I may decide to
> use one of those instead if I can find one cheap. Also, wasn't there
> a *real* "music computer" made by YAMAHA or somebody at around the
> same time as the ST?

Yamaha released an MSX clone with a built-in keyboard. But the MSX sucks, so don't go there.

> That would be ideal, as it really will be a
> dedicated system. Of course unless someone has an original copy of
> Cubase (dongle included) for sale at a reasonable price, I may have to
> use a "warez" version. Anyone who isn't warez-phobic please point me
> in the right direction.

Try to find a copy of Steinberg Pro24 III, it's a lot like cubase, and easy to use. Cubase is a bit hard for me.

>
> I also have no manuals at all for this machine, and although I'm sure
> they won't be absolutely necessary, I'd like to have them. I guess
> I'll need TOS as well, and I'd really prefer a hard drive instead of
> having to boot from a floppy all the time, so if anyone has either,
> let me know.

You may be lucky and have TOS built in, but some early models required TOS to be loaded from a disk first. If you need TOS on a disk, which I hope you dont, someone may be able to help you out with a copy :)

> Also, it's starting to seem like there's a lot I'm gonna
> need to get this up and running, so if anyone's had a lot of
> experience with Cubase and knows I'd be better off using another
> platform (Mac or PC), that advice would save me some time and money.
> I guess I've just heard one too many late-'80s Tangerine Dream albums
> so now I think I need Cubase on an Atari ST to make good music. ;)

It will cost you much more to get a PC or a Mac system up and running, remember a few people are upgrading to bigger and better machines, and Atari ST's are easy to pick up these days for hardly anything. The Falcon though is still an expensive machine, but some people charge quite a lot for one of them. The German ebay is very good for Atari stuff, and most people are very willing to ship to another country.

>
> Thanks in advance for any help anyone can provide.

It might be worth your while speaking to a man called Tim who runs an Atari MIDI website (sorry Tim, I forgot your surname)

All the best, and dont abandone the ST just yet ;)

Simon

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.314 / Virus Database: 175 - Release Date: 11/01/2002

502. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 16:35:15 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <dxg38.2689$Ph2.434798@news2-win.server.ntlworld.com>
Source record: 38656

<stefano.priore@inwind.it> wrote in message
news:ljkj2a.v41.ln@toy.sector1.net...
> How many version of TOS have been released during ST life? Are they
available somewhere on the net?

The first version of TOS was disk-based, and this was version 1.0. There are some ST's with TOS 1.0 built in, and this stayed like that for a few years. TOS 1.02 was a bugfixed version of the original TOS 1.0, followed by TOS 1.04 (or known as Rainbow TOS because of the rainbow coloured fuji in the About box).

When the STE was launched, it had a special version of TOS called 1.6 which added support for a few STE features. It was buggy as hell though, most famous for the "Medium-rez save bug" meaning the STE was unable to boot into medium resolution. This was fixed with version 1.62.

When the Mega STE was launched, it came with a brand new version of TOS called 2.05, quickly changed to 2.06 because of a few bugs. The TT used TOS 3, not too sure of the exact version number.

The, the falcon machines came with various versions of TOS 4.

There is an enhanced version of TOS 4 used in the Milan clones, and a version called TOS 7 in the Centurbo 2 upgrades for the Falcon.

If you are looking for a version of TOS for running with an emulator, I highly reccomend getting hold of Version 1.0 and 1.4 for total compatibility.

You can download these from http://roms.atari.org or from the Little Green Desktop at http://www.atari.st

Hope this bit of information is of use, and I hope most of it is correct (if it isnt, sorryy)

Simon

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.314 / Virus Database: 175 - Release Date: 11/01/2002

503. Re: Falcon Icon Scrambling Problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 17:56:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c4da3b22b550@madasafish.com>
Source record: 38658

Hi purpleT3K,

>> It seems the Blitter is not functionning properly.
>> Does it work correctly at normal speed ?
>
>I hadnt thought of that. Even if I turn the Nemesis off,
>I get the same problem. However the Nemesis doesnt seem
>to be fully fitted, there are some loose wires and
>unfortunately I dont have a manual. It sounds like it
>may have been bodged at some point. Is the blitter
>something I can replace, or is it soldered to the board?

There are various programs that set the blitter to half the normal speed
which have to be used when speed up over 16MHz. Try that, it's unlikely
you damaged the Blitter all together. Find someone with manual for
Nememsis, enough were sold!
--
Lyndon Amsdon

504. Re: TT and VGA Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 18:41:30 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0201221041.13ea28ce@posting.google.com>
Source record: 38657

> You all appear to be working in the colour (medium res type) mode.
>
> You need a special lead to put the TT into TT hi res, 1280 X 960 I think.
>
> There is a schematic to build this lead somewhere, if you want mono hi res.
>
> This should work with a modern SVGA monitor but owning 2 x TTM 195 monitors
> I haven't tried it.
>
> Cubase and Logic in TT hi res are something to see..... full page of score
> or several editors open at once.
>
>
> Barrie at Keychange.

Hi Barrie

I did have an Atari 19" with the 1280x960 res. Cubase is fantastic at this res as you say.But my Monitor broke down, so I want to see if there is anything I can do with a VGA. The one I have is 19" as well.

I still have the cable that went from the TT to the Atari 19". Can this be used. ?? I want to ask first before I try it..don't want to damage the monitor or the TT.

Tim

505. Re: TT and VGA Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 18:44:56 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c4da3b22b552@madasafish.com>
Source record: 38659

Hi Tim,

>I still have the cable that went from the TT to the Atari 19". Can
>this be used. ?? I want to ask first before I try it..don't want to
>damage the monitor or the TT.

I'm not sure, didn't the TT in TT high use ECL or whatever it's called to get higher bandwidth and little noise. This is unlike the singals a normal monitor takes AFAIK. They use 5 and -5 volts, or is is more on the current sensing rather than volatge? I have a article about these sorts of monitors.

--
Lyndon Amsdon

506. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 19:31:11 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2keq6fag1@newsreader.mailgate.org>
Source record: 38660

PNC <news@spam.polar-net.co.uk> wrote in message
news:jrg38.2645$Ph2.430642@news2-win.server.ntlworld.com...

<SNIP>

> > Speaking of the SC1224 v2, does anyone know why this monitor was even
> > made and why it looks so different?
>
> Atari used re-banged PC monitors a lot, so I guess one supplier ran out,
and
> they changed. Or something
>

No they didnt. They were specifically built for Atari by the Mfcr. And they
are not compatible with the PC's of the time which used EGA signals which
were at different levels.

507. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 19:48:22 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u4rgcreppoi962@corp.supernews.com>
Source record: 38661

<snip>
> 1.04 (or known as Rainbow TOS because of the rainbow coloured fuji in the
> About box).
<snip>

Thinking about it, why was 1.62 not know by something like this as at least
my STe had a (Pallet Cycled?) Fuji logo.

Tim

508. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 19:58:43 UTC
From: vdjole@EUnet.yu
Message-ID: <a2kg9b$1rk$1@news.eunet.yu>
Source record: 38663

On 21 Jan 2002 07:04:17 , Hallvard Tangeraas wrote:

>"Low" (colour): 50Hz vertical, 15.625KHz horizontal (European STs) 60Hz
>vertical, 15.75KHz (USA/Canada/Japan STs) "Medium" (colour): same as
>above "High" (black/white): 72Hz vertical, 35.7KHz horizontal
>
>The 50 and 60Hz rates for the colour modes, are they determined by the
>frequency of the AC voltage frequency used for that country? Naturally
>there are more countries than the above where people have STs. My next
>guess would be PAL or NTSC differences, but of course this has nothing
>to do with the *video* output, but the RF output from those machines
>with an RF modulator, or am I completely at loss here?
>
>
>> The High rez. is actually 500*71.4 = 35.7 kHz, which is why it can
>> be shown on VGA monitors. Monitors are usually specified only with
>> the product frequency.
>
>What's the number 71.4 for? Comparing with the same equation for colour
>modes it seems that the vertical rate is 71.4KHz and not 72KHz as I
>assumed?

Sync rates are obtained by dividing the system clock frequency. Therefore
the HS and VS are not even -exactly- 35.7kHZ and 71.4Hz (HZ, not kHZ here)
but something like 35.714kHz and 71.29Hz (I think the number of scanlines,
including VS, is 501 not 500) but a monitor has a cerain "locking" sync
frequency range so a Hertz more or less does not matter.

>> No monitors should be 'grainy'. Sharpness depends on focus and
>> contrast adjustment, pitch of the shadow mask (colour monitors
>> only) as well as brightness settings (some monitors and TV sets
>> have poor EHT regulation, so if you turn up the brightness the
>> spot size increases, giving less sharpness).
>
>Well, I wasn't impressed with the "high" mono mode on my
>NEC multisync II, and since I never used it for the two colour modes
>anyway I sold it

With colour monitors there are always the problems of the actual pitch
of the shadowmask, the convergence of the beams and the moire effects
caused when displaying fine desktop patterns. Monochrome monitors have
a continuous coating which eliminates this problems, so they are bound to
display a better picture. Problems with coloud monitors can be greatly
reduced by using trinitron-type CRTs (AFAIK that is THE colour tube for any
serious application); with its vertical grille instead of a shadowmask

and with a single splitted beam nstead of three, it (almost?) eliminates the convergence problems existing in "delta" shadowmask tubes. Price of a trinitron monitor is another matter...

There are (or, rather, there -were-) also monochrome multisync monitors for PCs, and they could display all three ST resolutions. I know that some Atarians around here used them several years back, but I don't remember the brand. They were not cheap but picture was quite good.

cu;

509. WTD Nemesis manual

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 20:08:03 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0201221208.60621db1@posting.google.com>
Source record: 38662

I have a Nemesis accelerator and driver disk
for the Falcon but no manual. Does anyone have
a manual I could borrow or buy?

Cheers Ian.

510. Re: WTD Nemesis manual

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 20:34:56 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c4dc3d6544520@madasafish.com>
Source record: 38664

Hi

>I have a Nemesis accelerator and driver disk
>for the Falcon but no manual. Does anyone have
>a manual I could borrow or buy?

I wouldn't mind a copy too, I know some people who do have the Nemesis so
at a squeeze, ask me and I may get it scanned in.
--
Lyndon Amsdon

511. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 21:03:58 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201222152060.104-100000@easymint>
Source record: 38665

On Tue, 22 Jan 2002, PNC wrote:

>
> Yamaha released an MSX clone with a built-in keyboard. But the MSX sucks, so
> don't go there.
That was the CX5M and the CX5M-II. Came with a music keyboard and 4
operator FM synthesis very similar to the FB-01 sound module. Yamaha
also made a very expensive PC with multiple MIDI ports built in, I
believe it was called the C1. I never saw one, except in a brochure.
Atari ST and Falcon beat them all when it comes to MIDI anyway.

>
> Try to find a copy of Steinberg Pro24 III, it's a lot like cubase, and easy
> to use. Cubase is a bit hard for me.
I don't agree with that.
The basic use of Cubase is in fact easier than Pro24. Especially the
arrange window where parts of music are shown as little bars that can be
dragged and dropped from one track to another etcetera. Now imitated by
all sequencers on all platforms. The more advanced functions are another
story, but you can learn those later.

Martin Tarenskeen

512. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 23:09:38 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c4df12f$0$29610$4c56ba96@master.news.zetnet.net>
Source record: 38666

On 20 Jan 2002 09:48:13 , Bill Freeman wrote:
>In article <a2dfabhkg1@thorium.cix.co.uk>, sidcelery@cix.co.uk (Harry
>Sideras) wrote:

<Large snip>

>The only long term storage I trust is a sealed hard drive, a CD-R, or a
>Syquest EZ135. I've only had the CD-R for a year, so I'm relying on
>claims that the disks will hold up for at least 10 years. The EZ135 is
>probably not safe either, although I've used two drives and about 20
>cartridges for 5 years now and only had minor problems.

Hi, Bill.

I wouldn't trust the EZ135 too much. I've had cartridges go bad early on,
often in the third partition of four. And now the whole kaboodle has
failed, refusing to read or eject a cartridge: I has to remove the casing
to get it out. Still waiting for my ship to come home so I can send it off
for repair :-(
I just wish I had the means to burn CDRs. Oh well :)

Charles.

513. Re: Help with STing script anyone?

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 23:09:41 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c4df132$0$29610$4c56ba96@master.news.zetnet.net>
Source record: 38667

Hi Huggy!

Your script appears to be ok, except for one thing. Here is mine to compare. There are a few differences, but my main point would be that CLIENT_IP must be 0.0.0.0. We use different phone nos, cos I'm not sure of PAP protocol.

Keep at it: someone else will pop up with definitive advice.

Cheers,
Charles.

```
# General Parameters
#
SERIALPORT = Ser.2/LAN
DEF_ROUTE = TRUE
MASQUERADE = FALSE
EXEC_BATCH = FALSE
CIX_LOGIN = FALSE
RESIDENT = FALSE
DEBUGGING = FALSE
#
#
# Port Parameters
#
CLIENT_IP = 0.0.0.0 ;that's me
MTU = 1500
PAP_ID = cstanley
PAP_PASSWORD = ***********
PAP_PROMPT = FALSE
PROTOCOL = 1
VJHC = FALSE
LAN_PORT = FALSE
#
#
# Addressing
#
USERNAME = cstanley ; my login name
FULLNAME = Charles Stanley
HOSTNAME = zetnet.co.uk ; the host is Zetnet itself
NAMESERVER = 194.247.47.47
FETCH_DNS = FALSE ; you don't have this, so maybe not needed
#
#
# Modem Specifics
```

```
#
INIT = ATZ
PREFIX = ATDT
HANGUP = ,+++,ATH
CONNECT_WAIT = 40 ; personal taste
REDIAL_DELAY = 20 ; ditto
SUCCESS = CONNECT
SUCCESS = CDWAIT
FAILURE = BUSY
FAILURE = NO CARRIER
ABORT = NO DIALTONE
#
#
# Telephone
#
PHONE_NUMBER = 08450798090,, ; um...the original number
FEE_FILE = LOCAL.FEE
ISP_TIME = 0, 0.00 ; I don't need these details
ISP_SENT = 0, 0.00
ISP_RECVD = 0, 0.00
#
#
# Network Environment
#
#
#
# Dial Script
#
FIND_TIMEOUT = 60
#
DIAL_SCRIPT
#
WAIT = 500 ;not necessary, but obviously useful
REPT = / ; ditto
FIND = *&Gx(&dDEa
RESP = ZETppp
#
WAIT =
REPT =
FIND = Name
RESP = Charles Stanley
#
WAIT =
REPT =
FIND = N
RESP = xxxx-xxx-xx ; you should not reveal this to the world!
#
WAIT =
REPT =
FIND = m
```

```
RESP = 10004257
#
WAIT =
REPT =
FIND = r
RESP = **************
#
```

514. Re: The Great Atari Survey

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 23:09:42 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c4df135$0$29610$4c56ba96@master.news.zetnet.net>
Source record: 38668

On 18 Jan 2002 03:29:59 , Alex F. wrote:
>Hello,
>
>after the official end of the survey on 10th of January, somebody told
>me that many people of this newsgroup didn't know about the survey and
>that my last post about it was a little late.

It would be nice to have a means of replying via email....

Charles.

515. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 23:09:45 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c4df137$0$29610$4c56ba96@master.news.zetnet.net>
Source record: 38669

On 19 Jan 2002 21:58:51 , Hallvard Tangeraas wrote:
>Martin Tarenskeen <nospam@telebyte.nl> wrote:
>
>> On Sat, 19 Jan 2002, Hallvard Tangeraas wrote:

<snip>

>The aim is to be able to double-click a ZIP file, then having it
>decompress right away.
>Sure I could use STzip 2.6 as I do most of the time, but this loads
>STzip and then I have to decompress and exit the program.

Forgive me intervening again, but I've just remembered that a zipped file
can be converted to a self-extracting *.TOS file. The app to do this
(zip2tos.prg) is part of the STZIP archive (stzip26.tos). This would
avoid the bugs in stzip.prg, wouldn't it? Drag and drop...

Charles.

516. Re: highWire version 0.02 Released!

Newsgroup: comp.sys.atari.st
Date: 2002-01-22 23:33:37 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3c4df6d1$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 38670

On 21 Jan 2002 23:41:40 , "Webmaster@atari-users.net" wrote:
>Version 0.02 of the html Rendering Engine HighWire is now available for
>download.

Thanks again for all the continuing work, it's great to see this
happening !

Cheers

Paul

517. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 00:08:03 UTC
From: stefano.priore@inwind.it
Message-ID: <fmuk2a.gu6.ln@toy.sector1.net>
Source record: 38671

Thanks! That's just the kind of news I was looking for!

--
Stefano Priore | SuSE Linux 7.1 kernel 2.4.17
---------------------------------+---------------------------------
"Video meliora proboque, | Linux Registered User #210152
autem deteriora sequor..." | Linux Registered Machine #97752

518. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 00:52:38 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2l1glgaq1@thorium.cix.co.uk>
Source record: 38672

On 20 Jan 2002 09:48:13 , Bill Freeman wrote:
> sidcelery@cix.co.uk (Harry Sideras) wrote:
>> After copying some files to a PC at work I found the disks were
>> completely inaccessible on their return to my TT. It was impossible
>> for me to indentify the cause...
> Were you able to format them on the TT?

They were originally formatted with Kobold 3 on the TT. On the return
of the disks after loading the files onto a W95 PC the TT's disk drive
(an HD drive only a couple of years old) would chunk away and report
the disks unreadable, so it was impossible even to reformat them...

> I've experienced a high percentage of 3M brand HD disks employed for
> transferring fies from PCees to my TT that went bad.

The disks I used weren't branded, but I never used to find floppies so
unreliable in the past.

> I'm inclined to think that they were just poor quality disks, except
> that I haven't had a high failure rate on the same brand disks when
> used exclusively on the TT.

True enough. I won't accept that all floppies are so inherently
unreliable.

> I finally decided that if a floppy shows any sign at all of a
> problem, I just toss them out.

Me too.

rgds
H

519. Re: Stacy spares FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 00:52:40 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2l1gngaq2@thorium.cix.co.uk>
Source record: 38673

On 21 Jan 2002 13:22:37 , "JT" wrote:
> steve green <greenienet@btinternet.com> wrote:
>> Look matey, I was the one left bleeding after splitting the case!
>> Regards, Steve (scarhands) Green.
> Was this Stacy actually working before you broke it up?

I only told him to blow the bloody doors off...!

rgds
Michael C

520. Re: TT and VGA Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 02:04:17 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201221804.6a5deabd@posting.google.com>
Source record: 38674

tconrardy@hotmail.com (Tim Conrardy) wrote in message
news:<ce22d101.0201221041.13ea28ce@posting.google.com>...
> I did have an Atari 19" with the 1280x960 res. Cubase is fantastic at
> this res as you say.But my Monitor broke down, so I want to see if
> there is anything I can do with a VGA. The one I have is 19" as well.
>
> I still have the cable that went from the TT to the Atari 19". Can
> this be used. ?? I want to ask first before I try it..don't want to
> damage the monitor or the TT.
>
I strongly advise not attempting to use a VGA monitor in TT mono (ECL
mode, if I recall). The signal strength is entirely different.

Galen

521. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 02:21:27 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201221821.7d67ee16@posting.google.com>
Source record: 38675

stefano.priore@inwind.it wrote in message news:<ljkj2a.v41.ln@toy.sector1.net>...
> How many version of TOS have been released during ST life?

Depending on how you count, as many as 13 versions of TOS were released by Atari. (Some versions were released after Atari, as has been noted by others.)

1.00 disk -- the first TOS
1.00 -- on chip
1.02 -- some bugfixes and greatly improved hard drive performance
1.04 -- a number of minor improvements. The first truly stable TOS with a hard drive.
1.06 -- a special version of 1.04 used for the STe
1.062 - a bugfixed version of 1.06
2.05 -- a considerably improved version, first developed for the Mega STe, but usable on all STs
2.06 -- some bugfixes to 2.05 with 1.44Mb floppy support
3.05 -- a special version of 2.05 used for the TT
3.06 -- a special version of 2.06 used for the TT
4.01 -- the first Falcon TOS. Has a look and feel very much like 3.06.
4.02 -- a bugfixed version of 4.01 that added a very serious partitioning bug
4.04 -- the last Falcon TOS.

Note that the zeros are often omitted, which is why you hear of TOS 1.2 or 1.62 on occasion.

For the typical user, there are really just two TOSs: 1, and 2/3/4, which differ solely with regard to the machine they run on (2, 3, and 4 feel almost identical). Some people may argue that there are three TOSs 1.00/1.02, 1.04, 1.06/1.062, and 2/3/4, but the improvements between 1.02 and 1.04 aren't that earth shattering. It's a lot like arguing that Windows 95 and Windows 98 are different programs.

Galen

522. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 02:39:14 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2l7oh$ip8$1@thorium.cix.co.uk>
Source record: 38676

On 23 Jan 2002 00:08:03 , stefano.priore@inwind.it wrote:
> Thanks! That's just the kind of news I was looking for!

There was also TOS 2.02 for the Mega STe
TOS 3.01, 3.05 & 3.06 for the TT
TOS 4.01, 4.02 and 4.04 for the Falcon
I guess MultiTOS might count as an official OS too

Of the unofficial TOS's there was:
TOS 1.41 which was a German version of 1.4 IIRC (EOS or KAOS ??)
TOS 4.92 is doing the rounds somewhere

HTH

rgds
H

523. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 02:39:17 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2l7oj$ip8$2@thorium.cix.co.uk>
Source record: 38677

On 22 Jan 2002 16:46:36 , Hallvard Tangeraas wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>> On 19 Jan 2002 06:02:38 , Hallvard Tangeraas wrote:
>>> What I'm looking for is some sort of argument which will work in
>>> the way that only the .LZH file which is double-clicked is
>>> decompressed. Any suggestions?
>> When you double-click on an archive which is installed to call
>> STZIPJR or LHARCENG, the filename of the archive is passed as the
>> parameter. This is what will make it the only file that gets
>> extracted.
>> So, if you install ZIPJR only with the switches -xrg you will get
>> only the file you double-click extracted into a folder.
> Yes, this should work according to the docs and prior knowledge of
> how it's all set up, but it doesn't in real life.

I was inclined not to believe you, so I booted into TOS (for the first time in a year or so - ugh) and you are completely right! Ohmigawd!

>> Just remove *.ZIP from the argument when you install the application
>> and all should be well. There's no need to specify *.ZIP in the
>> argument because it's only when you double click a ZIP that ZIPJR
>> will be called anyway IYSWIM.
> Give it a go. It just doesn't work!
> I'm exited to the desktop a second after double-clicking the .ZIP
> file.

Yup, same here if I set it to pass the filename. The full path option results in the STZIP help screen and an illegal option error message - even with option -x B^(

> Have you actually tried it and gotten it to work?
> Are you using the TOS 2.06 desktop?

I'm using TOS 3.01 I think (forgot to check) but it should be the same.

Everything works perfectly in MagxDesk though. (Not much use for you, I know). Sorry...

rgds
H

524. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 02:39:19 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2l7ol$ip8$3@thorium.cix.co.uk>
Source record: 38678

```
On 22 Jan 2002 16:46:38 , Hallvard Tangeraas wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
> It should all be very straight-forward. Add the options and go!
> But whatever I try it doesn't work like it should do in theory. Am I
> going nuts or is TOS 2.06 totally brain-dead?

If LHARCENG works, then the problem is in ZIPJR ...

rgds
H
```

525. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 06:22:00 UTC
From: Adam Klobukowski <adamk@gabo.pl>
Message-ID: <slrna4slff.ifn.adamk@core.preferuje.luzik.pl>
Source record: 38679

I've seen TOS 2.0 (version number reported by Sysinfo) on my friends 1040 STE

Adam Klobukowski
atari@gabo.pl

526. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 07:17:38 UTC
From: BMaedicke@t-online.de
Message-ID: <1f6gejp.27b2sjphgyuuN%BMaedicke@t-online.de>
Source record: 38680

Galen <ekaljuma@mtsac.edu> wrote:

> 1.02 -- some bugfixes and greatly improved hard drive performance

And Blitter support

> 1.062 - a bugfixed version of 1.06

No, this is 1.62 :-)

> 3.05 -- a special version of 2.05 used for the TT
> 3.06 -- a special version of 2.06 used for the TT

Early TTs have TOS 3.01 inside.

Ciao, Bernd
--
Url: http://home.t-online.de/home/BMaedicke/

527. Looking for ST/Amiga Format issue 11 coverdisk

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 09:49:11 UTC
From: nintended@hotmail.com
Message-ID: <80ff70f0.0201230149.542f8d02@posting.google.com>
Source record: 38681
Cross-posted to: comp.sys.atari.st,alt.amiga

Hi,

I've been transferring my collection of cover disks over to my PC for using with my emulators and have discovered that I've lost my copy of the disk which came with issue 11 of ST/Amiga Format (the main demo being Archipelagos for the ST). Does anyone have a copy of this that they could send me? I don't need the original disk, just an image or copies of the files. I'm especially interested in the ST side of the disk, as it's the only one I'm missing from a complete collection of ST/Amiga and ST Format coverdisks.

Any help greatly appreciated, thanks.

528. Re: TT and VGA Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 10:04:35 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <pXv38.7701$ka7.1249720@news6-win.server.ntlworld.com>
Source record: 38682

Hello.

TT compatible monitors.

> > This should work with a modern SVGA monitor but owning 2 x TTM 195
monitors
> > I haven't tried it.

Stress *Modern* and *I haven't tried it*

From Lyndon.

> I'm not sure, didn't the TT in TT high use ECL.

Yes

> I still have the cable that went from the TT to the Atari 19". Can
> this be used.

Try to find the article about the cable before you try anything.

It's on one of the TT related sites.

Barrie.

529. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 11:18:02 UTC
From: Adam Klobukowski <adamk@gabo.pl>
Message-ID: <slrna4t6qe.is9.adamk@core.preferuje.luzik.pl>
Source record: 38683

```
>> I've seen TOS 2.0 (version number reported by Sysinfo) on my friends
>> 1040 STE
>
> Yes! This sounds very familiar as I got the same report with my own STe,
> but know for a fact that it's indeed got 2.06.
> I can't remember exactly why it showed "2.0", but I believe it had
> something with other programs (AUTO folder, ACCessories etc.)
>
> Ask him to check it again on a "bare" system where Sysinfo is the only
> program at all.

It was "bare" system, and the desktop looked in the 1.x style (not like
2.x and later systems)

Adam Klobukowski
atari@gabo.pl
```

530. Looking for a Disk Editor

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 12:04:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a2m8qeojm1@pegasus.csx.cam.ac.uk>
Source record: 38684

Hi folks,
I'm trying to alter some preset values in an old program to those that best suit my needs and Roger Cain suggested using a disk editor to find the address of the data and then use the same disk editor to overwrite the values.

I know nothing about these, so can someone confirm that disk editors can do this and if so anyone do you know where I can download one?, preferable one with good (idiot proof) instructions.

thanks,
Stephen Moss

531. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 13:16:09 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2md70$9o2$1@newsreader.mailgate.org>
Source record: 38685

See if you can get him to dump it, I and im assure others here would like to have a look at it.

Adam Klobukowski <adamk@gabo.pl> wrote in message news:slrna4slff.ifn.adamk@core.preferuje.luzik.pl...
> I've seen TOS 2.0 (version number reported by Sysinfo) on my friends 1040 STE
>
> Adam Klobukowski
> atari@gabo.pl

532. Re: Looking for ST/Amiga Format issue 11 coverdisk

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 13:35:14 UTC
From: Kasper Thor Larsen <k2r@larsen.dk>
Message-ID: <a2mdru$14as$1@news.cybercity.dk>
Source record: 38686
Cross-posted to: comp.sys.atari.st,alt.amiga

> Any help greatly appreciated, thanks.

I dont have the disk, but have you checked your old drives for the disk ;)
Just an idea.

Kasper Thor

533. Re: STuff for sale: Toronto last call before it goes into the garbage

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 15:14:39 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <csA38.14547$KC1.2347191@news20.bellglobal.com>
Source record: 38687

```
Last call before this gets thrown in the garbage

Toronto pickup only
email res at sympatico dot ca

Cool Software:
DynaCadd incl key
Lattice C 5.5 + 5.6 + manuals

Music Software:
ECS Keyboard Kapers
ECS Keyboard Fingerings

Magazines:
Current Notes
ST Applications

Hardware:
Golden Image Hand Scanner (no power adapter)
Microdeal Stereo Replay sound cartridge

Manuals (no software):
Extendos
Home Accountant
NeoDesk4 manual

Books:
GST ASM Macro Assembler
Learning C Programming Graphics on the Amiga and ST (pcopy)
STOS The Game Creator User Guide
STOS The Game Maker's Manual

Software:
Abacus PC Board Designer
Diamond Back 3 (Disk only)
NeoDesk CLI
PC Ditto
Sara
Sara V2
STraight Fax 2.0 + 2.1
TimeWorks Publisher
Zoomracks
```

534. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 17:45:57 UTC
From: vdjole@EUnet.yu
Message-ID: <a2mssj$16f$1@news.eunet.yu>
Source record: 38691

On 21 Jan 2002 19:56:23 , Martin Byttebier wrote:

>Being a dedicated Mint user this is for me not a problem ofcourse.
>MagiC- and plain TOS users can make use of the latest ZIP tools. Nothing
>holds then to use these tools in conjunction with for example Two-in-One
>or with Arcview.

There are slight problems, however... Two-in-One expects ONE program for each archive type, while InfoZIP/UNZIP are two programs. And Arcview, AFAIK, requires a multitasking OS, which is a slight overkill for e.g. a simple user on a small machine who just wishes to unpack an archive.

Considering 2-in-1, perhaps a small, rather simple, interface program might be made that would launch ZIP or UNZIP as required, and pass (or,perhaps, translate) the required parameters to them, and yet show itself as a single program to 2-in-1 ?

535. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 18:03:18 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0201231003.3db7d278@posting.google.com>
Source record: 38688

:) Have to add my plug as well...

What would really be cool is an accurate import/export/conversion
utility for current CAD/3D formats used in the world. DynaCadd will
import only simple DXF files, and the converter for Chronos, Rosetta,
is just an exercise in frutility:).
There are a couple of decent rendering applications for the TOS
platform (NEON, POV and Phoenix as well as others). The most
fustrating issue with most (besides running POV on an 030/040 CPU:) is
the lack of a decent file import utility.
Graphics card support for the Cyber series would be very cool as well.

Your certainly welcome to any resources I have, hardware or software.

Best Wishes,
Michael Grove

"Thomas Hudson" <nospam@nospam.org> wrote in message
news:<03oW7.126903$8w3.25256809@typhoon.kc.rr.com>...
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:3c2248d4175f50@madasafish.com...
> > Cool, I thought I seen your name recently. I remembered it was the
> > Overscan documentation and yes, it is you! Cyberscuplt hasn't been
> > developed for ages has it?
>
> No, I haven't touched the code since January of 1989, according to the
> timestamps on the files. I'm going through my old hard drives now, locating
> all the various code and trying to see if I can get the stuff compiling
> again.
>
> -Tom

536. WTB: Drive for STacy

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 18:03:53 UTC
From: progster@iname.com
Message-ID: <2301200213035327 71%progster@iname.com>
Source record: 38689

I'm interested in buying a working hard drive to install in a STacy,
40MB or greater. Anybody got one lying around?

537. Looking for 1040 STFM english language disk

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 18:30:39 UTC
From: Marcus Flowers <marcus_flowers@hotmail.com>
Message-ID: <5aa7a20ebb0d7abd107f3849fe2a93ce.63279@mygate.mailgate.org>
Source record: 38690
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I'm looking for a Atari 1040 STFM english language disk. The contents in
zipped format, would be great. Can anyone help me?

Thanks & Regards, Marcus.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

538. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 18:54:58 UTC
From: vdjole@EUnet.yu
Message-ID: <a2n0u0$2ht$1@news.eunet.yu>
Source record: 38693

On 23 Jan 2002 06:45:03 , Hallvard Tangeraas wrote:

>ATTENTION Windows95 users:
>When you type 'dir A:' in a DOS box under Windows 95
>and you have a tx16w disk in your drive A, 8 bytes will
>spontaneously be written to Sector 0 at offset 3,
>which makes the disk instantly useless with the Yamaha OS. Solutions:
>1) Don't use WIN95.
>2) Write protect your floppies so NOTHING AT ALL can be written to them.

This seems to be just one reason more added to the multitude of reasons
never ever to use Win9* ... btw. these days I am having a hard time at work
trying to insert a pair of Win95/98 PCs into an otherwise very-well-behaved
mixed-platform little network consisting of WinNT4 PCs, MSDOS PCs,
WinNT4 Alphaserver, VMS Alphaserver and VMS VAXes... so much frustration
that we are inclined to wipe the '95 off the PCs... And now this business
with writing to floppy bootsectors... in a serious working environment
I do not like some stupid machine writing whatever it likes to floppies
which may contain important data...

cu;

539. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 19:34:02 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a2n37a$o0g$1@snipp.uninett.no>
Source record: 38692

Galen <ekaljuma@mtsac.edu> wrote:

> 4.01 -- the first Falcon TOS. Has a look and feel very much like
> 3.06.

Don't forget that this was the first TOS that supported colour icons.

> 4.02 -- a bugfixed version of 4.01 that added a very serious
> partitioning bug

Wasn't this a bug in AHDI? Anyway, 4.02 also had an updated AES. Previous
versions had black and white dialogs, 4.02 and upwards has grey.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

540. Old atari 8bits games looking for rom, i have 30 original !!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 21:08:58 UTC
From: CapriRS <christianroy66@hotmail.com>
Message-ID: <1j9u4ucn1cso2avel4mjl77i49jqaep2go@4ax.com>
Source record: 38694

I Am looking for rom games for my old computer atari400, ia trying
to play on my pc :) do you no where i can find it ?

Here my litl web a just started for fun, Lots of ScreenShot there !!
http://capri1979.tripod.com/Atari400.htm

je cherche des rom image de jeux pour mon vieux jeux Atari400 que je
veux jouer sur mon PC
ou je pourais trouver ca ?

Voici une page web que jais fais pour le fun !!
http://capri1979.tripod.com/Atari400.htm

541. Re: TT and VGA Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 21:44:55 UTC
From: ebaiz@skyenet.net
Message-ID: <r9G38.140$mo2.149444@newsfeed.slurp.net>
Source record: 38695

On 21 Jan 2002 15:17:52 , Tim Conrardy wrote:
>Hi All
>
>This has probably been asked before:
>
>I am using a VGA monitor with my TT. However, I have borders on each
>side. No amount of fooling around with the monitor controls can make
>it go so I am using the full extent of the territory the monitor can
>provide.
>
>Is there a solution?
>
>My Falcon works Fine on it, but with the TT, I have these borders to
>deal with.
>
>any suggestions?

What size monitor are you using? If you have a 15 inch or less, I would go out and buy a 17 inch one. I think your problem depends mainly on the monitor itself. With my Hades, I have no borders in most of the resolutions I use, but there are a few that have to have them.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

542. Re: Have ATARI ST, need LOTS of help! Re:

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 21:45:02 UTC
From: ebaiz@skyenet.net
Message-ID: <y9G38.141$mo2.149530@newsfeed.slurp.net>
Source record: 38596

On 21 Jan 2002 20:10:17 , maxvolume wrote:
>Hi all,
>
>For at least a couple years now, I've had an ATARI 520ST computer
>sitting around with no power supply or any cables whatsoever. I
>thought the built-in MIDI ports were very cool, and I've always wanted
>to get it up and running to use as a sequencer (via Cubase). I've
>never actually used an ST, so maybe I'll end up selling it instead,
>but I *really* want to get it working so I can judge for myself.
>
>The components I have right now are the 520ST itself, a 3 1/2" floppy
>drive (I forget the model number), and an SC1224 Color Monitor. None
>of these items have power supplies or any other cables, so I don't
>even know if they work at all. The exception is the SC1224 monitor,
>as the video cable is built-in, and the power cable is either built-in
>or a standard type. It powers up and I can connect it to the
>computer, but since I can't power the computer there's no way to know
>if it really works. Also, I just got an SC1224 version 2, and it does
>not have a built-in video cable, so I will need one of those. The
>power cable on the SC1224 v2 is just a standard IEEE power cable, and
>I have plenty of those around. The original SC1224 matches the 520ST
>a lot better, but I'm partial to the look of the second version, so I
>may use that one instead.
>
>Speaking of the SC1224 v2, does anyone know why this monitor was even
>made and why it looks so different? Is it supposed to match the
>Falcon? If the Falcon also has built-in MIDI ports, I may decide to
>use one of those instead if I can find one cheap. Also, wasn't there
>a *real* "music computer" made by YAMAHA or somebody at around the
>same time as the ST? That would be ideal, as it really will be a
>dedicated system. Of course unless someone has an original copy of
>Cubase (dongle included) for sale at a reasonable price, I may have to
>use a "warez" version. Anyone who isn't warez-phobic please point me
>in the right direction.
>
>I also have no manuals at all for this machine, and although I'm sure
>they won't be absolutely necessary, I'd like to have them. I guess
>I'll need TOS as well, and I'd really prefer a hard drive instead of
>having to boot from a floppy all the time, so if anyone has either,
>let me know. Also, it's starting to seem like there's a lot I'm gonna
>need to get this up and running, so if anyone's had a lot of
>experience with Cubase and knows I'd be better off using another
>platform (Mac or PC), that advice would save me some time and money.
>I guess I've just heard one too many late-'80s Tangerine Dream albums

>so now I think I need Cubase on an Atari ST to make good music. ;)
>
>Thanks in advance for any help anyone can provide.
>.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

543. Re: Have ATARI ST, need LOTS of help! Re:

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 21:45:22 UTC
From: ebaiz@skyenet.net
Message-ID: <S9G38.142$mo2.149665@newsfeed.slurp.net>
Source record: 38597

```
On 21 Jan 2002 20:10:17 , maxvolume wrote:
>Hi all,
>
>For at least a couple years now, I've had an ATARI 520ST computer
>sitting around with no power supply or any cables whatsoever. I
>thought the built-in MIDI ports were very cool, and I've always wanted
>to get it up and running to use as a sequencer (via Cubase). I've
>never actually used an ST, so maybe I'll end up selling it instead,
>but I *really* want to get it working so I can judge for myself.
>
>The components I have right now are the 520ST itself, a 3 1/2" floppy
>drive (I forget the model number), and an SC1224 Color Monitor. None
>of these items have power supplies or any other cables, so I don't
>even know if they work at all. The exception is the SC1224 monitor,
>as the video cable is built-in, and the power cable is either built-in
>or a standard type. It powers up and I can connect it to the
>computer, but since I can't power the computer there's no way to know
>if it really works. Also, I just got an SC1224 version 2, and it does
>not have a built-in video cable, so I will need one of those. The
>power cable on the SC1224 v2 is just a standard IEEE power cable, and
>I have plenty of those around. The original SC1224 matches the 520ST
>a lot better, but I'm partial to the look of the second version, so I
>may use that one instead.

Hello,

I have a Hades and a STe that I use for MIDI from time to time. On the
Hades I use Sweet 16 and on the STe I use TigerCub.

For ordering power cabled anf such, try out the sites below:

http://www.vme.net/dvm/aty/

For Midi programs try this site:

http://tamw.atari-users.net/timidi.htm

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
```

---

544. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 22:47:42 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3c4f4b5462b5160@free.fr>
Source record: 38601

Hello,

in article <1f6gdki.1fv2o3k1m9hnecN%northstar2010@___NO_SPAM___yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Wed 23-01-2002 06:47 (GMT):

> Adam Klobukowski <adamk@gabo.pl> wrote:
>
> > I've seen TOS 2.0 (version number reported by Sysinfo) on my friends 1040 STE
>
> Yes! This sounds very familiar as I got the same report with my own STe,
> but know for a fact that it's indeed got 2.06.

This is what happens on a system running MagiC. A TOS x.yz is shown as
TOS x.00, at least my TT (resp. Falcon) repports 3.00 (resp.4.00)
although the real TOS version is 3.06 (resp.4.04).

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

545. Re: Question regarding NVDI 5 and Epson 740

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 23:08:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2nfpvovm1@thorium.cix.co.uk>
Source record: 38598

In message <926a9946.0201211537.195ec3b2@posting.google.com>, ekaljuma@mtsac.edu said:

>After attempting to connect a new 1.28GB harddrive to my Falcon (did I
>get a bad one, or do the Quantum Fireball units all sound like a jet
>taking off? -- very loud!), I had a bit of trouble with NVDI 4, so I
>installed NVDI 5 on the new harddrive.
>
>My HP 610CL printed fine, but my Epson 740 printed nothing but
>gibberish. I've now switched back to my nice quiet older harddrive
>with a nicely working NVDI 4, but I'm wondering if anyone uses NVDI 5
>with the Epson 740 printer. If so, how?

Don't know if this is the cause, but note that the printer drivers
in NVDI are different for 4 and 5. On 5 the driver for (Epson-type)
impact printers in the GEMSYS folder is called PIN.SYS, where in
previous versions it was PINPRN.SYS. The HP-type (laser and inkjet)
drivers have been renamed from PAGEPRN.SYS to PCL.SYS. Furthermore
the standard GDOS printer numbers have been changed: In NVDI 4 I
had 21 for the default HP inkjet and 22 for my NEC pin-printer,
but in NVDI 5 the latter has changed to 25 in the distribution.
You can change it in the ASSIGN.SYS file. Mine in NVDI 5 looks
like this:

```
21 PCL.SYS ; HP DeskJet 520
22 ESCP2.SYS ; Epson Esc/P2
23 CANON.SYS ; Canon
24 MACPRN.SYS ; Mac printer driver
25 PIN.SYS ; NEC P2200
26 ATARILS.SYS ; Atari Laser
31 META.SYS ; Metafile driver
61 MEMORY.SYS ; Memory driver
81 NTOFFICE.SYS; Driver for NT Office Fax
91 IMG.SYS ; Driver for creating IMG files
```

What does yours look like, and which command set does your Epson
have?

Regards, /Peter/

546. Re: FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 23:44:58 UTC
From: ash@coldblackroom.demon.co.uk
Message-ID: <ash-2301022344580001@coldblackroom.demon.co.uk>
Source record: 38599

In article <u4h455c8gfth19@corp.supernews.com>, "Tim Anderson"
<tanderson@ednet.co.uk> wrote:

> Keep looking hard enough, I got my 1mb Falcon for ?100, bought a ram upgrade
> card for ?45 (14mb) then stuck in a 3.2gb hdd.
>
> Having said that, I bought a external SCSI cdrom from Ashley about a year
> ago complete with cable for around ?40 and it is still going strong so I
> would say it might be worth paying the extra as the item will have been well
> looked after.

Glad the CDROM is meeting expectations! :-) Thanks for your comments!

And if anyone does pick up a 1Mb Falcon, then I have a 4Mb RAM card for a
paltry couple of quid! ;-)

Ash

Falcon, hardware, software for sale (UK)
http://www.coldblackroom.demon.co.uk/for_sale/atari.htm

547. Re: FS (UK) Falcon, hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-01-23 23:47:54 UTC
From: ash@coldblackroom.demon.co.uk
Message-ID: <ash-2301022347540001@coldblackroom.demon.co.uk>
Source record: 38600

In article <nospam-BD89C0.18440414012002@enews.newsguy.com>, Bill Freeman
<nospam@here.invalid> wrote:

<snip>
> > ?215 for a Falcon, that seems pretty steep for a ten year old computer.
> >
> > Sorry
> >
> > Si
> >
> >
>
> It's a damn good price for a 14 mb Falcon. I would buy it myself if it
> was in the USA. If it was a 10 year old PC you could find it in a trash
> bin for free.

ROFL!

I'm glad that my prices are about right. I'm not trying to make a fat
pile of cash here!

Thanks for your comments!

cheers,

Ash

548. Re: highWire version 0.02 Released!

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 00:38:08 UTC
From: swampfax@atlantic.net
Message-ID: <QHI38.38$xm4.27903@news1.atlantic.net>
Source record: 38602

```
On 22 Jan 2002 23:33:37 , Paul Williamson wrote:
>On 21 Jan 2002 23:41:40 , "Webmaster@atari-users.net" wrote:
>>Version 0.02 of the html Rendering Engine HighWire is now available for
>>download.
>
>Thanks again for all the continuing work, it's great to see this
>happening !
>
>Cheers
>
>Paul
>.

ditto! Very much appreciated!
John G.
```

549. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 02:06:39 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2nq7brh1@thorium.cix.co.uk>
Source record: 38603

On 22 Jan 2002 18:21:27 , Galen wrote:
> stefano.priore@inwind.it wrote...
>> How many version of TOS have been released during ST life?
> Depending on how you count, as many as 13 versions of TOS were
> released by Atari. (Some versions were released after Atari, as has
> been noted by others).

There's a history behind TOS version numbers which people that go back to the early days of the ST might remember. An extract from Mark Baines A-Z book is slightly more complete than yours, but even that couldn't be considered complete. An extract follows:

+++++++++
"The Atari A to Z"
by Mark S Baines
Copyright (c) 1998 Mark S Baines
All Rights Reserved

TOS version numbers
The TOS version number is coded into the ROM at the address pointed to by the _sysbase system variable plus two longs (sixteen bytes). For TOS 1.0 the value in the ROM at this point is $0100 which is commonly interpreted as 01.00 or 1.00. Similarly, TOS 1.2 has the value $0102 and was, for many years, interpreted as v1.2. However, when TOS 2 and 3 came out the numbering system was changed to include the zero before the minor part of the version number, hence TOS 2.05 and TOS 3.06. Atari also decided to change the numbering system of earlier TOS versions retrospectively leading to much confusion which persists today. TOS 1.2, 1.4 and 1.6 therefore became TOS 1.02, 1.04 and 1.06. However, TOS 1.62 remains as such (and not 1.062!) as its ROM value is $0162. However, this version number implies a far greater upgrade from TOS 1.06 than actually took place.
..

Table T1: The TOS Version Numbers

os_version Old New Name
_sysbase+2 Number Number
$0100 1.0 1.00 ROM TOS or Old TOS
$0102 1.2 1.02 BLiTTER TOS or Mega TOS
$0104 1.4 1.04 Rainbow TOS
$0106 1.6 1.06 STE TOS
$0162 1.62 1.62 STE TOS
$0201 2.01 Mega STE TOS
$0205 2.05 Mega STE TOS
$0206 2.06 Mega STE TOS

$0301 3.01 TT TOS
$0305 3.05 TT TOS
$0306 3.06 TT TOS
$0400 4.00 Falcon TOS
$0401 4.01 Falcon TOS
$0402 4.02 Falcon TOS
$0404 4.04 Falcon TOS
+++++++++

TOS versions that I'd contend were missing from this list:

The first disk-based TOS may even have had a number of 0.9

The earliest ST's - that is the 520ST (no floppy or modulator), STF
and STM had TOS 1.0, but the STFM in the UK had a TOS version known as
1.09. Mark's take on this is as follows:

+++++++++
There has been a version of TOS in the UK under the version number of
1.09 which has caused much confusion over the years. TOS 1.09 appeared
in late 1987 as an Atari UK version of TOS 1.2 in answer to the Mega
ST and the provision of the BLiTTER. Atari UK named it TOS 1.09 but
Atari US would not make this number official. TOS 1.09 was replaced
soon after with the official TOS 1.2.
+++++++++

Where this number came from is in doubt based on the info Mark
gives above, but it was certainly different.
Mark also later refers to TOS 2.02 rather than 2.01 shipping in the
first Mega STe's.

Other notes:
TOS 1.02 was standard in the Mega ST but only available as an upgrade
for the ST(F)(M) series.
TOS 1.04 was never installed as standard in any machine, only as an
upgrade.

Can anyone else (with a better memory than me or who has copies of the
original ST Club Newsletters and catalogues where some of the earliest
TOS's were available on licensed disk) remember more?

rgds
H

550. Atari Falcon Question

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 04:48:43 UTC
From: spudboy <spudboy@optonline.net>
Message-ID: <LmM38.15328$6L5.2988788@news02.optonline.net>
Source record: 38604

I have a question for my Falcon. On my hardrive I have a couple fo folders that don't open, don't make sense, and I'm not sure how much space they are taking up. They are all named UL with a 2 dots above the U. Everytime I try to delete them they say that I can't delete them. How do I get rid of these?

Thanks,
Michael

551. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 05:00:39 UTC
From: planetdust@yahoo.com
Message-ID: <e20a265d.0201232100.3cad26d8@posting.google.com>
Source record: 38605

"JT" <smeg_007@nospam.hotmail.com> wrote in message
news:<a2jpig$51k$1@newsreader.mailgate.org>...

> Is this an early ST??? If theres no PSU inside it then go buy a later ST
> four a tenner. That one will have an internal PSU, DD Floppy, and a TV
> modulator. I'll buy the older one off you for my museum :)

At the risk of sounding like an ungrateful asshole, I really need to
add "NO UK REPLIES" to the subject lines of my posts. A "tenner"
would be nice to have since we don't see many British notes here in
the US, and I'm happy the shops are brimming with STs in the UK, but
that does me no good here. I actually have TWO 520STs, and they're
identical.

> SF354 or 314???

Something like that -- probably the SF354.

> Different manufacturers made the 1224, namely Samsung, Goldstar, and JVC.
> This means that there will be differences between them. Try both out and see
> which has the best picture. I think the V2 was made to suit the later mega
> and ste range maybe the falcon too, it has a darker grey bezel around the
> screen IIRC. It will work with a falcon with the right lead (the falcon has
> a diferent connector).

You recall correctly -- the bezel is a darker grey... and if I could
try them out I would, that's the whole point of the post!

> You wont. The average price for a 14mb falc with an internal HD is ~ï¿½200 in
> the UK.

Okay, then the ST it is. Now back to my original question...
CABLES???

> There was another version of the falcon made by a leading music software
> company that had a different case which was 19" rack mount IIRC. It was
> basically a falcon motherboard with some hardware hacks for better
> stability.

Uh, no. CASIO, YAMAHA, something. The MX7, maybe?

> You wont need manuals if youve done any computing at all. If youve used an
> early gui mac, then you'll fly.

Good to know. I have about a dozen old Macs around. No mouse for the
ST, though.

> Its not an amiga - you wont need TOS on disk its built in, unless you have
> the aforementioned very early ST.

I don't need a Kickstart disk with my A1200 either, but I'd need
Workbench on a boot floppy if I didn't have a hard drive. THAT's what
I'm talking about.

> You can get a SCSI adapter from the usual vendors or even an IDE if you
> prefer.

Which part of "newbie" are you having trouble with -- "new" or "bie"?
The usual vendors indeed...

> You can write your music on the atari. If your worried about money, how much
> is a PC gonna set you back?

Er, nothing. I also have Macs that can do the job. My dilemma is
that a PC will be used to record the audio on a hard disk for
editing/burning to CD. So how does the very same PC sequence and
record at the same time?

552. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 05:18:16 UTC
From: planetdust@yahoo.com
Message-ID: <e20a265d.0201232118.480b254d@posting.google.com>
Source record: 38606

"PNC" <news@spam.polar-net.co.uk> wrote in message
news:<jrg38.2645$Ph2.430642@news2-win.server.ntlworld.com>...

> No, don't do that! The ST is very very useful for music even today!

Okay, OKAY! I'll go with the ST... remember that's what I WANT to do?
That is if anyone can tell me where to get cables that doesn't
require hopping across the pond.

> The ST just needs a standard power cable like what you get for PC's,
> affectionly known as 'Kettle-lead'

Righto. I'll just pop down to Harrod's and drop a quid on a good old
"kettle lead". Better still, I'll nick the one off a kettle I've got
tucked away in a cupboard somewhere around the flat. Then I'll hop in
the Morris for a jaunt down the M1. PLEASE, PEOPLE... I'M IN
AMERICA!!!!!

> Atari used re-banged PC monitors a lot, so I guess one supplier ran out, and
> they changed. Or something

I'm guessing they just switched suppliers and/or went with a new
design.

> Yamaha released an MSX clone with a built-in keyboard. But the MSX sucks, so
> don't go there.

No problem. Of course a lot of games were released for the MSX, but I
guess an emulator will do for those.

> Try to find a copy of Steinberg Pro24 III, it's a lot like cubase, and easy
> to use. Cubase is a bit hard for me.

Well, I'll use whatever's more intuitive, but I just love how I say "I
need software" and the answer is "get some software". I say "I have
two monitors that I can't use because I can't hook up the computer"
and the reply is "try them both out and see how the picture looks".
Useless, useless, useless.

> You may be lucky and have TOS built in, but some early models required TOS
> to be loaded from a disk first. If you need TOS on a disk, which I hope you
> dont, someone may be able to help you out with a copy :)

...and it continues...

> It will cost you much more to get a PC or a Mac system up and running,
> remember a few people are upgrading to bigger and better machines, and Atari

> ST's are easy to pick up these days for hardly anything. The Falcon though
> is still an expensive machine, but some people charge quite a lot for one of
> them. The German ebay is very good for Atari stuff, and most people are very
> willing to ship to another country.

Well, I hope that's not my only option. Lucky I have a couple
monitors, which would be too expensive to ship. Do either Cubase or
Steinberg require a monochrome monitor? I thought having a color
monitor was a GOOD thing, and then I find out that mono is better.
Weird.

553. FS: Atari STuff Toronto (revised)

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 06:47:41 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <G6O38.16253$KC1.2873626@news20.bellglobal.com>
Source record: 38607

```
Canadian Dollars
Toronto Pickup

Cool Software:
DynaCadd incl key $30
Lattice C 5.5 + 5.6 + manuals $50

Music Hardware:
Steinberg TimeLock $50
Microdeal Stereo Replay sound cartridge $20

Music Software:
ECS Keyboard Kapers
ECS Keyboard Fingerings
Steinberg TenTrax

Magazines:
Current Notes
ST Applications

Hardware:
Golden Image Hand Scanner (no power adapter) $offer

Manuals (no software):
Extendos
NeoDesk4 manual

Books:
GST ASM Macro Assembler
Learning C Programming Graphics on the Amiga and ST (pcopy)
STOS The Game Creator User Guide
STOS The Game Maker's Manual

Software:
Abacus PC Board Designer (no disk)
Home Accountant
NeoDesk CLI
PC Ditto
Sara
Sara V2
STraight Fax 2.0 + 2.1
TimeWorks Publisher
Twist2 database
Zoomracks

Games:
Lots of disks
```

554. Re: STuff for sale: Toronto last call before it goes into the garbage

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 06:58:41 UTC
From: dx285@FreeNet.Carleton.CA
Message-ID: <a2obb1$6rc$1@freenet9.carleton.ca>
Source record: 38608

Hello,

I live in Ottawa, and am broke as usual. Otherwise, I'd buy
the magazines at least, probably other things, too. I'd even be will-
ing to make a promise to pay an extra fee just to make it worth your
inconvenience to keep them for a while, til I could pay you.

I really just posting to let you know how upset it makes me to
see irreplacable computer SW & HW be simply destroyed. 2 months ago, I
bought some great Amiga SW & books, for $20.00, from a guy who was going
to just throw them out. He & I both profited from this transaction.

Have you contacted the Toronto Atari Federation, to place a
classified ad, or tried an ad in the local paper?

I have space problems, too, but destroying computer gear isn't
a solution I've considered.

Prehaps I sound full of myself. I don't mean to. I just love
classic computers.

Regards,

Gary

P.S. I have a Falcon, ST, & 800 XL, as well as other classics. I love
them all.

555. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 07:06:08 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <pan.2002.01.24.08.06.08.42119.766@tu-clausthal.de>
Source record: 38609

On Thu, 24 Jan 2002 03:06:39 +0100, Harry Sideras wrote:

> Other notes:
> TOS 1.02 was standard in the Mega ST but only available as an upgrade
> for the ST(F)(M) series.
> TOS 1.04 was never installed as standard in any machine, only as an
> upgrade.
>

That is wrong. I have a 1040STFM with German TOS 1.04 (as you call
it, i prefer to call it 1.4) and the TOS was never upgraded from
anything else. It came with that TOS out of the factory.

Matthias

--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321

556. Re: Looking for ST/Amiga Format issue 11 coverdisk

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 07:13:32 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C4FB41C.B3B43F7D@siemens.at>
Source record: 38610
Cross-posted to: comp.sys.atari.st,alt.amiga

Blerk wrote:

> I've been transferring my collection of cover disks over to my PC for
> using with my emulators and have discovered that I've lost my copy of
> the disk which came with issue 11 of ST/Amiga Format (the main demo
> being Archipelagos for the ST). Does anyone have a copy of this that
> they could send me? I don't need the original disk, just an image or
> copies of the files. I'm especially interested in the ST side of the
> disk, as it's the only one I'm missing from a complete collection of
> ST/Amiga and ST Format coverdisks.

The ST Format coverdisk 11 is at http://dewey.ecs.soton.ac.uk/stformat/
But this seems to be something different since in the list of contents
Archipelagos is not mentioned.
But maybe you could help the maintainer of the page since he is
missing four or five ST Format coverdisks :)

Gerhard

557. FS: Mega STe

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 07:43:14 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u4veo37fg6rbf6@corp.supernews.com>
Source record: 38611

Hey guys,

I am not sure if I want to sell this or not, but perhaps someone can convince me who wants it enough. Make me an offer and I'll see how I feel.

Seeing as how I have a Falcon now and my CT60 is coming, I have a Mega STe that I am not sure what to do with. It would come with 4 megs of RAM, PC power supply and adapter, ICD Link/2 Special edition (clear case), 720K floppy, NO KEYBOARD!!! (sorry :( ), Seagate Hawk 1 gig SCSI/2 hard drive. 2X or so caddy loading cdrom drive.

This machine has the VGA modification done to it to enable use of a VGA monitor. It is hardwired for ST-High and would have to be rewired to do ST-low and medium or a switch would have to be wired in. The serial ports of this machine (with the exception of modem1) never seemed to work right. I could never do 38.4 or 115.2 without extreme errors. It is mounted in an extremely large and heavy sun photo processor tower case. The mounting job is bad, but upon a serious offer I would either ship without the case or remount onto a specially made plastic platform and do the job right. For the curious, a picture can be found at:
http://pikachu.atari-source.com/pictures/megastetower.jpg

Unfortunately the QWERTYX pictured does not come with the machine as I do not own it. This Mega STe also has no 6881.

I am being brutally honest with this sale for many reasons. Because I really might not like to let go of it, because I'd like it to go to a good technically minded owner, because I don't want any buyer remorse, bad feelings or negative karma against me. Lastly, this board was purchased under Toad Computer's going out of business sale. It is equipped with TOS 2.05 and 720K fdd only. The board was sealed and in NEW condition in it's purchase in I believe 1998. I forget when I bought it, but this machine is not flaky in ANY WAY and might be the best condition you can find such a beast in. Unfortunately, because I bought the board only, there's no mega ste case or PSU available either.

Mail: mduckworth@atari-source.com

558. Re: Atari Falcon Question

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 09:58:15 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c4fc945@dnews.tpgi.com.au>
Source record: 38612

Hi, the directorys are corrupt :-(. Just delete them using a demo of Kobold
or the like. There is a shareware utility to do it but I forgot what its
called???

Mark

spudboy <spudboy@optonline.net> wrote in message
news:LmM38.15328$6L5.2988788@news02.optonline.net...
> I have a question for my Falcon. On my hardrive I have a couple fo
folders
> that don't open, don't make sense, and I'm not sure how much space they
are
> taking up. They are all named UL with a 2 dots above the U. Everytime I
> try to delete them they say that I can't delete them. How do I get rid of
> these?
>
> Thanks,
> Michael
>
>

559. Re: Looking for ST/Amiga Format issue 11 coverdisk

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 12:13:58 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2otuf$a0p$1@newsreader.mailgate.org>
Source record: 38613

I dont think he is. I have every ST format disk and I wrote him offering images of the missing ones. He wrote back saying that he has them all but hasnt been able to update the website as he is not at soton university anymore.
BTW, ST Format 11 is not the same as ST/Amiga Format 11.

Janka Gerhard <gerhard.janka@siemens.at> wrote in message news:3C4FB41C.B3B43F7D@siemens.at...
> The ST Format coverdisk 11 is at http://dewey.ecs.soton.ac.uk/stformat/
> But this seems to be something different since in the list of contents
> Archipelagos is not mentioned.
> But maybe you could help the maintainer of the page since he is
> missing four or five ST Format coverdisks :)
>
> Gerhard

560. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 12:27:58 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2ouonaag1@newsreader.mailgate.org>
Source record: 38614

maxvolume <planetdust@yahoo.com> wrote in message
news:e20a265d.0201232100.3cad26d8@posting.google.com...
>
> At the risk of sounding like an ungrateful asshole, I really need to

Well you do. Thanks a lot. People try to help you and you return with
sarcasm. You really are a NICE person...

> add "NO UK REPLIES" to the subject lines of my posts. A "tenner"

Why didnt you be more specific?

>
> You recall correctly -- the bezel is a darker grey... and if I could
> try them out I would, that's the whole point of the post!

Yeah whatever.

> > Its not an amiga - you wont need TOS on disk its built in, unless you
have
> > the aforementioned very early ST.
>
> I don't need a Kickstart disk with my A1200 either, but I'd need
> Workbench on a boot floppy if I didn't have a hard drive. THAT's what
> I'm talking about.

LIKE I SAID THE OS IS BUILT IN. ALL OF IT NOT JUST THE BIOS BUT THE GUI TOO.

> > You can get a SCSI adapter from the usual vendors or even an IDE if you
> > prefer.
>
> Which part of "newbie" are you having trouble with -- "new" or "bie"?
> The usual vendors indeed...

Dont you know how to use a search engine??? 5 minutes will get you a list of
vendors in your part of the world, or are you just demented?

>
> > You can write your music on the atari. If your worried about money, how
much
> > is a PC gonna set you back?
>
> Er, nothing. I also have Macs that can do the job. My dilemma is
> that a PC will be used to record the audio on a hard disk for
> editing/burning to CD. So how does the very same PC sequence and
> record at the same time?

They can, I do it all the time.

BTW, I think you should stick to your mac. The atari world is a friendly place, not suitable for you whatsoever.

561. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 12:34:10 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2ov4aaem1@newsreader.mailgate.org>
Source record: 38615

Correct. Later STFM's that were built after the STE (which first came with 1.6) came from the factory with 1.4. Btw, this was in the UK.

> That is wrong. I have a 1040STFM with German TOS 1.04 (as you call
> it, i prefer to call it 1.4) and the TOS was never upgraded from
> anything else. It came with that TOS out of the factory.
>
> Matthias

562. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 13:38:11 UTC
From: joska@online.no
Message-ID: <f41c77a0.0201240538.76d1b150@posting.google.com>
Source record: 38616

sidcelery@cix.co.uk (Harry Sideras) wrote in message
news:<a2nq7brh1@thorium.cix.co.uk>...
> TOS 1.02 was standard in the Mega ST but only available as an upgrade
> for the ST(F)(M) series.

Not correct. My first and second ST (520STM and 1040STFM) were both
fitted with 1.02 from factory. I believe there were sold a lot more
ST's with 1.02 that 1.0. Atleast here in Europe, where 1.0 completely
disappeared from the market in 1988 or 89. I've only seen STF's and
STM's with 1.00, all STFM's I've seen has had 1.02 or 1.04.

> TOS 1.04 was never installed as standard in any machine, only as an
> upgrade.

That's not correct either. A lot of ST's - in particular the low-price
520 that sold quite well in UK the last two years of the ST - was
fitted with 1.04 as standard.

Jo Even Skarstein

563. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 14:57:13 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2p7gjefe1@newsreader.mailgate.org>
Source record: 38617

I have in my collection a 1Mb 520 STFM that is TOS 1.0. It wasnt
up/downgraded.

Jo Even Skarstein <joska@online.no> wrote in message
news:f41c77a0.0201240538.76d1b150@posting.google.com...
>
> Not correct. My first and second ST (520STM and 1040STFM) were both
> fitted with 1.02 from factory. I believe there were sold a lot more
> ST's with 1.02 that 1.0. Atleast here in Europe, where 1.0 completely
> disappeared from the market in 1988 or 89. I've only seen STF's and
> STM's with 1.00, all STFM's I've seen has had 1.02 or 1.04.
>
> Jo Even Skarstein

564. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 17:50:21 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a2phgtfpj1@snipp.uninett.no>
Source record: 38618

JT <smeg_007@nospam.hotmail.com> wrote:
> I have in my collection a 1Mb 520 STFM that is TOS 1.0. It wasnt
> up/downgraded.

It must be an early one. The 520STFM came early in 1989, atleast here in
Norway (bought one of the last STM's in 88, with 1.02).

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

565. mtl canada atari for sale

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 19:20:33 UTC
From: ":)" <cromezulu@videotron.ca>
Message-ID: <G7Z38.388$7U5.104348@weber.videotron.net>
Source record: 38619

```
selling
-1040stfm
- sc1224--
- two joysticks
- mouse
cubase + a few prgs

best offer
```

566. FS PC-Speed, Overscan, Forget Me Clock II, etc

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 20:36:45 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0201241236.6a1d2b8@posting.google.com>
Source record: 38620

Some more unusual bits ane pieces of hardware:

1) PC-Speed (Compo Software)

Hardware DOS emulator for Atari ST / Mega ST. Fits
onto existing 68000 cpu. Unit includes PCB with
NEC V30 CPU, driver disk and 59 page manual. You
will need 1 or 2 68 pin DIL sockets to aid in mounting.

30 GBP

2) Overscan (Overscan GBR)

Overscan increasses the resolution of our Atari ST/Mega ST
video output. This unit is compatible with 68000,68010,
68020 and 68030 CPUs so may suit accelerated systems. Max
resolution depends on monitor, etc. Manual shows resolutions
of up to 704 x 480 on newer Atari SM124 monitors, and 752x280
on Atari SC1224 monitors. Compatible with NVDI. Units includes
PCB, 66 page manual and driver disk in original plastic wallet.

40GBP

3) Forget-Me-Clock II (Frontier Software)

Clock cartridge plugs into the ROM port of an Atari ST/STe. Full
pass through. Sets clock automatically on power up. Unit includes
cartridge, 8 page manual, driver disk in original box.

40GBP

Offers/info to purpletwilight3000@yahoo.co.uk

567. FS NVDI 5, MagicMac 6

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 20:41:25 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0201241241.79c876f5@posting.google.com>
Source record: 38621

For sale:

1) NVDI 5

The latest and greatest version of
NVDI from B&B. I now have two copies so this one
no longer required. Manual, disks and plastic
wallet. English version.

40GBP

2) MagicMac 6

Magic for the Macintosh. Manual and Disks. Works
with PowerMac.German Edition.

40GBP

Offers/info purpletwilight3000@yahoo.co.uk

568. Re: FS PC-Speed, Overscan, Forget Me Clock II, etc

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 21:16:32 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201242207030.123-100000@easymint>
Source record: 38622

On 24 Jan 2002, purpleT3K wrote:

> 3) Forget-Me-Clock II (Frontier Software)
>
> Clock cartridge plugs into the ROM port of an Atari ST/STe. Full
> pass through. Sets clock automatically on power up. Unit includes
> cartridge, 8 page manual, driver disk in original box.
>
> 40GBP

Note: the FMC-II setting software is NOT Y2K compatible. There is a patch available somewhere (don't remember where) that works around this problem.

But the cartridge itself is Y2K compatible. Which makes me wonder. Is it so difficult to make new software for this cartridge. If someone knows how the ST reads and writes time/date data from/to this clock cartridge , that shouldn't be too difficult ?

Martin Tarenskeen

569. TOS emulation on Mac and PC

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 21:34:23 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0201241334.4e682242@posting.google.com>
Source record: 38623

It's been almost a year since I last fired up my Falcon, still in pieces after testing a 68060 on my Afterburner. Final answer to that solution was to let Rodolphe finish up his hardware:) Can't wait until it's transplanted into one of my Falcons. I just recently retired my Quadra 840 which had happily running MagiC Mac seemingly forever. In it's place is a new wizz-bang PC. I wanted a Mac, but outfitted the same, one would have cost quite a bit more than the coffee cup warmer I purchased in the end. The Quadra may still be used as a server on my local network, can't just toss it in the can no matter what it's worth.

So, after about three days working with Windows XP at home i've come to realize that however fast and versital the new PC is, it's not an Atari or Mac:) Actually something I already knew:)

Has anyone extensive experience with MagiC PC, how it performs along side with MagiC Mac. Is the NVDI PC version the same as NVDI 5.02 for TOS? I've enough experience with GEM applications and non-GEM applications under NOVA VDI and such, don't need to go into that here. I'm not interested in gaming or a VDI that supports less than 15/16bit color.

What about Derriks SoftMac XP package and the current version of Gemulator.
From what I can tell about Gemulator, it still only supports 16 color, hardly worthy of trying, but if MagiC Mac can run under his SoftMac emualtor......

I would rather spend the 200 bucks or so getting one of those packages than even begin to shop for compatible Windows softs. I have several Mac animation and rendering applications (FPU required)that are more than acceptable for what I need, and provide a decent graphics bridge over to TOS. Of course on the TOS side, I want to still be able to use Dyna Cadd, Phoenix, Chronos, Calamus, all which would look very nice on a 19" monitor. Apex, Rainbow and other Falcon only applications will work better when the CT060.

Pointers to new and current FAQs would be apreciated, but would rather converse with someone actually utilizing the packages in a simular enviroment as myself. The PC specs (not for spamming or bragging are in no peticular order)
Dell 1.8Ghz P4, 512mb RDRAM, 10/100 ethernet through a Linksys cable modem router, C80 Epson with HawkingTech print server attached. I want to network the Falcon into this, but the cartridge port ethernet connectors are still not available, so likely will go through the serial port to the Mac if it becomes a server, or to one of the other

PCs on the network if a parallel network connection is faster.

No, I still have no spelling checker,
Thanks,
Mike

570. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 21:41:17 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0201241341.20431f23@posting.google.com>
Source record: 38624

You forgot Sparrow TOS, 2.07

Mike

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0201221821.7d67ee16@posting.google.com>...
> stefano.priore@inwind.it wrote in message news:<ljkj2a.v41.ln@toy.sector1.net>...
> > How many version of TOS have been released during ST life?
>
> Depending on how you count, as many as 13 versions of TOS were
> released by Atari. (Some versions were released after Atari, as has
> been noted by others.)
>
> 1.00 disk -- the first TOS
> 1.00 -- on chip
> 1.02 -- some bugfixes and greatly improved hard drive performance
> 1.04 -- a number of minor improvements. The first truly stable TOS
> with a hard drive.
> 1.06 -- a special version of 1.04 used for the STe
> 1.062 - a bugfixed version of 1.06
> 2.05 -- a considerably improved version, first developed for the Mega
> STe, but usable on all STs
> 2.06 -- some bugfixes to 2.05 with 1.44Mb floppy support
> 3.05 -- a special version of 2.05 used for the TT
> 3.06 -- a special version of 2.06 used for the TT
> 4.01 -- the first Falcon TOS. Has a look and feel very much like
> 3.06.
> 4.02 -- a bugfixed version of 4.01 that added a very serious
> partitioning bug
> 4.04 -- the last Falcon TOS.
>
> Note that the zeros are often omitted, which is why you hear of TOS
> 1.2 or 1.62 on occasion.
>
> For the typical user, there are really just two TOSs: 1, and 2/3/4,
> which differ solely with regard to the machine they run on (2, 3, and
> 4 feel almost identical). Some people may argue that there are three
> TOSs 1.00/1.02, 1.04, 1.06/1.062, and 2/3/4, but the improvements
> between 1.02 and 1.04 aren't that earth shattering. It's a lot like
> arguing that Windows 95 and Windows 98 are different programs.
>
> Galen

571. Re: WTD Nemesis manual

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 21:43:23 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0201241343.2e2cab3c@posting.google.com>
Source record: 38625

DOITF030 has a copy of the Nemesis manual (along with a wealth of other data:).
Mike

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3c4dc3d6544520@madasafish.com>...
> Hi
>
> >I have a Nemesis accelerator and driver disk
> >for the Falcon but no manual. Does anyone have
> >a manual I could borrow or buy?
>
> I wouldn't mind a copy too, I know some people who do have the Nemesis so
> at a squeeze, ask me and I may get it scanned in.

572. English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-24 22:12:28 UTC
From: Marcus Flowers <marcus_flowers@hotmail.com>
Message-ID: <2333dddb17002bbddf368874a3613f14.63279@mygate.mailgate.org>
Source record: 38626

Hi group,

I have a 1040 ST with German desktop, but would like to change it into
an English version. Do I need an English TOS version for that, or is it
also possible to change it by software?

Thanks,

Marcus

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

573. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 00:19:54 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5194n4cagob2b@corp.supernews.com>
Source record: 38627

Marcus Flowers wrote:

> Hi group,
>
> I have a 1040 ST with German desktop, but would like to change it into
> an English version. Do I need an English TOS version for that, or is it
> also possible to change it by software?
>
> Thanks,
>
> Marcus
>
>

Marcus,

You can load a TOS image up with software, by loading a new TOS image you would be effectively changing the language to whatever language that TOS is. There's something out there called KAOSTOS which I believe was a slightly modified version of rainbow TOS (1.4). There's the last route of booting up something like MagiC, MiNT and N.Aes or XaAES or something else. Any one of these solutions come at a price of memory usage. If you want the system to work exactly the same as it does now, but in English, you will need to get English ROMs.

Mark
http://atari-source.com

574. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 00:45:37 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u51aktnp541tf0@corp.supernews.com>
Source record: 38628

maxvolume wrote:

> "PNC" <news@spam.polar-net.co.uk> wrote in message
> news:<jrg38.2645$Ph2.430642@news2-win.server.ntlworld.com>...
>
>> No, don't do that! The ST is very very useful for music even today!
>
> Okay, OKAY! I'll go with the ST... remember that's what I WANT to do?
> That is if anyone can tell me where to get cables that doesn't
> require hopping across the pond.
>
>> The ST just needs a standard power cable like what you get for PC's,
>> affectionly known as 'Kettle-lead'
>
> Righto. I'll just pop down to Harrod's and drop a quid on a good old
> "kettle lead". Better still, I'll nick the one off a kettle I've got
> tucked away in a cupboard somewhere around the flat. Then I'll hop in
> the Morris for a jaunt down the M1. PLEASE, PEOPLE... I'M IN
> AMERICA!!!!!
>

>> Atari used re-banged PC monitors a lot, so I guess one supplier ran out,
>> and they changed. Or something
>
> I'm guessing they just switched suppliers and/or went with a new
> design.
>
>> Yamaha released an MSX clone with a built-in keyboard. But the MSX sucks,
>> so don't go there.
>
> No problem. Of course a lot of games were released for the MSX, but I
> guess an emulator will do for those.
>
>> Try to find a copy of Steinberg Pro24 III, it's a lot like cubase, and
>> easy to use. Cubase is a bit hard for me.
>
> Well, I'll use whatever's more intuitive, but I just love how I say "I
> need software" and the answer is "get some software". I say "I have
> two monitors that I can't use because I can't hook up the computer"
> and the reply is "try them both out and see how the picture looks".
> Useless, useless, useless.
>
>> You may be lucky and have TOS built in, but some early models required

>> TOS to be loaded from a disk first. If you need TOS on a disk, which I
>> hope you dont, someone may be able to help you out with a copy :)
>
> ...and it continues...
>
>> It will cost you much more to get a PC or a Mac system up and running,
>> remember a few people are upgrading to bigger and better machines, and
>> Atari ST's are easy to pick up these days for hardly anything. The Falcon
>> though is still an expensive machine, but some people charge quite a lot
>> for one of them. The German ebay is very good for Atari stuff, and most
>> people are very willing to ship to another country.
>
> Well, I hope that's not my only option. Lucky I have a couple
> monitors, which would be too expensive to ship. Do either Cubase or
> Steinberg require a monochrome monitor? I thought having a color
> monitor was a GOOD thing, and then I find out that mono is better.
> Weird.
>

Ok fucko, somehow I live in america too and I don't have problems with these things, that is if you arent' afraid to mail order something. Your 520 ST will MOST LIKELY have built in TOS... GUI and all. You don't need to "warez" the OS to get it running. The power supply comes in two flavors. If you have a round power connector on the back, you need the "brick" style external power supply. If you have a standard IEEE plug, well... I think you know. The Atari ST isn't a current production computer, you can't just waltz into rat shack and buy the stuff you need for it. And if you are missing so many cables, your absolute best bet would be to go on ebay and buy another ST for $5. I believe there's a 1040 on there now for $7 last I checked. You'll need to get a scsi interface from http://www.atari-workshop.co.uk. This is called the ICD Link or Link 97 or whatnot. You can obtain an internal IDE interface by contacting Mario Becroft at http://gem.win.co.nz/mario/hardware/ . Best Electronics has a lot of what you need but at a high cost usually as Atari stuff brings their paychecks home. http://www.best-electronics-ca.com/

You will not usually find much atari parts for sale by single though. Most of the time it's a package deal except for expansions. For example, getting the connecting cable and power supply for the floppy drive is a worthless mission. If you buy the 1040 on ebay, a floppy drive will already be built in. Building an atari from scratch requires a lot of patience. You will have to wait for the parts to be available and perform exhaustive web and auction searches to find them. You don't sound like a fellow with much patience.

Now. I believe I've helped you to the maximum of my desire. Frankly, I think you best watch what you say about 'warezing' out software. A very large percentage of the readers and posters to this list are active atari developers. Some of them do their work for free, some for GNU GPL, and some are commercial authors. Cubase and steinberg products are commercial for a reason. Because they're extremely high quality. If you want cubase

and you don't want to pay for it, I suggest you get out your good old C compiler and start coding a copy for yourself. When you realize how much work it would be, maybe you would show some sort of appreciation for the cost of a copy.

Atari's have limited video memory. The more colors you display the more resolution it costs you. When working with a huge midi score, you might want to be able to fit more on your screen and sacrifice a few worthless colors. This is where the benefits of a monochrome monitor come in.

You've been directed to Tim's Atari world in several posts now. http://tamw.atari-users.net. There's several MIDI programs varying in quality. A lot of them used to be commercial but are now graciously released for free. If you want to do anything, start there.

Your best and/or cheapest route for building an atari is to just buy another one. Unless you're so cheap you won't buy a computer for $10 or $20, in which case I can't nor will I help you.

Next time you ask for help maybe you should think and use a little patience. There's very many varying atari models, and people are giving you the best advice they can.

Don't be a d*ck, and I'll be nice as well.
Mark
http://atari-source.com

575. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 00:48:20 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2qa0k$aq1$1@thorium.cix.co.uk>
Source record: 38629

In message <1f6gcgg.vevc3q86a8vcN%northstar2010@yahoo.no>, northstar2010@yahoo.no said:

>When you type 'dir A:' in a DOS box under Windows 95
>and you have a tx16w disk in your drive A, 8 bytes will
>spontaneously be written to Sector 0 at offset 3,
>which makes the disk instantly useless with the Yamaha OS.

Byte 2 to 7 of the boot sector on an Atari or DOS disk is either
'Loader', which presumably is used when a boot program is in bytes
30 to 509, or third party formatter name. So writing 8 bytes there
will do no harm. Bytes 8 to 10 contain the serial number, which
the Atari does not use#, so this too could be overwritten.

except to check for disk changes, comparing the serial numbers,
but again this can be anything.

But I would have thought that if the disk is write-protected, the PC
can't write anything to it. But then again, this *is* M$, so who
knows.... :-(

Regards, /Peter/

576. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 00:56:07 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u51b8kbkmvec97@corp.supernews.com>
Source record: 38630

Hallvard Tangeraas wrote:

> Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote:
>
>> Hallvard Tangeraas wrote:
>
>> > I've been wondering about the same thing as my Mac has an Apple
>> > "Multiple scan 15" monitor. But I guess it all depends on the
>> > horizontal and vertical capabilities....
>
>> The Mac monitor isn't anything more than a relabeled VGA monitor with a
>> weird connector on it? :)
>
> Actually my Mac monitor has a standard 15-pin connector on it! I made a
> cable for it myself to connect between the Mac and the monitor (saved
> quite a bundle!) and seem to remember that the pinout was the same as of
> the VGA standard.
>

See, you're already good :)

>
>> I don't see why it would not work. I have a
>> monitor here that isn't even multisync and it works fine in ST low medium
>> and high.
>
> Cool! I suppose you made (or bought) a switch-box to select between
> "colour" and "mono" modes, then in colour mode you select "low" or
> "medium" from the desktop menu. At least that's what I had to do back in
> the days when I had an NEC Multisync II monitor.
>
> May I ask which monitor you're using?
>

The NEC Multisync monitors are good. I am just using a cheap generic 14"
GVC monitor. It's as generic as they get. Any newish monitor will do all
of the resolutions without trouble (I think). my 20" monitor and my 17"
monitor have never had troubles with any ST resolutions or refresh rates.
My 17" was a Gateway EV700 17" monitor and my 20" is a SuperMatch. The
supermatch I think was a very expensive once upon a time professional model.

No, unfortunately I was too lazy to make the switch box so it's stuck in
the most useful mode of ST-High ;)

>
>> The same principles behind mario becroft's vga adapter for st's

>> (not the galaxy card, but just the adapter). You'd just need some sort
>> of adapter for the mac video cable.
>
> There are lots of circuits for these adapters around, so I'm going to
> make one myself, but like others have pointed out the monitor has to be
> able to handle the frequencies the ST sends out. Perhaps you were just
> lucky with the monitor you have, but I'd check the specs before actually
> trying it out in practice.
>

I think you'll find it's not as bad as it sounds. My 14" monitor recently started doing weird stuff in ST-High mode, I think because I didn't include the resistor in my adapter. It's certainly not a frequency problem though as the picture is perfectly stable until the monitor warms up.

> I don't know if this is true, but having messed around with
> configuration menus that have to do with the display output (i.e. when
> installing Linux and you can choose between a wide variety of output
> options) I've seen warnings of not to select an output option which the
> monitor can't handle as it could permanently damage the monitor's input.
> Can this happen? I really don't want to mess around with my Mac monitor,
> as without it I don't have any way to even get online and ask for help.
>

You have to understand, the refresh rates that they are talking about are extremely high, whereas the ones on the ST are not. What can damage a monitor is something like 1280x1024 res at 100Hz refresh rate. The ST would probably be 640x200 or 640x400 at 50 or 60 Hz. In theory you could still fry your monitor but I've done a LOT OF REALLY MEAN things to monitors and I've never blown one up yet.

MEAN things, like trying to get a 14" to do 2000x2000 resolution :)

I purposely tried to blow it up and couldn't, along with several other monitors. I guess I am just evil like that :)

If the ST resolutions hurt your monitor, let me know, and I'll ship you a brand new 15" that will work fine for free.

>
> Hallvard

577. Re: TOS 2.06 questions

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 01:11:12 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2qbbebav1@thorium.cix.co.uk>
Source record: 38631

On 23 Jan 2002 06:44:58 , Hallvard Tangeraas wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>> I was inclined not to believe you, so I booted into TOS (for the
>> first time in a year or so - ugh) and you are completely right!
>> Ohmigawd!
> See :-) I wasn't lying or imagining things after all ;-)))

I'm sorry I doubted you...

>> Everything works perfectly in MagxDesk though. (Not much use for
>> you, I know). Sorry...
> I use Thing (and MagiC) myself, and I have no problems there, but as
> this is mainly for the TOS 2.06 documentation (plus the fact that
> it's rather convenient to have a "slim" setup when using certain
> MIDI applications (which are also picky on extra stuff you have
> installed) I'd like to take full advantage of TOS 2.06.

The only alternative seems to be using a shell, then, but that will require setting up. For a one-pass solution TWOINONE's manager would be a solution, but it requires quite a bit of setting up, which I know you want to avoid. STZIp itself might have to be the simplest two-pass solution unfortunately... unless someone else has sussed it out?

rgds
H

578. Re: TOS emulation on Mac and PC

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 01:34:28 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8762054.1C83%atarilp@hotmail.com>
Source record: 38632

in article fc53daf3.0201241334.4e682242@posting.google.com, rustynutt at rustynutt@hotmail.com wrote on 1/24/02 4:34 PM:

> What about Derriks SoftMac XP package and the current version of
> Gemulator.
> From what I can tell about Gemulator, it still only supports 16 color,
> hardly worthy of trying, but if MagiC Mac can run under his SoftMac
> emualtor......

Before you do anything have a read here:

http://www.geocities.com/softmacxp/index.html

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

579. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 01:43:15 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2qd7i$c1p$1@thorium.cix.co.uk>
Source record: 38633

On 24 Jan 2002 12:34:10 , "JT" wrote:
>> That is wrong. I have a 1040STFM with German TOS 1.04 (as you call
>> it, i prefer to call it 1.4) and the TOS was never upgraded from
>> anything else. It came with that TOS out of the factory.
>> Matthias
> Correct. Later STFM's that were built after the STE (which first
> came with 1.6) came from the factory with 1.4. Btw, this was in the
> UK.

Was this when they were doing their clearout of old stock?
Now you both mention it I remember something like that happening.

Senility is playing tricks with my memory... apologies all... B)

rgds
H

580. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 01:43:17 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2qd7j$c1p$2@thorium.cix.co.uk>
Source record: 38634

On 24 Jan 2002 05:38:11, Jo Even Skarstein wrote:
> sidcelery@cix.co.uk (Harry Sideras) wrote...
>> TOS 1.02 was standard in the Mega ST but only available as an
>> upgrade for the ST(F)(M) series.
> Not correct. My first and second ST (520STM and 1040STFM) were both
> fitted with 1.02 from factory. I believe there were sold a lot more
> ST's with 1.02 that 1.0. Atleast here in Europe, where 1.0
> completely disappeared from the market in 1988 or 89. I've only seen
> STF's and STM's with 1.00, all STFM's I've seen has had 1.02 or 1.04.

Blimey - those comments seemed to say more about my poor memory than
they ever did about the ST!

Still (at the risk of showing myself up even more) I've got some
distant memory of this v1.09 getting described as 1.02. I'm wondering
whether 1.09 was a description of 1.02 when it was fitted in the ST
rather than Mega ST.

Ok, I may well be making this all up... %^?

>> TOS 1.04 was never installed as standard in any machine, only as an
>> upgrade.
> That's not correct either...

Point taken again. I completely forgot that period of time. I may've
been right about the original period of STFM manufacture (pre STe) but
I definitely forgot the mop-up operation...

rgds
H

581. Re: Looking for ST/Amiga Format issue 1

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 01:43:18 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2qd7l$c1p$3@thorium.cix.co.uk>
Source record: 38635

On 24 Jan 2002 08:13:32 , Janka Gerhard wrote:
> Blerk wrote:
> The ST Format coverdisk 11 is at
> http://dewey.ecs.soton.ac.uk/stformat/
> But this seems to be something different since in the list of
> contents Archipelagos is not mentioned.

It could be that he's omitted the copyright software that was only
licensed for released on the coverdisk.

TBH you aren't missing much. Archipelagos was one of the few pieces of
game software I ever bought and it never worked properly on my machine
- it locked up after just a few levels IIRC.

rgds
H

582. Re: *.TTP option examples

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 01:43:19 UTC
From: sidcelery@cix.co.uk
Message-ID: <a2qd7n$c1p$4@thorium.cix.co.uk>
Source record: 38636

On 24 Jan 2002 20:33:14 , Hallvard Tangeraas wrote:
> Now that I've solved the problem of decompressing .LZH and .ZIP
> files from the TOS 2.06 desktop by double clicking them I need some
> other examples of .TTP files for the TOS 2.06 documentation project.

Checking all the TTP's on my hard drive, the only ones of any use are
those that accompany STGuide - HCP, HYPFIND etc. Everything else is
related to archivers (MUNPACK) or print utilities which are a bit crap.

rgds
H

583. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 02:17:57 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201241817.44f0056e@posting.google.com>
Source record: 38637

"Marcus Flowers" <marcus_flowers@hotmail.com> wrote in message
news:<2333dddb17002bbddf368874a3613f14.63279@mygate.mailgate.org>...
> Hi group,
>
> I have a 1040 ST with German desktop, but would like to change it into
> an English version. Do I need an English TOS version for that, or is it
> also possible to change it by software?
>
The 1.x versions of TOS are language specific. I'm not sure about 2.x
and 3.x. 4.x can be changed via software.

On the other hand, you can ADD desktops, such as Thing or NeoDesk in
many languages.

Galen

584. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 02:25:19 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201241825.4578c4ad@posting.google.com>
Source record: 38638

rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0201241341.20431f23@posting.google.com>...
> You forgot Sparrow TOS, 2.07
>
Ah, good point. As noted, I also forgot the x.01 for versions 2, 3,
and 4. That's what happens when you reply from memory.

Galen

585. Re: Question regarding NVDI 5 and Epson 740

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 02:34:02 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201241834.1eef6353@posting.google.com>
Source record: 38639

xlator@cix.compulink.co.uk wrote in message news:<a2nfpvovm1@thorium.cix.co.uk>...
> In message <926a9946.0201211537.195ec3b2@posting.google.com>, ekaljuma@mtsac.edu said:
>
> >After attempting to connect a new 1.28GB harddrive to my Falcon (did I
> >get a bad one, or do the Quantum Fireball units all sound like a jet
> >taking off? -- very loud!), I had a bit of trouble with NVDI 4, so I
> >installed NVDI 5 on the new harddrive.
> >
> >My HP 610CL printed fine, but my Epson 740 printed nothing but
> >gibberish. I've now switched back to my nice quiet older harddrive
> >with a nicely working NVDI 4, but I'm wondering if anyone uses NVDI 5
> >with the Epson 740 printer. If so, how?
>
> Don't know if this is the cause, but note that the printer drivers
> in NVDI are different for 4 and 5. On 5 the driver for (Epson-type)
> impact printers in the GEMSYS folder is called PIN.SYS, where in
> previous versions it was PINPRN.SYS. The HP-type (laser and inkjet)
> drivers have been renamed from PAGEPRN.SYS to PCL.SYS. Furthermore
> the standard GDOS printer numbers have been changed: In NVDI 4 I
> had 21 for the default HP inkjet and 22 for my NEC pin-printer,
> but in NVDI 5 the latter has changed to 25 in the distribution.
> You can change it in the ASSIGN.SYS file. Mine in NVDI 5 looks
> like this:
>
> 21 PCL.SYS ; HP DeskJet 520
> 22 ESCP2.SYS ; Epson Esc/P2
>...
> What does yours look like, and which command set does your Epson
> have?
The Epson 740 is the last (as far as I know) of the Esc/P2 printers,
which is why I bought it. I didn't play around with ASSIGN.SYS, but I
will when I try NVDI 5 again. I do recall that I only had #21
available, and had to change printers from the printers.cpx. Perhaps
they weren't changing -- that would explain why the HP worked and the
Epson didn't.

Thanks for responding -- good food for thought there.

Galen

586. Re: Looking for 1040 STFM english language disk

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 02:36:41 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201241836.d27321d@posting.google.com>
Source record: 38640
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Marcus Flowers" <marcus_flowers@hotmail.com> wrote in message
news:<5aa7a20ebb0d7abd107f3849fe2a93ce.63279@mygate.mailgate.org>...
> Hi,
>
> I'm looking for a Atari 1040 STFM english language disk. The contents in
> zipped format, would be great. Can anyone help me?
>
What IS a 1040 STFM English language disk? I don't quite follow.

Galen

587. Re: WTB: Drive for STacy

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 02:37:44 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201241837.6e45e849@posting.google.com>
Source record: 38641

<progster@iname.com> wrote in message news:<230120021303532771%progster@iname.com>...
> I'm interested in buying a working hard drive to install in a STacy,
> 40MB or greater. Anybody got one lying around?

Apparently not. You are looking for a 1/3 height 3.5 inch SCSI-1
drive. Best of luck to you.

Galen

588. Re: mtl canada atari for sale

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 04:14:38 UTC
From: ":)" <cromezulu@videotron.ca>
Message-ID: <AY448.2519$7U5.343233@weber.videotron.net>
Source record: 38642

this is sold

589. Re: Looking for 1040 STFM english language disk

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 08:02:20 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <pan.2002.01.25.09.02.19.921784.759@tu-clausthal.de>
Source record: 38643
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 25 Jan 2002 03:36:41 +0100, Galen wrote:

> What IS a 1040 STFM English language disk? I don't quite follow.
This is the disk that originally shipped with the ST. Contains the crappy
ST Basic, the Control Panel and the VT52 emulator.
The one who asked for it, http://stappz.atari.org/ has one IIRC.

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321

590. Re: atari, commodore, nintendo, spectrum, msx, videopac, vectrex, sega, mattel, bandai, grandstand, philips, casio, sony, etc.etc

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 08:55:36 UTC
From: epkerha@epk.ericsson.se
Message-ID: <a2r6i8lne1@newstoo.ericsson.se>
Source record: 38644

In article <MKR38.388633$kg4.10704178@amsnews03.chello.com>,
"Dj Simon" <platenkoning@chello.nl> writes:
>
> NEW RETRO-GAMES SHOP OPENS IN AMSTERDAM !!!
>
> hi, hello,
>
> we just opened our retro-games shop in amsterdam.
>
> the url = http://www.platenkoning.com/games.html
Eh... strange page...
It says
"click on one of the pictures to get information about our shop in amsterdam"

But what picture ?????

/Erik Hall
(or DJ Eric ;-))

591. Re: Looking for ST/Amiga Format issue 11 coverdisk

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 09:42:49 UTC
From: nintended@hotmail.com
Message-ID: <80ff70f0.0201250142.58517aab@posting.google.com>
Source record: 38645

I've now received a copy of this disk - thanks to everyone who wrote
offering copies. :-)

592. Guck: (was *.TTP option examples)

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 11:18:15 UTC
From: Björn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam>
Message-ID: <3C513EF7.3226E7B@nospam.physik.uni-giessen.de.nospam>
Source record: 38546

> The desktop viewer is probably OK, but it would be nice with a
> replacement that would allow you to scroll backwards as you can't do
> that with the one in TOS.
> I know there are lots of viewers around, but they're usually quote large
> and take time to start. Is there a small .TTP or something that will do
> the above?

Ther is a programm called "guck" which is very fast.
But it con only be used on SingleTOS machines. It will afaik not run
under MiNT/NAES/... or MagiC.

I think i have a version on my FTP server:
ftp://ftp.uni-giessen.de/pub/atari/viewer/

But perhaps there is a newer one around...

Tschau,

Bjoern

593. Re: TOS emulation on Mac and PC

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 12:45:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3717_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38550

In uno strano messaggio del 24 Jan 02 rustynutt@hotmail.com (2:333/608.1)
scrisse al povero All :
r> Has anyone extensive experience with MagiC PC, how it performs along
r> side with MagiC Mac.

MagiCMac on an old Quadra800 is as fast as MagiCPC on a new PentiumIII
400-800, the main differences are:

- MagiCMac can crash all the OS as has complete control over the Mac, where
MagiPC emulates 68K instructions, so normally in case of crash you just need
to restart MagiCPC, faster then a complete reboot
- MagiCMac may be more compatible due to no need of CPU emulation
- MagiCMac run faster (on Macs newer then mine) as no CPU emulation
- The real boost is a FAST hard drive, that unfortunately I can't have on my
Quadra800

Both PC and Mac let you use only one serial port, you can access networked
drives (use DAVE on the Mac or PCMacLAN on PC), use higher screen resolutions.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

594. Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 16:02:53 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0201250757250.11483-100000@shell.pacifier.com>
Source record: 38547
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Preferred Customer Discount Does not cover Happy Drives, XF551 Drives, Monitors or Atari Jaguar! Got Questions? E-Mail Ben Today at atari@pacifier.com Get my Newest Catalogs while inventory Lasts! http://www.pacifier.com/~atari/specials.htm

I've added many boxes of new ST Games & Software. Check it out!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

595. FS and Free (UK) - Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 16:44:36 UTC
From: Alastair Disley <acd114@ohm.york.ac.uk>
Message-ID: <Pine.GSO.4.10.10201251632330.4520-100000@glenlivet.ohm.york.ac.uk>
Source record: 38548

I hope this advert is OK on this ng - I'm not a regular. I've a couple of boxes of Atari software to find new homes for. I run a computer recycling project at York University, and any money it makes goes to charity.

First, the stuff I'd like a bit of money for (make me a low offer):
Steinberg 24 v.3 with dongle, possibly not all disks, but boxed and manual
Cubase dongles, and a Cubeat dongle (no disks or manuals).
A switchable cartridge port expander.

Secondly, the stuff that's free (bar P&P):

Atari ST manuals, Cubase Score manuals, Steinberg 24 v.3 box and manual, First Word Plus and DTP (no manuals/boxes), various coverdisks and backup for DTP and paint programs. Casio CZ patch program, and ST Basic manual. Various Family Curriulum boxed packages with manuals and disks: GCSE revision, Creative Computing, Play and Learn, Junior School module.

If anything is of interest, please email me. I don't usually subscribe to this newsgroup, but I'll keep an eye on this thread in case there are any responses.

Alastair

--
http://www-users.york.ac.uk/~acd114/

596. Re: TOS emulation on Mac and PC

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 19:33:59 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0201251133.7d61943d@posting.google.com>
Source record: 38549

Thx's Lonny. The firewall here won't allow Geocities sites, can't
understand why:) I'll look at home.
I did find another option, a package called Basilisk, that includes
the JIT compiler as a configuration option. Benchmarks show this
package blowing all the others off into never never land. The only
down side, even with this faster emulator is FPU suppose to be slow,
but I don't have any data to compair with. Slow to what, an 840 040
Mac?

lp <atarilp@hotmail.com> wrote in message news:<B8762054.1C83%atarilp@hotmail.com>...
> in article fc53daf3.0201241334.4e682242@posting.google.com, rustynutt at
> rustynutt@hotmail.com wrote on 1/24/02 4:34 PM:
>
> > What about Derriks SoftMac XP package and the current version of
> > Gemulator.
> > From what I can tell about Gemulator, it still only supports 16 color,
> > hardly worthy of trying, but if MagiC Mac can run under his SoftMac
> > emualtor......
>
> Before you do anything have a read here:
>
> http://www.geocities.com/softmacxp/index.html
>
> ---
> Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

597. Re: Guck: (was *.TTP option examples)

Newsgroup: comp.sys.atari.st
Date: 2002-01-25 23:20:18 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3733_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38558

In uno strano messaggio del 25 Jan 02 Unknown (2:333/608.1) scrisse al
povero All :
U> Ther is a programm called "guck" which is very fast.

Oh yes, so many years ago... what Atari years.

U> But it con only be used on SingleTOS machines. It will afaik not run
U> under MiNT/NAES/... or MagiC.

This is why I use Peekaboo now.... btw anybody can find out the author of
PeekaBoo ? There might be something I want to change in sources.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
BASIC - Bill's Attempt to Seize Industry Control

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

598. Re: Where do I find a Falcon nowadays?

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 00:53:20 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0201251653.5f91a6b6@posting.google.com>
Source record: 38551

Brian McGroarty <brian@robotattack.com> wrote in message
news:<87elkulppu.fsf@booberry.robotattack.com>...
> I'd like to get my hands on an Atari Falcon 030.
>
> Is there a dealer still selling these things, or am I stuck waiting
> for one to pop up on ebay?

I have a Falcon for sale in the UK with lots of software. offers
around ï¿½430.00 (sounds alot, but is a cool package!)

Matt

599. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 01:32:10 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <uGn48.3890$8d1.1248678@news1.rdc1.md.home.com>
Source record: 38552
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

www.myatari.com

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0201250757250.11483-100000@shell.pacifier.com...
> I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount
> on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar
> Games in stock! And a 20% Discount for my more preferred/regular Customers
> covering most HardWare, SoftWare, Books and Accessories for Classic Atari
> 8 Bit & Atari ST Lines. Preferred Customer Discount Does not cover Happy
> Drives, XF551 Drives, Monitors or Atari Jaguar! Got Questions? E-Mail Ben
> Today at atari@pacifier.com Get my Newest Catalogs while inventory Lasts!
> http://www.pacifier.com/~atari/specials.htm
>
> I've added many boxes of new ST Games & Software. Check it out!
>
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

600. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 02:32:06 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a2t4f6$n86$1@news.hawaii.edu>
Source record: 38554

Galen <ekaljuma@mtsac.edu> wrote:
: "Marcus Flowers" <marcus_flowers@hotmail.com> wrote in message
news:<2333dddb17002bbddf368874a3613f14.63279@mygate.mailgate.org>...
:> I have a 1040 ST with German desktop, but would like to change it into
:> an English version. Do I need an English TOS version for that, or is it
:> also possible to change it by software?

Greetings,

One approach that I take with my German ST-Book, is to use a program that simply re-maps the keyboard into the english configuration, and use apps that are in english. This still leaves the desktop menus in German.

The other approach is to load an executable version of TOS from the Auto folder, although this has the disadvantage of not being compatible with programs such as Warp9 or NVDI - at least with the version I am using.

Any better solution would be welcome, or an English ST-Book rom would do nicely ;)

Any reason that you don't just pop in a set of English roms for the ST? These are fairly easy to come by. I may even have a set in deep storage.

Cheers!

601. 1STGUIDE.PRG/PRINTING

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 02:48:24 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a2t5dn$6uo$1@news.chatlink.com>
Source record: 38553

All,

I'm trying to figure out how to print with 1STGUIDE.PRG, and also what is the latest Version ??

Thanks, Donner....

602. Re: Atari-Source.com is in full swing

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 04:02:58 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u54ains2dm02c3@corp.supernews.com>
Source record: 38555

Adam,

I have been working on the PHP code for it. Eventually atari-source.com will not have to use user accounts for posting of comments, voting or anything like that. I personally hate that, and would like to do away with it.

Mark
http://atari-source.com

Adam Klobukowski wrote:

> Atari-Source com is ok, IMHO, but loging system sucks!
> (I'm not saying thet there souldn't be any loging system, but I just do
> not work for me)
>
> Adam Klobukowski
> atari@gabo.pl
>

603. Re: Atari-Source.com is in full swing

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 04:05:54 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u54ao85ah8de06@corp.supernews.com>
Source record: 38556

Hey,

I must respond to everyone regarding my original post, but I feel I was being personally attacked. I am only trying to help out the community with atari-source.com and it is indeed a sincere effort. I am knee deep in a C manual just so I can start performing updates myself to several of the programs we already have source code for. I just felt that this guy was a little off-base with his post.... Maybe it's a little unjustified but my Falcon on broadband with CAB is a real atari too. It's just not a blasted old atari ;)

Mark
http://atari-source.com

lp wrote:

> in article 4cd3b1ba.0201162228.5b5a2b7c@posting.google.com, Mark Duckworth
> at duwolf@hotmail.com wrote on 1/17/02 1:28 AM:
>
>> The diehard user like you has both good and bad side-effects. The
>> good side-effect is that stuff is still backwards compatible. The bad
>> side-effect is that if everything in this world is backwards
>> compatible nothing will ever advance and become better. Is the
>> solution to dumb down my site, or is the solution to give your atari
>> some horsepower and support another devoted atarian in his ethernet
>> project.... or to keep your slow atari and also invest in something
>> with a little bit more pep. I don't think I'm wrong here.
>
> I agree completely. I gave up on CAB myself and use IE, don't like it
> but what else can one do, other than let the world pass you by.
> I'm still amazed at what the authors have done with the OVL interface but
> it has limits and CAB itself has other short commings.
>
>

> Lonny Pursell Atari AT bright.net DOT net
> www.bright.net/~atari/
>
>
>

604. Re: 1STGUIDE.PRG/PRINTING

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 04:07:01 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u54aqarv18ek20@corp.supernews.com>
Source record: 38557

Donner,

The author of 1stguide has agreed to release the sources but so far I have not seen them yet on his webpage yet, http://sylvana.net/1stguide/ So we wait patiently. Once we have the sources though, we not only have the latest version but can add printing support if it doesn't exist ;)

Mark
http://atari-source.com
Falcon, TT, Mega STe

Don Wolfe wrote:

> All,
>
> I'm trying to figure out how to print with 1STGUIDE.PRG, and also what
> is the latest Version ??
>
> Thanks, Donner....
>
>

605. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 07:28:47 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201260824460.103-100000@easymint>
Source record: 38559

On 26 Jan 2002, John Perez wrote:

> Galen <ekaljuma@mtsac.edu> wrote:
> : "Marcus Flowers" <marcus_flowers@hotmail.com> wrote in message
news:<2333dddb17002bbddf368874a3613f14.63279@mygate.mailgate.org>...
> :> I have a 1040 ST with German desktop, but would like to change it into
> :> an English version. Do I need an English TOS version for that, or is it
> :> also possible to change it by software?

You could use an alternative desktop like THiNG, which is also available
in English. But that would be a waste of memory if you only have 1 or 2 MB
Ram. And you would still get German messages from TOS frequently.

In my STf I have TOS 1.04 roms in Dutch. Must be quite rare :)

Martin Tarenskeen

606. Re: TT and VGA Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 10:03:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012043496-40964AEicMi@gmx.net>
Source record: 38562

From: "Barrie at Keychange" <barrie@keychange.co.uk>
Date: Tue, 22 Jan 2002 15:15:25 -0000

>You need a special lead to put the TT into TT hi res, 1280 X 960 I think.

Think again...

>There is a schematic to build this lead somewhere, if you want mono hi res.
>
>This should work with a modern SVGA monitor but owning 2 x TTM 195 monitors
>I haven't tried it.

You need an ECL type monitor, Philips and EIZO sold suitable models. The cable
you're referring to probably is ment for one of these.

>Cubase and Logic in TT hi res are something to see..... full page of score
>or several editors open at once.

The best way nowadays to see 1280 X 960 resolution is to put a graphic card in

the TT and use a 19" SVGA monitor, a NOVA Mach64 with 4Mb will take you al the

way up to 1600*1200, the TT Hi resolution is displayed roughly 8 times faster
and if you are impressed by Cubase in Hi res, just try to imagine how modern
Atari apps look at 1600*1200 in glorious 16 or 24 bit :-)

Cheers from Belgium
Dennis
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

607. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 10:03:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012043494-40403AEicMi@gmx.net>
Source record: 38561

From: gregory@_SPAMMING_IS_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Sun, 20 Jan 2002 22:51:23 +0000 (UTC)

Hi Grzegorz,

>BTW if someone uses MagiC+Jinnee+Scripter, it is possible to unpack
>all archives (ARJ, ARC, LZH, ZIP...) simply by right clicking on
>the file. If only TOS 2.06 were *that* user friendly... ;-)

Indeed, and it's fool proof as well.
You did forget to mention that packing files, folders or entire partitions
can be achieved with the same single right click on that mouse ;-)
The Jinnee plugins support ARJ, ARC, LZH, ZOO, ZIP, GZIP, TAR, RAR, UUE and
MIME.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

608. Re: NVDI and TC6100 graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 10:04:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012043490-39779AEicMi@gmx.net>
Source record: 38560

From: gregory@PLEASe!dELETE.atari.pl (Grzegorz Pawlik)
Date: Sun, 20 Jan 2002 11:06:19 +0000 (UTC)

Hi Grzegorz,

>Can I use MagicVME graphic card (with *TSENG TC6100* chip)
>on my TT with NVDI 5 and MagiC 6.2?

NO!! this chip is not supported by any of our graphic card drivers.

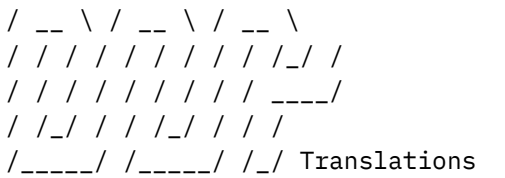
>Will I have to use vmg-4000.prg (from NVDI package) to make NVDI work
>with that card?

NVDI will not work with that type of card, forget all about it....

>I am asking because I don't know if I should buy that card or not. I
>cannot resign from using NVDI, because I need vector fonts and printer
>drivers.

Since you obviously have the the ISA to VME interface, go hunting for an ATI
card with a Mach32 of 64 graphic processor, cards like these were available
with ISA interface in 1, 2 and 4Mb configurations. The Nova graphic card
driver is top notch for these cards and NVDI supports them fully.

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

609. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 10:33:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201261133.a61208@su2.maus.de>
Source record: 38518

Hi John,

JP>Any better solution would be welcome,
I think English TOS roms would be the most elegant solution.

Und TTschï¿½
ps

610. Re: WTD Nemesis manual

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 10:41:26 UTC
From: "Derryck Croker"
Message-ID: <1012162290-107289AEicMi@ntlworld.com>
Source record: 38504

From: rustynutt@hotmail.com (rustynutt)
Date: 24 Jan 2002 13:43:23 -0800

>DOITF030 has a copy of the Nemesis manual (along with a wealth of other
>data:).

All very well, but you won't get an unlock password for that HUGE archive
unless you've contributed to the work.

--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

611. Re: 1STGUIDE.PRG/PRINTING

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 10:52:30 UTC
From: "Derryck Croker"
Message-ID: <1012162292-107989AEicMi@ntlworld.com>
Source record: 38505

From: dwolfe@netcentraltv.com (Don Wolfe)
Date: Sat, 26 Jan 2002 02:48:24 +0000 (UTC)

>I'm trying to figure out how to print with 1STGUIDE.PRG, and also what

Once you're viewing a file with 1stguide, press [CTRL] A to get to the setup window. The first two buttons switch output from screen to device. Device paremeter at the bottomish right allows you to set which device that is, set it to the same number as your printer is in assign.sys. You can also set how the page is scaled and where the image is positioned on the page.

The next time you view a file it will be sent to the printer and not the screen.

Note that it will NOT print text files, which is its only failing.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

612. Re: 1STGUIDE.PRG/PRINTING

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 15:21:14 UTC
From: ebaiz@skyenet.net
Message-ID: <KPz48.87$es4.143262@newsfeed.slurp.net>
Source record: 38563

>All,
>
>I'm trying to figure out how to print with 1STGUIDE.PRG, and also what
>is the latest Version ??
>
>Thanks, Donner....
>

I have version 4.2. I thought this program was just for viewing. What
is it do you want to print?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

613. Videocatalog...

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 17:52:28 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1012071210-324964AEicMi@xs4all.nl>
Source record: 38564

Can anybody recommend me a program to make a
catalogue of all your recorded videofragments. I've
had one a couple of years ago but it is either lost
or unretraceable (does this word exist?). Preferably
to work on a TT with Novacard, if not it'll go to one
of my stacy's....

Thanks in advance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

614. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 18:30:24 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012081031.27588.2@iapetus.uk.clara.net>
Source record: 38573

Hi Adam

"Adam Klobukowski" <adamk@gabo.pl> wrote in message
news:slrna4slff.ifn.adamk@core.preferuje.luzik.pl...
| I've seen TOS 2.0 (version number reported by Sysinfo) on my friends 1040
STE

MAGIC reports as TOS 2 from sysinfo!!.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.317 / Virus Database: 176 - Release Date: 21/01/2002

615. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 18:36:28 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012081032.27588.3@iapetus.uk.clara.net>
Source record: 38575

Hi dude

| Indeed, and it's fool proof as well.

Talking of fools!, HOW ARE YOU, ive mised you, fataly injured any boyfriends lately??.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.317 / Virus Database: 176 - Release Date: 21/01/2002

616. Re: *.TTP option examples

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 18:39:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012081033.27588.4@iapetus.uk.clara.net>
Source record: 38576

Hi Hallvard

| Now that I've solved the problem of decompressing .LZH and .ZIP files
| from the TOS 2.06 desktop by double clicking them I need some other
| examples of .TTP files for the TOS 2.06 documentation project.
|
| I basically want to show an example of a situation where a .TTP
| (or .GTP) program is used and "arguments" are used.
| An example which would be of practical use for everybody would be even
| better!

File viewing??. I set up GEMview and Aniplayer to show relevant files.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.317 / Virus Database: 176 - Release Date: 21/01/2002

617. Re: *.TTP option examples

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 18:41:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012081034.27588.5@iapetus.uk.clara.net>
Source record: 38574

Hi Hallvard Tangeraas

| > On 24 Jan 2002 20:33:14 , Hallvard Tangeraas wrote:
| > > Now that I've solved the problem of decompressing .LZH and .ZIP
| > > files from the TOS 2.06 desktop by double clicking them I need some
| > > other examples of .TTP files for the TOS 2.06 documentation project.
| >
| > Checking all the TTP's on my hard drive, the only ones of any use are
| > those that accompany STGuide - HCP, HYPFIND etc. Everything else is
| > related to archivers (MUNPACK) or print utilities which are a bit crap.
|
| I've been thinking about something that could be useful.... how about
| using the filetype "*" which I believe would affect everything *NOT*
| already defined by installed applications, and using it to "display or
| print" as the TOS desktop asks you if you want to do when a file isn't
| an application or already defined.

When you attempt to run an executable this would fail.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.317 / Virus Database: 176 - Release Date: 21/01/2002

618. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 19:14:50 UTC
From: gregory@_SPAMMING_IS_A_SIN_.atari.pl
Message-ID: <a2uv78$c0e$1@news.tpi.pl>
Source record: 38565

```
On 26 Jan 2002 08:28:47 , Martin Tarenskeen wrote:
>On 26 Jan 2002, John Perez wrote:
>
>> Galen <ekaljuma@mtsac.edu> wrote:
>> : "Marcus Flowers" <marcus_flowers@hotmail.com> wrote in message
news:<2333dddb17002bbddf368874a3>613f14.63279@mygate.mailgate.org>...
>> :> I have a 1040 ST with German desktop, but would like to change it into
>> :> an English version. Do I need an English TOS version for that, or is it
>> :> also possible to change it by software?
>
>You could use an alternative desktop like THiNG, which is also available
>in English. But that would be a waste of memory if you only have 1 or 2 MB
>Ram. And you would still get German messages from TOS frequently.

The best alternative desktop for plain TOS is TeraDesk. It can be found
at http://www.umich.edu/~archive/atari/Utilities/Desktop in two versions,
one works fine even with TOS 1.0, the other needs 1.04 or more but also
works with Geneva (a kind of multitasking AES for TOS).

Thing or Jinnee take much more RAM, and in fact it is impossible to
use eg. Thing on 1040ST with 1MB RAM due to lack of free memory.

--
Grzegorz Pawlik
http://marijuana.atari.org/
```

619. Re: NVDI and TC6100 graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 19:14:51 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a2uv7a$c0e$2@news.tpi.pl>
Source record: 38566

Hi,

>>Can I use MagicVME graphic card (with *TSENG TC6100* chip)
>>on my TT with NVDI 5 and MagiC 6.2?
>
>NO!! this chip is not supported by any of our graphic card drivers.
>NVDI will not work with that type of card, forget all about it....

:-(((((

>>I am asking because I don't know if I should buy that card or not. I
>>cannot resign from using NVDI, because I need vector fonts and printer
>>drivers.
>
>Since you obviously have the the ISA to VME interface, go hunting for an ATI
>card with a Mach32 of 64 graphic processor, cards like these were available
>with ISA interface in 1, 2 and 4Mb configurations. The Nova graphic card
>driver is top notch for these cards and NVDI supports them fully.

I don't have such an interface. This card is a VME card, it comes
with its own software drivers, I hoped it would work with NVDI, but...

Where could I get ISA to VME interface?

--
Grzegorz Pawlik
http://marijuana.atari.org/

620. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 19:23:26 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <YmD48.29676$ka7.4930693@news6-win.server.ntlworld.com>
Source record: 38567
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

"Paul Gifford" <paul.gifford@home.nospam.com> wrote in message
news:uGn48.3890$8d1.1248678@news1.rdc1.md.home.com...
> www.myatari.com
>

www.newsgroupspammers.com

Si

621. Re: 1STGUIDE.PRG/PRINTING

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 20:05:09 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a2v25j$3vb$1@news.chatlink.com>
Source record: 38568

On 26 Jan 2002 15:21:14 , Edward S. Baiz Jr. wrote:

>I have version 4.2. I thought this program was just for viewing. What
>is it do you want to print?

>Edward S. Baiz Jr.

Gamer,

Put the Mouse on the program and click the right button and hold and a configure menu comes up and the next level down is the print menu but it is all in german and I can't make it work??

A picture I was viewing in 1STGUIDE looked good, so I loaded it into IMAGECOPY 4 to print, but IMAGECOPY showed it real dark, and not being good with IMAGECOPY I couldn't get it to look normal. So I tried 1STGUIDE. Not sure what version I have, I downloaded it in 97 ??

Thanks, Donner....

622. Re: 1STGUIDE.PRG/PRINTING

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 20:20:47 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a2v32u$4f4$1@news.chatlink.com>
Source record: 38569

Mark,

Thanks, I'll check the URL from time to time. About printing check my
followup to "Gamer" maybe you can figure it out :)

Donner....

On 25 Jan 2002 23:07:01 , Mark Duckworth wrote:
>Donner,
>
>The author of 1stguide has agreed to release the sources but so far I have
>not seen them yet on his webpage yet, http://sylvana.net/1stguide/ So we
>wait patiently. Once we have the sources though, we not only have the
>latest version but can add printing support if it doesn't exist ;)
>
>Mark
>http://atari-source.com
>Falcon, TT, Mega STe
>
>Don Wolfe wrote:
>
>> All,
>>
>> I'm trying to figure out how to print with 1STGUIDE.PRG, and also what
>> is the latest Version ??
>>
>> Thanks, Donner....
>>
>>
>
>.

623. Re: Videocatalog...

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 20:48:22 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <ACE48.30030$ka7.5003987@news6-win.server.ntlworld.com>
Source record: 38570

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1012071210-324964AEicMi@xs4all.nl...
> Can anybody recommend me a program to make a
> catalogue of all your recorded videofragments. I've
> had one a couple of years ago but it is either lost
> or unretraceable (does this word exist?). Preferably
> to work on a TT with Novacard, if not it'll go to one
> of my stacy's....
>
> Thanks in advance,

U should learn how to post to a newsgroup first. You made a new post on an
old thread

Si

624. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 20:56:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2v55t$n20$1@thorium.cix.co.uk>
Source record: 38571

In message <a2qd7j$c1p$2@thorium.cix.co.uk>, sidcelery@cix.co.uk said:

>Still (at the risk of showing myself up even more) I've got some
>distant memory of this v1.09 getting described as 1.02. I'm wondering
>whether 1.09 was a description of 1.02 when it was fitted in the ST
>rather than Mega ST.

I think you will find that 1.09 is a false interpretation given by
some programs evaluating the address pointed to by _sysbase+16.
Possibly because it does not use the Intel byte order?

Regards, /Peter/

625. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 20:56:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2v55t$n21$1@thorium.cix.co.uk>
Source record: 38572

In message <1f6k08r.1fbna6ik0xym8N%northstar2010@yahoo.no>, northstar2010@yahoo.no said:

>> In message <1f6gcgg.vevc3q86a8vcN%northstar2010@yahoo.no>,
>northstar2010@yahoo.no said:
>> Bytes 8 to 10 contain the serial number, which the Atari does not use#, so
>> this too could be overwritten.
>
>What???????
>I've heard that the serial number is indeed used and should be unique
>for every disk. If a disk is removed and a new disk with the same serial
>number is inserted (some formatters give each disk the same serial
>number) the computer will think that the first disk is still there and
>possibly mess things up.

>But again, this is just something I've heard, so I'm getting a little
>confused now.

No, you are quite right Hallvard - that is what I meant by my
comment marked #:
"# except to check for disk changes, comparing the serial numbers,
but again this can be anything."

But as long as whatever is in that position is not the same on two
disks running, there should be no problems. In any case most such
problems can be overcome with the tiny FMC.PRG in AUTO which
forces a media change. If you want to be 100% certain that the ST
will not use the stored old directory information for writing to
the newly inserted disk, press Esc if on the desktop after the
disk change, or from within a program just use Save as... and save
to B: -- if you don't have an external B: drive connected, you
will be prompted to insert disk B in drive A, after which you just
press Return. This will reread the directory of the disk you are
writing to for sure!

Regards, /Peter/

626. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 22:33:53 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <l9G48.5314$8d1.2230697@news1.rdc1.md.home.com>
Source record: 38577
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hmmm...interesting link. I don't know what it's for. I was responding to the ad. I have no affiliation with B&C Computervision (www.myatari.com). I know them to be reputable as I've done business with them over the years (I used to live in the Bay Area).

I post the link as a response to BS Computers ads because of this page:
http://home.pacifier.com/~atari/auctions.htm
I have auctioned Atari material and I test mine what I sell quite rigoursly.
I think their characterization of auctions is self-serving and inaccurate.
I like to make sure people know they have an alternate choice in online Atari stores.

I don't have any problem with the occasional ad posted to the Atari newsgroups. It's a small community and I don't think it hurts the group to have ads every so often.

"PNC" <news@spam.polar-net.co.uk> wrote in message
news:YmD48.29676$ka7.4930693@news6-win.server.ntlworld.com...
>
> "Paul Gifford" <paul.gifford@home.nospam.com> wrote in message
> news:uGn48.3890$8d1.1248678@news1.rdc1.md.home.com...
> > www.myatari.com
> >
>
> www.newsgroupspammers.com
>
> Si
>
>

627. Highwire/Menuwire 0.2

Newsgroup: comp.sys.atari.st
Date: 2002-01-26 23:06:05 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a2vcot$q67$1@thorium.cix.co.uk>
Source record: 38578

Hi!

Anyone know how to get in touch by Email with the Highwire
authors? I have just downloaded V0.2 of Menuwire and find it has
bugs I want to report. I can't get the 'Forum' link to work. If anyone
else can, can they please repost this or pass the message on somehow?
Thanks!

For general interest, it's these: When loading in col_test.htm,
which uses javascript which is linked to two pages meant to
display in the centre and both side panels; the central one seems to
wrap OK, but the text does not reformat in the outer panels so that
only part of it is visible. Scrolling to read a long text is far
too laborious. If that panel text excerpt.htm is loaded as a
separate page then it displays fine. Interestingly enough, although
this page uses javascipt it seems to work OK in CAB. It takes *much*
longer to load there, but the side panels are formatted correctly.

In all resolutions I have tried (mono, 256 greyscale, 16 & 256 colour)
there is almost nothing to distinguish the links - they work if you
know where they are! :-) But otherwise you can't find them if they are
in the text! :-(If on a white background then those in the text are
a dark blue that is hard to differentiate from black. And once you
have moved the cursor over it the link turns black and stays that way
when you move the mouse away without clicking! This is in Highwire's
own htms; others seem OK, so perhaps this is just an unfortunate
choice of colour in the Highwire htms. In 16-colour mode, the links on
the main page don't appear at all! But even so: Please make the links
underlined!!! (In CAB these links look fine, so it's Highwire's fault!)

And the page name at the top stays the same (\html\highwire.htm) no
matter what you load!

Also, it seems a pity that one can't blow up the contents of a
frame to full screen size.

Some pages (e.g. many dowloaded OK in CAB from the the aixit website)
do not format properly - the left hand edge is cut off.

But it's early days yet, and the files I have tested display *far*
faster than in CAB.

Regards, /Peter/

628. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 00:05:00 UTC
From: chris <chris438@hotmail.com>
Message-ID: <2qH48.20317$4i5.3182908@news11-gui.server.ntli.net>
Source record: 38579

520 STFM Came out in the UK early in '87 for ?399 I think. Tos 1.02 came out later that year. I remember because people were writing in to 'popular computing weekly', moaning about games not liking the new TOS.

Anyway, does anyone have a disk based 1.0?? I know very early versions displayed mushroom clouds instead of bombs for a crash.

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message news:a2phgtfpj1@snipp.uninett.no...
> JT <smeg_007@nospam.hotmail.com> wrote:
> > I have in my collection a 1Mb 520 STFM that is TOS 1.0. It wasnt
> > up/downgraded.
>
> It must be an early one. The 520STFM came early in 1989, atleast here in
> Norway (bought one of the last STM's in 88, with 1.02).
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

629. Re: Guck:

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 02:09:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012138626-54176AEicMi@gmx.net>
Source record: 38590

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Sat, 26 Jan 2002 09:35:00 GMT

Hi Hallvard,

>> Ther is a programm called "guck" which is very fast.
>> But it con only be used on SingleTOS machines. It will afaik not run
>> under MiNT/NAES/... or MagiC.
>
>Actually I just had a look at this viewer as I dug through old software
>I had compiled on a CD-ROM of mine. Looks like the TOS "show"
>replacement so far. I think I'll include it in the TOS 2.06
>documentation project.

What about assigning the files to ST-GUIDE if this is installed? Another solution could be the QED text editor, which is available in different languages. Both of these apps don't require a lot of memory and offer features like printing, search, cut to the clipboard etc...

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

630. Re: Question regarding NVDI 5 and Epson 740

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 02:20:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012138630-54800AEicMi@gmx.net>
Source record: 38591

From: ekaljuma@mtsac.edu (Galen)
Date: 24 Jan 2002 18:34:02 -0800

Hi Galen,

>The Epson 740 is the last (as far as I know) of the Esc/P2 printers,
>which is why I bought it.

It isn't, all the Epson Color printers up to the 980 have an Esc/P2 mode,
even the latest models C60, C70 and C80 can still be used with NVDI. The
maximum resolution possible under NVDI 5.03 is 1440*720 in true colour
mode.

>didn't play around with ASSIGN.SYS, but I will when I try NVDI 5 again. I
>do recall that I only had #21 available, and had to change printers from
>the printers.cpx. Perhaps they weren't changing -- that would explain why
>the HP worked and the Epson didn't.

This is a common made mistake. There's no upgrade available from NVDI 4.0
to NVDI 5.0, one should delete everything which is related to NVDI 4.0 and
then install NVDI 5.0 from scratch. In the PRINTERS.CPX one can choose an
installed printer, but to actually install the printer you need to run
INSTPRNT.APP first, that file is located in the NVDI utilities folder.
Do *NOT* play around with assign.sys files created by older versions of
NVDI, but get rid of them.

Cheers from Belgium
Dennis
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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

631. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 03:32:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012138636-56167AEicMi@gmx.net>
Source record: 38593

From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Date: Thu, 24 Jan 2002 19:19:54 -0500

Hi Mark

>There's something out there called KAOSTOS which I believe was a
>slightly modified version of rainbow TOS (1.4).

Slightly modified? ROTFL !!!

KAOS is an alternative OS which is compatible with TOS 1.4, Andreas Kromke
the programmer rewrote and optimised all the buggy and slow parts of TOS,
the result was an extremely fast OS which could run most of the Atari apps,
although offering more features then TOS, it left 21Kb more memory free for
the user, on average KAOS is roughly 12% faster then TOS 1.4, which was a
hell of a lot in those days...
The last version was KAOS 1.4.2, it was renamed to MagiX 1.0 in early 1992,
MagiX was later renamed as MagiC.... except for the multitasking routines
KAOS is pretty much the same thing as MagiX. KAOS didn't have a build in
desktop, it came standard with KAOSDESK 1.0 which all MAGICDESK users will
recognise instantly.
KAOS was very popular in Germany, German Atari users taking their computer
seriously in those days replaced TOS and never looked back... and the real
clever users upgraded to MagiC later on and until today still never had to
look back :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

632. Re: Unzip 5.4 ?

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 03:49:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012138638-56791AEicMi@gmx.net>
Source record: 38594

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Thu, 24 Jan 2002 04:13:23 GMT

Hi Hallvard,

>It worked, it worked!!!!!
>I took you up on the suggestion of using 2-in-1 for ZIP files and it did
>what I want it to. I'll continue testing it for different situations,
>hoping that it won't disappoint me again like those other programs did
>which initially seemed to do the job as well.

Ofcourse it works, that's something a lot of us could have told you from
day one, but you kept insisting on using the crappy TTP and command line
options. TBH I was waiting for some of the "command line lovers" to come
and help you out, since time and time again I've got to hear and read here
how easy it is using that crap....
Considering the information is ment for the 2.06 FAQ which is geared
towards newbies on this platform I don't think it's even a good idea to
mention stuff like TTP and command lines at all. There's no need tho use
these ancient monsters, and like you found out yourself, they severely
limit what you can do.

Just in case a "command line lover" wakes up after reading this, before
flaming me tell us how to unpack a couple of files from within an archive.

TOS 2.06 will need a very large argument line..... :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

633. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 03:52:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012138632-55423AEicMi@gmx.net>
Source record: 38592

From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Date: Thu, 24 Jan 2002 19:56:07 -0500

Hi Mark,

>Any newish monitor will do all of the resolutions without trouble (I
>think). my 20" monitor and my 17" monitor have never had troubles with
>any ST resolutions or refresh rates.
>My 17" was a Gateway EV700 17" monitor and my 20" is a SuperMatch.

Sorry... but this is nonsense in its purest form.

>No, unfortunately I was too lazy to make the switch box so it's stuck in
>the most useful mode of ST-High ;)

This explains it. ST-High is the *only* resolution possible on these kind
of monitors. You may build a thousand switch boxes, there's no way you'll
ever get the Gateway or SuperMatch to display ST-Low and ST-Medium res.

>I think you'll find it's not as bad as it sounds. My 14" monitor recently
>started doing weird stuff in ST-High mode, I think because I didn't
>include the resistor in my adapter. It's certainly not a frequency
>problem though as the picture is perfectly stable until the monitor warms
>up.

Until the monitor warms up.... it's a common problem with older 14" colour
monitors, the refresh rate of the ST-High resolution at 71.5KHz is a task
which most of these monitors can't handle. In those days a VGA monitor
usally came with a fixed refresh rate of 60KHz, monitors which were able to
handle 71.5 KHz or higher were usally the expensive professional multisync
14" models. Nearly all monitors with fixed resolutions can be pushed up to
71.5 KHz for a short period (until they get warm).
Modern monitors are all of the multisync type now and 71.5KHz is considered
to be normal. Any modern monitor is able to display the ST-High resolution
perfectly.

Monitors which can display all three ST resolutions without needing some
sort of convertor haven't been build for the last five years. The Nokia
3360 17" model was the latest one AFAIK, that monitor featured a internal
TV, which explains the 15.5Khz option.

Some other suitable monitors which are able to display the ST resolutions
are:

Nec 3D
Philips 8CM 875
Hitachi 560

Sony 1480
CTX 1330
Conrac 7250
Teco TE 5155
TVM MS1414
Eizo 8060S (16")
Eizo 9060S (17")

>If the ST resolutions hurt your monitor, let me know, and I'll ship you a
>brand new 15" that will work fine for free.

They will not hurt his monitor, but he will not be able to use any of them
except for ST-High...

Cheers from Belgium
Dennis
--

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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

634. Atari Times Updates - 1-26-2002

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 03:58:35 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C537ABC.B39DC60@ataritimes.com>
Source record: 38580
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Updates at TAT this week:

* NEW! Arcade Section, still in the early stages.
(Let's get some arcade articles written!)
* NEW! Dominos Arcade game review.
* NEW! Message Board section revamped.
* NEW! Cool Link!
* Revisit the Atlantis review
* Other little tweaks and changes to the site!
* 2001 Year End Issues still available!
http://www.ataritimes.com/yearend/
* Remember to vote!

What was Atari's biggest Jaguar "Score?"
(Licensing of an existing game)
http://ggeorge747.freepolls.com/cgi-bin/polls/001/poll_center.htm

Come on over!

--
Gregory D. George

=-=-=-

635. Ram checker for ST

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 04:02:59 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <3C537C9B.8BA0EBB3@swbell.net>
Source record: 38582

I need a program that will tell me how much ram a St is currently running. I have a guy in my area who inherited a ST and he wants to know if it is possibly upgraded or not.

Any help will be great, and as soon as possible,

Doctor Clu
drclu@swbell.net

636. Re: chat

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 04:13:22 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <3C537F09.3C285EA5@swbell.net>
Source record: 38581

The Thursday (and Sunday) chats are going strong still, and you can
find them at:

http://stargate.cs.swau.edu/atari

Thursday 8 pm CST
Sunday 10 am CST (Europe chat)

Hope to see you there, and check out our club main index page...

http://www.geocities.com/doctor_clu/JYBOLAC.html

Doctor Clu

@>-->----------

Starlord wrote:
>
> I had the atari chat address but it was lost in a crash, is it still going
> on tuesday nights?
>
> --
> 2,500,000 tons of steel, spining all alone
> in the Dark ... The Place is Babylon 5
>
> www.starlords.org

637. Re: Atari Falcon Question

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 07:23:11 UTC
From: swampfax@atlantic.net
Message-ID: <zVN48.1$f1.368@news1.atlantic.net>
Source record: 38583

On 24 Jan 2002 04:48:43 , "spudboy" wrote:
>I have a question for my Falcon. On my hardrive I have a couple fo folders
>that don't open, don't make sense, and I'm not sure how much space they are
>taking up. They are all named UL with a 2 dots above the U. Everytime I
>try to delete them they say that I can't delete them. How do I get rid of
>these?
>
>Thanks,
>Michael
>
>
>.
Hi Michael,
You might want to try Daimond edge or Cleanup.prg if you are booting
with ICD. I usually find that if one does'nt work then the other probably
will.
John G.

638. Re: Highwire/Menuwire 0.2

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 07:29:53 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201270825530.102-100000@easymint>
Source record: 38584

On Sat, 26 Jan 2002 xlator@cix.compulink.co.uk wrote:

> Hi!
>
> Anyone know how to get in touch by Email with the Highwire
> authors? I have just downloaded V0.2 of Menuwire and find it has
> bugs I want to report. I can't get the 'Forum' link to work. If anyone
> else can, can they please repost this or pass the message on somehow?
> Thanks!
>
Sure, there ar bugs. But as you say, it's early days yet. I don't worry
too much about it.

Martin Tarenskeen

639. Re: Ram checker for ST

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 11:14:34 UTC
From: Ireneusz Pełech <irekp@cuprum.com.pl>
Message-ID: <3C53E11A.7B1C17A@cuprum.com.pl>
Source record: 38585

Greg Goodwin wrote:
>
> I need a program that will tell me how much ram a St is currently
> running. I have a guy in my area who inherited a ST and he wants to
> know if it is possibly upgraded or not.
>
> Any help will be great, and as soon as possible,
>
> Doctor Clu
> drclu@swbell.net

For example SysInfo, GemBench

--
Regards
Monsoft

->Atari Internet Magazyn <-
http://www.atari.cuprum.com.pl

640. FS: Atari 1040 STfm

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 11:19:21 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201271215170.179-100000@easymint>
Source record: 38586

My brother has an Atari 1040 STfm with B/W monitor for sale.
For more info, ask him:

barttarenskeen_NOSPAM_@_NOSPAM_planet.nl
(leave out _NOSPAM_ twice for his correct address)
--

Martin Tarenskeen

641. Re: Ram checker for ST

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 12:23:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c53f13e2706ef1@tripnet.se>
Source record: 38587

On Sun 27-01-2002 12:14 (+0100) Ireneusz Peï¿½ech wrote:

>Greg Goodwin wrote:
>>
>> I need a program that will tell me how much ram a St is currently
>> running. I have a guy in my area who inherited a ST and he wants to

>For example SysInfo, GemBench

Or why not use GENERAL.CPX in the Control Panel.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

642. Re: NVDI and TC6100 graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 13:33:25 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012138633.22753.0@eurus.uk.clara.net>
Source record: 38589

Hi Grzegorz

| >Since you obviously have the the ISA to VME interface, go hunting for an
ATI
| >card with a Mach32 of 64 graphic processor, cards like these were
available
| >with ISA interface in 1, 2 and 4Mb configurations. The Nova graphic card
| >driver is top notch for these cards and NVDI supports them fully.
|
| I don't have such an interface. This card is a VME card, it comes
| with its own software drivers, I hoped it would work with NVDI, but...

Atari drivers??!!.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.317 / Virus Database: 176 - Release Date: 21/01/2002

643. Re: Videocatalog...

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 13:35:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012138634.22753.1@eurus.uk.clara.net>
Source record: 38588

Hi PNC

| > Can anybody recommend me a program to make a
| > catalogue of all your recorded videofragments. I've
| > had one a couple of years ago but it is either lost
| > or unretraceable (does this word exist?). Preferably
| > to work on a TT with Novacard, if not it'll go to one
| > of my stacy's....
| >
| > Thanks in advance,
|
|
| U should learn how to post to a newsgroup first. You made a new post on an
| old thread

Since when is cataloguing video clips not relevant to Videocatalog??..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.317 / Virus Database: 176 - Release Date: 21/01/2002

644. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 14:05:12 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a311eoctj1@snipp.uninett.no>
Source record: 38595

```
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
> seriously in those days replaced TOS and never looked back... and the real
> clever users upgraded to MagiC later on and until today still never had to
> look back :-)

Since the latest MagiC-update now is 16 months old, it doesn't look like
they have something to look forward to either. It's sad, but MagiC seems
to be a PC/Mac-product only now.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

645. Re: Highwire 0.2

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 14:13:46 UTC
From: rob <rmahlert@charter.net>
Message-ID: <3C540B1A.74B682E8@charter.net>
Source record: 38496

Peter,

First off, you can send an e-mail to highwire at atari-users . net
(sorry for that, I just want to limit spam) that is the mailing list
address, but I will forward them to the group.
You can also post them on the bug tracking system,
http://highwire.atari-users.net/bugtracker/

But the forum access problems, can you explain them to me? What are you
using for a browser?

The bugs you have mentioned the team is aware of. It's a slow process
developing a browser and certain problems are being worked on. For example
the table routines need work, not all of the tags are properly
working/supported.

Like you did mention.. "But it's early days yet, and the files I have
tested display *far*
faster than in CAB." That's the whole point! We have a GREAT team
working on it, but they can only do so much. If anyone else wishes to
help... PLEASE DO! If you code in C, JOIN!!!

Rob
webmaster[At]atari-users.net
http://www.atari-users.net

HighWire site
http://highwire.atari-users.net

xlator@cix.compulink.co.uk wrote:

> Hi!
>
> Anyone know how to get in touch by Email with the Highwire
> authors? I have just downloaded V0.2 of Menuwire and find it has
> bugs I want to report. I can't get the 'Forum' link to work. If anyone
> else can, can they please repost this or pass the message on somehow?
> Thanks!

646. Atari and TV

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 15:02:19 UTC
From: Brent <beamer@islandtelecom.com>
Message-ID: <%DU48.32$_T5.18757@sapphire.mtt.net>
Source record: 38497

I have acquired a 520STFM, with a RCA jack on the back for connection to TV(I assume) , can I just take a rca cable and directly plug it into the back of a TV which has a S-Video connector, or do I still need a RF-Modulator or switch box (as I have heard it called). Where would I get one if I needed it?

Thanks

647. Semper SMTP

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 15:10:02 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3800_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38499

Hi anybody can help find out John Richardson ? I put you below his last
message where he had to send me semper adapted sources.

Attempt N^X 8^) SEMPER!

----- Original Message -----
From: <Mike De.Petris on 2:333/608>
To: <Illumuninator@aol.com on 2:333/608.1>
Sent: Thursday, August 09, 2001 5:01 PM
Subject: PLEASE ANSWER!

> ---------[FidoNetmail]--
> .CHRS: IBMPC 2
> CC: j_richardson@tinyworld.co.uk
> cc: john@jr-enterprises.co.uk
>
> Attempt IV 8^) SEMPER!
>
> In uno strano messaggio del 16 Jan 00 Illumuninator@aol.com (2:333/608.1)
> scrisse al povero Mike De.Petris:
>
> I> So sorry Mike, I've been working the the last weekend. I'm off mon/tues
> I> this week I'll definitely send it tomorrow.
>
> 8^)
>
> I perfectly know it always happens this way..... I just hope it's all ok with
> you, people in NeST asked me about the project, so can you please tell me if
> the project can then be distributed (hatched to FAN) ? BTW I tought to had a
> look and recompile it with my additions first, the give it around.
>
> http://www.interware.it/users/mike/
> http://www.triesterivista.it/
> mailto:mike@interware.it
> mailto:mike@triesterivista.it
> *************** _*#Webmaster# TrieSteRivista*_ ***************
> *************** _*#Coordinatore# TRieSTeNet*_ ***************
> *************** _*#Moderatore# ATARI.ITA*_ ***************
>
> .Via JetMail 1.01 2:333/608@fidonet.org, Aug 09 1901 at 17:06
>
>
>

--
SCSI - System Can't See It

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

648. Re: Videocatalog...

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 15:29:35 UTC
From: tos4ever@pandora.be
Message-ID: <1f6ofyp.g1ak57149hafaN%tos4ever@pandora.be>
Source record: 38498

Steve Sweet <stevesweet@freeuk.com> wrote:

> Hi PNC
>
> | > Can anybody recommend me a program to make a
> | > catalogue of all your recorded videofragments.
> |
> | U should learn how to post to a newsgroup first. You made a new post on an
> | old thread
>
> Since when is cataloguing video clips not relevant to Videocatalog??..
>
Oh sure the subject is relevant to the contence of the message but
that's not the point. The point is that Raoul did take another thread
(1STGUIDE/PRINTING Message-ID: <KPz48.87$es4.143262@newsfeed.slurp.net>
Date: Sat, 26 Jan 2002 15:21:14 GMT) to start a brand new thread.
That's not done.

CU,
Martin

649. Re: Atari and TV

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 15:52:03 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a317rg$i0h$1@newsreader.mailgate.org>
Source record: 38500

Just plug it into the TV, the modulator is built into the STFM (hence the
'M').

Brent <beamer@islandtelecom.com> wrote in message
news:%DU48.32$_T5.18757@sapphire.mtt.net...
> I have acquired a 520STFM, with a RCA jack on the back for connection to
> TV(I assume) , can I just take a rca cable and directly plug it into the
> back of a TV which has a S-Video connector, or do I still need a
> RF-Modulator or switch box (as I have heard it called). Where would I get
> one if I needed it?

..

650. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 16:53:41 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <sgW48.24343$4i5.3642638@news11-gui.server.ntli.net>
Source record: 38508

"maxvolume" <planetdust@yahoo.com> wrote in message
news:e20a265d.0201232118.480b254d@posting.google.com...
> "PNC" <news@spam.polar-net.co.uk> wrote in message
news:<jrg38.2645$Ph2.430642@news2-win.server.ntlworld.com>...
>
> > No, don't do that! The ST is very very useful for music even today!
>
> Okay, OKAY! I'll go with the ST... remember that's what I WANT to do?
> That is if anyone can tell me where to get cables that doesn't
> require hopping across the pond.
>
> > The ST just needs a standard power cable like what you get for PC's,
> > affectionly known as 'Kettle-lead'
>
> Righto. I'll just pop down to Harrod's and drop a quid on a good old
> "kettle lead". Better still, I'll nick the one off a kettle I've got
> tucked away in a cupboard somewhere around the flat. Then I'll hop in
> the Morris for a jaunt down the M1. PLEASE, PEOPLE... I'M IN
> AMERICA!!!!!

Is there any need for that kind of comment?
> > Try to find a copy of Steinberg Pro24 III, it's a lot like cubase, and
easy
> > to use. Cubase is a bit hard for me.
>
> Well, I'll use whatever's more intuitive, but I just love how I say "I
> need software" and the answer is "get some software". I say "I have
> two monitors that I can't use because I can't hook up the computer"
> and the reply is "try them both out and see how the picture looks".
> Useless, useless, useless.

You clearly state in your original message "It powers up and I can connect
it to the computer,
but since I can't power the computer there's no way to know if it really
works."

So, do what I said, visit a local computer shop and buy a standard US power
cable for a PC. That will get your Atari working!
Then, you will be able to see the monitor working.

>
> > You may be lucky and have TOS built in, but some early models required
TOS
> > to be loaded from a disk first. If you need TOS on a disk, which I hope

you
> > dont, someone may be able to help you out with a copy :)
>
> ...and it continues...

Most Atari's have the Operating System on chip inside, so you dont need anything else. BUT, a very few early Ataris needed the OS on a disk. Thats what I tried to say, sorry

>
> > It will cost you much more to get a PC or a Mac system up and running,
> > remember a few people are upgrading to bigger and better machines, and
Atari
> > ST's are easy to pick up these days for hardly anything. The Falcon
though
> > is still an expensive machine, but some people charge quite a lot for
one of
> > them. The German ebay is very good for Atari stuff, and most people are
very
> > willing to ship to another country.
>
> Well, I hope that's not my only option. Lucky I have a couple
> monitors, which would be too expensive to ship. Do either Cubase or
> Steinberg require a monochrome monitor? I thought having a color
> monitor was a GOOD thing, and then I find out that mono is better.
> Weird.

Color monitors on the Atari can only handle ST Low and ST Medium resolutions. The mono monitor only handles ST High, which has a bigger resolution. Most atari MIDI software only runs in ST High, hence the need for a mono monitor.

The best thing would be to get one of each, if you dont already.

Now, I hope that you don're reply to this with more of your witty comments, and foul attitude. I, along with other people, are trying to help you!

Simon

651. Re: Cross-platform filer-transfers

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 19:19:00 UTC
From: Franz_Iberl@ll.maus.de
Message-ID: <200201272019.a8386@ll.maus.de>
Source record: 38487

Hallo Halvard,

n> I've heard that the serial number is indeed used and should be unique
n> for every disk. If a disk is removed and a new disk with the same serial
n> number is inserted (some formatters give each disk the same serial
n> number) the computer will think that the first disk is still there and
n> possibly mess things up.
n> But again, this is just something I've heard, so I'm getting a little
n> confused now.

Your perfectly right, that's how TOS utilizes the serial number.

Servus
Franz

652. Re: Atari and TV

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 19:36:09 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c5456a7$0$29607$4c56ba96@master.news.zetnet.net>
Source record: 38502

On 27 Jan 2002 15:02:19 , "Brent" wrote:
>I have acquired a 520STFM, with a RCA jack on the back for connection to
>TV(I assume) , can I just take a rca cable and directly plug it into the
>back of a TV which has a S-Video connector, or do I still need a
>RF-Modulator or switch box (as I have heard it called).

You should be able to connect it directly. The 'M' in the STFM means
that it has a built-in Modulator.

--
Chris Simon
osian@UNDERWEARzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/
** Remove UNDERWEAR to reply **

653. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 19:53:10 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.3.96-MiNT.1020127194532.276A-100000@localhost>
Source record: 38501

On Sun, 27 Jan 2002, Dennis Vermeire wrote:

Hi,

> This explains it. ST-High is the *only* resolution possible on these kind
> of monitors. You may build a thousand switch boxes, there's no way you'll
> ever get the Gateway or SuperMatch to display ST-Low and ST-Medium res.

There is one relatively cheap and preety elegant solution for this problem.. I use it few years now: external (well can be internal too) tv tuner.. AverMedia JoyTV costed me 90usd, has TV tuner (TV and CATV programms) and video/audio input and output.. So basicaly all older machines and oldtimers works with that (either RF or composite or even RGB) Since tuner can be conected betwen monitor and computer u may just switch betwen computer or TV/whatewer. Remote controller as also included. Work nicely with any VGA/SVGA etc monitor without problem... also have teletext etc..

SWE

654. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 20:06:45 UTC
From: planetdust@yahoo.com
Message-ID: <e20a265d.0201271206.16b6be00@posting.google.com>
Source record: 38503

Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote in message news:<u51aktnp541tf0@corp.supernews.com>...

> Ok fucko, somehow I live in america too and I don't have problems with
> these things, that is if you arent' afraid to mail order something.

I'll start with this statement, and I'll ignore the "fucko" crack. If I wanted someone to come to my house and hand me a power supply and the cables I need, I would not have posted on Usenet.

> Your 520 ST will MOST LIKELY have built in TOS... GUI and all. You don't need
> to "warez" the OS to get it running.

Yes, well that was something I would have found out once I powered it up. The main gist of my post was "where can I get a power supply", and it was answered by "just plug it up and go". Anyone starting to see why I was pissed off?

> The power supply comes in two
> flavors. If you have a round power connector on the back, you need the
> "brick" style external power supply. If you have a standard IEEE plug,
> well... I think you know.

Ah yes, the aforementioned "kettle lead". Well I think we've deduced that I don't have the type that'll take a standard IEEE cable. If anyone wants to see me *really* flame someone, let them post that they need a power supply when it's a simple matter of grabbing an IEEE cord. I'm not THAT stupid.

> The Atari ST isn't a current production
> computer, you can't just waltz into rat shack and buy the stuff you need
> for it.

Really? Now who would be so clueless as to think 15- to 20-year-old computer parts would be available at any old retail outlet? Furthermore, if I was stupid enough to think that, why would I post on Usenet?

> And if you are missing so many cables, your absolute best bet
> would be to go on ebay and buy another ST for $5.

...and pay $10-$20 to ship it.

> I believe there's a 1040
> on there now for $7 last I checked.

Which has 7 days left to go and will end at $100 because some guy saw
that Prodigy uses one and thinks it's "vintage".

> You'll need to get a scsi interface
> from http://www.atari-workshop.co.uk. This is called the ICD Link or Link
> 97 or whatnot. You can obtain an internal IDE interface by contacting
> Mario Becroft at http://gem.win.co.nz/mario/hardware/ . Best Electronics
> has a lot of what you need but at a high cost usually as Atari stuff brings
> their paychecks home. http://www.best-electronics-ca.com/

UK, New Zealand, Canada. Hmm, somehow $10 for shipping doesn't sound
so bad.

> You will not usually find much atari parts for sale by single though. Most
> of the time it's a package deal except for expansions. For example,
> getting the connecting cable and power supply for the floppy drive is a
> worthless mission. If you buy the 1040 on ebay, a floppy drive will
> already be built in. Building an atari from scratch requires a lot of
> patience. You will have to wait for the parts to be available and perform
> exhaustive web and auction searches to find them. You don't sound like a
> fellow with much patience.

See? This is why I'm so pissed off. My post started by stating that
I've had a 520ST for a couple YEARS and now that I've got two and a
second monitor, I'd *really* like to get one up and running; then you
say I have no patience. People, read my fucking posts and we'll all
get along a lot better!

> Now. I believe I've helped you to the maximum of my desire. Frankly, I
> think you best watch what you say about 'warezing' out software. A very
> large percentage of the readers and posters to this list are active atari
> developers. Some of them do their work for free, some for GNU GPL, and
> some are commercial authors. Cubase and steinberg products are commercial
> for a reason. Because they're extremely high quality. If you want cubase
> and you don't want to pay for it, I suggest you get out your good old C
> compiler and start coding a copy for yourself. When you realize how much
> work it would be, maybe you would show some sort of appreciation for the
> cost of a copy.

Warez, warez, warez! Any developers out there, please send me a free
copy of your program -- your work means nothing! Seriously though,
I'll gladly buy Cubase but I was under the impression that it was no
longer in development. First you remind me that the ST is not a
brand-new machine (no shit), then you say I'm pissing off developers
by asking for copied software. All I want is the program, and because
I KNOW that the ST is an antique, I figured there wasn't much chance
of buying an original copy of Cubase. In fact, I'm probably right
about that.

> Atari's have limited video memory. The more colors you display the more
> resolution it costs you. When working with a huge midi score, you might
> want to be able to fit more on your screen and sacrifice a few worthless
> colors. This is where the benefits of a monochrome monitor come in.

I have two color monitors and now I'm told I need a monochrome one.
Fabulous.

> You've been directed to Tim's Atari world in several posts now.
> http://tamw.atari-users.net. There's several MIDI programs varying in
> quality. A lot of them used to be commercial but are now graciously
> released for free. If you want to do anything, start there.

I'll check it out. I can't say I've seen a single link in anyone's
post, just a lot of ".uk", "tenner", "quid", and "cheerio old chap".
Okay, well I made that last one up.

> Your best and/or cheapest route for building an atari is to just buy
> another one. Unless you're so cheap you won't buy a computer for $10 or
> $20, in which case I can't nor will I help you.

Well let's see... I spent maybe $20-$30 on the stuff I have, so is it
incomprehensible that I'd want to just buy the cables instead of
paying inflated eBay prices and shipping "costs"? So I'm supposed to
respect the time developers put into software, but the money I've
already spent has to go out the window. Just gives me that warm fuzzy
feeling.

> Next time you ask for help maybe you should think and use a little
> patience. There's very many varying atari models, and people are giving
> you the best advice they can.

Okay, let's make a deal. Next time someone from Germany asks where
they can get a nice beer stein or that perfect swastika-print
bedspread to go with their sheet set, I'll tell them that in the U.S.
there's a mall that has everything they need, or that they can't use
their swastika-print stuff and instead have to invest in a complete
sheet-and-bedspread set in a nice "SS" print. When they flame me
mercilessly, I'll e-mail all those posts your way -- deal?

Bottom line is, I think I'll just add the ST the growing list of
machines I won't bother using because I have to deal with a lot of
quasi-elitist pricks. Besides, it should look quite nice stacked on
top of my Amiga.

Thanks for nothing.

655. Re: WTD Nemesis manual

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 21:40:35 UTC
From: Adam Klobukowski <adamk@gabo.pl>
Message-ID: <slrna58spl.a86.adamk@core.preferuje.luzik.pl>
Source record: 38506

```
>>DOITF030 has a copy of the Nemesis manual (along with a wealth of other
>>data:).
>
> All very well, but you won't get an unlock password for that HUGE archive
> unless you've contributed to the work.

You don't need to contribute, You just have to ask for password. I did it,
and it worked :)

Adam Klobukowski
atari@gabo.pl
```

656. Atari ST fonts for Linux console?

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 22:02:46 UTC
From: Hermann Samso <samso@studserv.stud.uni-hannover.de>
Message-ID: <a31te6$9ee$2@newsserver.rrzn.uni-hannover.de>
Source record: 38507

Searching for Atari ST GEM fonts to use under
Linux console.

thanks,
hermann samso

657. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-27 22:14:28 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c54725811670c5@tripnet.se>
Source record: 38519

On Sun 27-01-2002 14:05 (GMT) Jo Even Skarstein wrote:

>Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>> seriously in those days replaced TOS and never looked back... and the real
>
>> clever users upgraded to MagiC later on and until today still never had to
>
>> look back :-)
>
>Since the latest MagiC-update now is 16 months old, it doesn't look like

Hm, I guess you are about 10 months wrong here. The latest 6.20 uppgrade
is dated 5/8-2001.

>they have something to look forward to either. It's sad, but MagiC seems
>to be a PC/Mac-product only now.

There is a common missunderstanding that no new versions means bad
software. Actually it's often the other way around. Good programs don't
need to be updated all the time. And Magic gets the job done. I still run
Win-95 OSR2 on my PC's and it does work pretty good too.

And computers do note perform any vorse when they get older. They are
just as fantastic as they were when you first got them for a lot of
money. Just compare with cars...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

658. Wensuite

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 00:40:52 UTC
From: jdplace@prodigy.net
Message-ID: <o6158.24126$QG6.2252928201@newssvr17.news.prodigy.com>
Source record: 38522

Has anyone used the PPP connection in Wensuite to connect to Prodigy? I
can connect with STing and CAB, but I haven't been successful with
Wensuite. The docs say to use a terminal program to determine a script if
necessary, but it won't authenticate me with a terminal program either.
Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, Atari 1040STe /|\
2.0 GB HD, CD-RW
Geneva, NeoDesk, Extendos Gold

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, Atari 1040STe /|\
2.0 GB HD, CD-RW
Geneva, NeoDesk, Extendos Gold

659. Wensuite

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 00:44:08 UTC
From: jdplace@prodigy.net
Message-ID: <s9158.24128$iK6.2253155539@newssvr17.news.prodigy.com>
Source record: 38523

Has anyone used the PPP connection in Wensuite to connect to Prodigy?
I can connect with STing and CAB, but haven't been successful with
Wensuite. The docs say to determine a script using a terminal program, but
Prodigy won't authenticate me with a terminal program either.
Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, Atari 1040STe /|\
2.0 GB HD, CD-RW
Geneva, NeoDesk, Extendos Gold

660. Re: Atari and TV

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 00:44:21 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u597moq42sb196@corp.supernews.com>
Source record: 38509

Chris Simon wrote:

> On 27 Jan 2002 15:02:19 , "Brent" wrote:
>>I have acquired a 520STFM, with a RCA jack on the back for connection to
>>TV(I assume) , can I just take a rca cable and directly plug it into the
>>back of a TV which has a S-Video connector, or do I still need a
>>RF-Modulator or switch box (as I have heard it called).
>
> You should be able to connect it directly. The 'M' in the STFM means
> that it has a built-in Modulator.
>
>

Svideo is just another form of composite video. The RF signal and composite video are two very separate thing. You'll need a small RCA to coax adapter from radio shack and then you can plug it into the cable jack on your TV. That should work fine, but you won't need the switch box. The STFM has composite out but you have to wire it yourself. If you wire it up properly, then you can use the svideo (which will look millions of times better)

Mark
http://atari-source.com

661. Re: 1STGUIDE.PRG/PRINTING

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 00:52:33 UTC
From: sidcelery@cix.co.uk
Message-ID: <a327cg$7o1$1@thorium.cix.co.uk>
Source record: 38510

On 26 Jan 2002 02:48:24 , Don Wolfe wrote:
> I'm trying to figure out how to print with 1STGUIDE.PRG, and also
> what is the latest Version ??

I don't think there is a version number - the docs in the last version
I saw were 10th June '97.

I never did try to print from it either - I just use it as a very
quick viewer of a nice selection of file types.

rgds
H

662. Re: Videocatalog...

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 00:52:35 UTC
From: sidcelery@cix.co.uk
Message-ID: <a327ci$7o1$2@thorium.cix.co.uk>
Source record: 38511

On 26 Jan 2002 19:52:28, Raoul Teulings wrote:
> Can anybody recommend me a program to make a catalogue of all your
> recorded videofragments. I've had one a couple of years ago but it
> is either lost or unretraceable (does this word exist?). Preferably
> to work on a TT with Novacard, if not it'll go to one of my stacy's.

Hi Raoul,
What kind of catalogue?
You mean like a file listing, or a thumbnail of images?

rgds
H

663. Re: TOS timeline

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 00:52:36 UTC
From: sidcelery@cix.co.uk
Message-ID: <a327cj$7o1$3@thorium.cix.co.uk>
Source record: 38512

```
On 26 Jan 2002 20:56:29, xlator@cix.compulink.co.uk wrote:
> sidcelery@cix.co.uk said:
>> Still (at the risk of showing myself up even more) I've got some
>> distant memory of this v1.09 getting described as 1.02. I'm
>> wondering whether 1.09 was a description of 1.02 when it was fitted
>> in the ST rather than Mega ST.
> I think you will find that 1.09 is a false interpretation given by
> some programs evaluating the address pointed to by _sysbase+16.
> Possibly because it does not use the Intel byte order?

Dunno. I remember TOS 1.62 getting displayed as 1.98 (62Hex=98Dec) but
it doesn't seem to work with 1.2/1.02/1.09 ...

rgds
H
```

664. Re: Ram checker for ST

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 00:52:38 UTC
From: sidcelery@cix.co.uk
Message-ID: <a327cl$7o1$4@thorium.cix.co.uk>
Source record: 38513

On 27 Jan 2002 "Kenneth Medin" wrote:
> On Sun 27-01-2002 Ireneusz Pe�ech wrote:
>> Greg Goodwin wrote:
>>> I need a program that will tell me how much ram a St is currently
>>> running.
>> For example SysInfo, GemBench
> Or why not use GENERAL.CPX in the Control Panel.

I'm not sure Gembench shows memory, does it?
General and SI CPX's show the total memory and size of the largest free block in bytes. Profile does a little more and is probably a bit clearer.
Sysinfo shows the size of each fragmented memory block in adition to the largest free block, but in v4.01 (the only version I have) doesn't distinguish whether they belong to ST or TT RAM (I know this isn't a problem for the original questioner...)

Freemem.cpx is the only utility I know that'll distinguish between the fragmented blocks in ST and TT RAM - just in case anyone needs to know that kind of thing.

rgds
H

665. Re: Atari Falcon Question

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 00:52:40 UTC
From: sidcelery@cix.co.uk
Message-ID: <a327cm$7o1$5@thorium.cix.co.uk>
Source record: 38514

On 27 Jan 2002 07:23:11, John Garone wrote:
> On 24 Jan 2002 04:48:43, "spudboy" wrote:
>> I have a question for my Falcon. On my hardrive I have a couple of
>> folders that don't open, don't make sense, and I'm not sure how
>> much space they are taking up. They are all named UL with a 2 dots
>> above the U. Everytime I try to delete them they say that I can't
>> delete them. How do I get rid of these?
> You might want to try Diamond edge or Cleanup.prg if you are booting
> with ICD. I usually find that if one doesn't work then the other
> probably will.

I don't know if I'm off track here, but when you click on this folder
do you go up a directory level?

Does it say "�L" or is it ".. UL"

What desktop are you using Michael?

rgds
H

666. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 01:26:29 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u59a5oicd22299@corp.supernews.com>
Source record: 38515

Quasi elitist pricks? Thanks for nothing? Hah. I gave you a wealth of information. One of the sites was run by an American, American company. They sold cables adapters all that sort of crap. Did you bother to look? No. In fact it's obvious you can't even open up google and do a simple web-search, then when people give you a mildly inflamed response when you're rude as hell, you just give up. And throw the atari on the pile. The fact is, you have proven my argument that you are extremely impatient, which was not led on through anything but how you behave towards other people. Nobody in here was trying to do anything but help you and give you a piece of their mind at the same time. As for the amiga, what do you want for it and what model is it? I'll buy it from you and you can take the money to buy cables from http://home.pacifier.com/~atari/catalogs.htm. Bravo sierra computers has all of the crap you were looking for. I was just trying to help you and save you some cash, not make you spend extra. The cables aren't standard and new and will be more expensive then a complete package deal.

Ordering IDE and SCSI adapters and everything else jsut to realize in the end the limitations the 520 ST presents you is rediculous. I thought you might want a relatively useful atari with an actual hard drive without spending in upwards of $1000 for it. Sorry about that. Perhaps next time I'll just call you a fucko and not waste my time typing anything else.

You are the uninformed idiot who managed to pick up atari computers without the parts that are required to operate them, and then you get all pissy with us because you realize how dumb you are? Grow up man. I gave you the resources, let's see if you'll use them. Get the parts and stop being a baby.

Mark
http://atari-source.com

maxvolume wrote:

> Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote in message
> news:<u51aktnp541tf0@corp.supernews.com>...
>
>> Ok fucko, somehow I live in america too and I don't have problems with
>> these things, that is if you arent' afraid to mail order something.
>
> I'll start with this statement, and I'll ignore the "fucko" crack. If
> I wanted someone to come to my house and hand me a power supply and
> the cables I need, I would not have posted on Usenet.
>

>> Your 520 ST will MOST LIKELY have built in TOS... GUI and all. You don't
>> need to "warez" the OS to get it running.
>
> Yes, well that was something I would have found out once I powered it
> up. The main gist of my post was "where can I get a power supply",
> and it was answered by "just plug it up and go". Anyone starting to
> see why I was pissed off?
>
>> The power supply comes in two
>> flavors. If you have a round power connector on the back, you need the
>> "brick" style external power supply. If you have a standard IEEE plug,
>> well... I think you know.
>
> Ah yes, the aforementioned "kettle lead". Well I think we've deduced
> that I don't have the type that'll take a standard IEEE cable. If
> anyone wants to see me *really* flame someone, let them post that they
> need a power supply when it's a simple matter of grabbing an IEEE
> cord. I'm not THAT stupid.
>
>> The Atari ST isn't a current production
>> computer, you can't just waltz into rat shack and buy the stuff you need
>> for it.
>
> Really? Now who would be so clueless as to think 15- to 20-year-old
> computer parts would be available at any old retail outlet?
> Furthermore, if I was stupid enough to think that, why would I post on
> Usenet?
>
>> And if you are missing so many cables, your absolute best bet
>> would be to go on ebay and buy another ST for $5.
>
> ...and pay $10-$20 to ship it.
>
>> I believe there's a 1040
>> on there now for $7 last I checked.
>
> Which has 7 days left to go and will end at $100 because some guy saw
> that Prodigy uses one and thinks it's "vintage".
>
>> You'll need to get a scsi interface
>> from http://www.atari-workshop.co.uk. This is called the ICD Link or
>> Link
>> 97 or whatnot. You can obtain an internal IDE interface by contacting
>> Mario Becroft at http://gem.win.co.nz/mario/hardware/ . Best
>> Electronics has a lot of what you need but at a high cost usually as
>> Atari stuff brings their paychecks home.
>> http://www.best-electronics-ca.com/
>
> UK, New Zealand, Canada. Hmm, somehow $10 for shipping doesn't sound
> so bad.

>
>> You will not usually find much atari parts for sale by single though.
>> Most
>> of the time it's a package deal except for expansions. For example,
>> getting the connecting cable and power supply for the floppy drive is a
>> worthless mission. If you buy the 1040 on ebay, a floppy drive will
>> already be built in. Building an atari from scratch requires a lot of
>> patience. You will have to wait for the parts to be available and
>> perform
>> exhaustive web and auction searches to find them. You don't sound like a
>> fellow with much patience.
>
> See? This is why I'm so pissed off. My post started by stating that
> I've had a 520ST for a couple YEARS and now that I've got two and a
> second monitor, I'd *really* like to get one up and running; then you
> say I have no patience. People, read my fucking posts and we'll all
> get along a lot better!
>
>> Now. I believe I've helped you to the maximum of my desire. Frankly, I
>> think you best watch what you say about 'warezing' out software. A very
>> large percentage of the readers and posters to this list are active atari
>> developers. Some of them do their work for free, some for GNU GPL, and
>> some are commercial authors. Cubase and steinberg products are
>> commercial
>> for a reason. Because they're extremely high quality. If you want
>> cubase and you don't want to pay for it, I suggest you get out your good
>> old C
>> compiler and start coding a copy for yourself. When you realize how much
>> work it would be, maybe you would show some sort of appreciation for the
>> cost of a copy.
>
> Warez, warez, warez! Any developers out there, please send me a free
> copy of your program -- your work means nothing! Seriously though,
> I'll gladly buy Cubase but I was under the impression that it was no
> longer in development. First you remind me that the ST is not a
> brand-new machine (no shit), then you say I'm pissing off developers
> by asking for copied software. All I want is the program, and because
> I KNOW that the ST is an antique, I figured there wasn't much chance
> of buying an original copy of Cubase. In fact, I'm probably right
> about that.
>
>> Atari's have limited video memory. The more colors you display the more
>> resolution it costs you. When working with a huge midi score, you might
>> want to be able to fit more on your screen and sacrifice a few worthless
>> colors. This is where the benefits of a monochrome monitor come in.
>
> I have two color monitors and now I'm told I need a monochrome one.
> Fabulous.
>
>> You've been directed to Tim's Atari world in several posts now.

>> http://tamw.atari-users.net. There's several MIDI programs varying in
>> quality. A lot of them used to be commercial but are now graciously
>> released for free. If you want to do anything, start there.
>
> I'll check it out. I can't say I've seen a single link in anyone's
> post, just a lot of ".uk", "tenner", "quid", and "cheerio old chap".
> Okay, well I made that last one up.
>
>> Your best and/or cheapest route for building an atari is to just buy
>> another one. Unless you're so cheap you won't buy a computer for $10 or
>> $20, in which case I can't nor will I help you.
>
> Well let's see... I spent maybe $20-$30 on the stuff I have, so is it
> incomprehensible that I'd want to just buy the cables instead of
> paying inflated eBay prices and shipping "costs"? So I'm supposed to
> respect the time developers put into software, but the money I've
> already spent has to go out the window. Just gives me that warm fuzzy
> feeling.
>
>> Next time you ask for help maybe you should think and use a little
>> patience. There's very many varying atari models, and people are giving
>> you the best advice they can.
>
> Okay, let's make a deal. Next time someone from Germany asks where
> they can get a nice beer stein or that perfect swastika-print
> bedspread to go with their sheet set, I'll tell them that in the U.S.
> there's a mall that has everything they need, or that they can't use
> their swastika-print stuff and instead have to invest in a complete
> sheet-and-bedspread set in a nice "SS" print. When they flame me
> mercilessly, I'll e-mail all those posts your way -- deal?
>
> Bottom line is, I think I'll just add the ST the growing list of
> machines I won't bother using because I have to deal with a lot of
> quasi-elitist pricks. Besides, it should look quite nice stacked on
> top of my Amiga.
>
> Thanks for nothing.
>

667. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 01:28:02 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u59a8ki9s4dmb0@corp.supernews.com>
Source record: 38516

Don't worry simon, I'll just return the foul attitude! ;)

Mark
http://atari-source.com

> Now, I hope that you don're reply to this with more of your witty
> comments, and foul attitude. I, along with other people, are trying to
> help you!
>
> Simon
>
>
>

668. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 01:30:37 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u59adgd69b2ue2@corp.supernews.com>
Source record: 38517

Dennis,

I do not remember all of that stuff being a part of KaosTOS. Maybe I am thinking of something else, or maybe I am thinking of an extremely early version of KAOSTos. What I had was TOS 1.4 on disk. I used to run it to give my 520 ST TOS 1.4

Mark
http://atari-source.com

Dennis Vermeire wrote:

> From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
> Date: Thu, 24 Jan 2002 19:19:54 -0500
>
> Hi Mark
>
>>There's something out there called KAOSTOS which I believe was a
>>slightly modified version of rainbow TOS (1.4).
>
> Slightly modified? ROTFL !!!
>
> KAOS is an alternative OS which is compatible with TOS 1.4, Andreas Kromke
> the programmer rewrote and optimised all the buggy and slow parts of TOS,
> the result was an extremely fast OS which could run most of the Atari
> apps, although offering more features then TOS, it left 21Kb more memory
> free for the user, on average KAOS is roughly 12% faster then TOS 1.4,
> which was a hell of a lot in those days...
> The last version was KAOS 1.4.2, it was renamed to MagiX 1.0 in early
> 1992, MagiX was later renamed as MagiC.... except for the multitasking
> routines KAOS is pretty much the same thing as MagiX. KAOS didn't have a
> build in desktop, it came standard with KAOSDESK 1.0 which all MAGICDESK
> users will recognise instantly.
> KAOS was very popular in Germany, German Atari users taking their computer
> seriously in those days replaced TOS and never looked back... and the real
> clever users upgraded to MagiC later on and until today still never had to
> look back :-)
>
> Cheers from Belgium
> Dennis

669. Re: Atari and TV

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 02:01:51 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a32bjg$u9h$1@newsreader.mailgate.org>
Source record: 38520

What is there? an echo?

Chris Simon <osian@underwearzetnet.co.uk> wrote in message
news:3c5456a7$0$29607$4c56ba96@master.news.zetnet.net...
> On 27 Jan 2002 15:02:19 , "Brent" wrote:
> >I have acquired a 520STFM, with a RCA jack on the back for connection to
> >TV(I assume) , can I just take a rca cable and directly plug it into the
> >back of a TV which has a S-Video connector, or do I still need a
> >RF-Modulator or switch box (as I have heard it called).
>
> You should be able to connect it directly. The 'M' in the STFM means
> that it has a built-in Modulator.
>
>

..

670. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 02:17:30 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c54a318@dnews.tpgi.com.au>
Source record: 38521

I tested these at work, and they are great. Composite input anfd VGA. I set one up with a switch box so I could use ST high, med and low. Good stuff. Does anybody have the pin outs for Mac VGA? I have a Nice Mac monitor to use with my Falcon.

Mark

SWE/YesCREW <jvalant@atari.org> wrote in message news:Pine.MNT.3.96-MiNT.1020127194532.276A-100000@localhost...
> On Sun, 27 Jan 2002, Dennis Vermeire wrote:
>
> Hi,
>
> > This explains it. ST-High is the *only* resolution possible on these kind
> > of monitors. You may build a thousand switch boxes, there's no way you'll
> > ever get the Gateway or SuperMatch to display ST-Low and ST-Medium res.
>
>
> There is one relatively cheap and preety elegant solution for this
> problem.. I use it few years now: external (well can be internal too) tv
> tuner.. AverMedia JoyTV costed me 90usd, has TV tuner (TV and CATV
> programms) and video/audio input and output.. So basicaly all older
> machines and oldtimers works with that (either RF or composite or even
> RGB) Since tuner can be conected betwen monitor and computer u may just
> switch betwen computer or TV/whatewer. Remote controller as also included.
> Work nicely with any VGA/SVGA etc monitor without problem... also have
> teletext etc..
>
>
> SWE
>

671. Re: Atari Times Updates - 1-26-2002 (Supplement)

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 03:20:07 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <3C54C338.7864DA69@worldnet.att.net>
Source record: 38524
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Added a few things today:

* NEW! EGM's 32X vs Jaguar Doom review. The bias shows.
* NEW! 2600 Ms. Pac-Man review.
* NEW! Mystery Game Contest!

Remember to stop by TAT regularly!

--
Gregory D. George

```
=-=-=-
```

672. Re: Atari and TV

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 03:53:44 UTC
From: puffpuffin@aol.com
Message-ID: <20020127225344.27043.00000313@mb-fi.aol.com>
Source record: 38525

>I have acquired a 520STFM, with a RCA jack on the back for connection to
>TV(I assume) , can I just take a rca cable and directly plug it into the
>back of a TV which has a S-Video connector, or do I still need a
>RF-Modulator or switch box (as I have heard it called).

You need a switchbox that can switch which signal (computer or antenna/cable) is going into your TV. These can be found at Radio Shack. Don't connect an RCA cable directly from the ST to the composite video jack on your TV as this will not work.

S-Video has a different jack configuration than an RCA cable, so it won't fit anyway.

Hope that helps. BTW, I assume you're in the US.

673. Re: WTD Nemesis manual

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 03:55:19 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0201271955.18d3ec46@posting.google.com>
Source record: 38526

Derryck Croker <derryck@.NOSPAMCRAPcix.co.uk> wrote in message
news:<1012162290-107289AEicMi@ntlworld.com>...
> From: rustynutt@hotmail.com (rustynutt)
> Date: 24 Jan 2002 13:43:23 -0800
>
> >DOITF030 has a copy of the Nemesis manual (along with a wealth of other
> >data:).
>
> All very well, but you won't get an unlock password for that HUGE archive
> unless you've contributed to the work.

I guess it depends on how you treat Robert (who is one hell of a guy).
AFAIK, if you register online, the password response is automated.
My most recent registration arrived in one day, and using the email
address I gave, he wouldn't have known me from Paul.....Most of the
Falcon hardware pictued was taken with my ScreenEye and Expose.
I haven't visited this group very often the last couple of years
because of all the misinformation about Falcons and Atari hardware in
general. Then it got really shitty with many personal attacks. Besides
Sinplop and Derrick Machacha, no one here deserves to be pounded on.
Well, maybe a couple of Pub brawles <grin> were deserved, but nothing
like what has go on here the last few years. Consider yourself
chastized.
But I will agree, it is a huge archive. Surely needed it if one is
going to play around with a Nemesis anyway:)
I would scan mine, but Epson hasn't seen fit to release new drivers
for the ES1200C for the last few versions of windows.
With my pea brain power, I finally managed to figure out how to run a
server from home. The hard disk access is slow (Quadra 800), but the
site runs over a cable modem and Linksys router. My friend just tested
out the HTTP port and it seemed to work great. The problem with home
sites is maintaince, power outages, and being on a DHCP server, runs
the risk of the IP changing (however the modem hasn't been shut down
in a month and has kept the same IP).
Maybe I'll put the manual up soon, maybe not. The manual use to be
available on line at Daves place.
Or from my notes:

Mike

NEMESIS SYSTEM ACCELERATOR
Last edited 18 Apr 97

Updates and corrections to manual

==========
FIRST AND MOST IMPORTANT - READ THIS TEXT FILE AND THE MANUAL
THOROUGHLY BEFORE STARTING WORK ON THE NEMESIS UPGRADE.
==========

Nemesis is copyright 1997 Black Scorpion Software Limited.

==========
GETTING NEMESIS FITTED
==========

If, after reading through the manual, you decide it is a little heavy going(!), contact TITAN DESIGNS for more information on the available fitting services.

The following questions really need answering first;

1. Type of memory fitted? See below.

2. Type of IDE drive fitted? (if any)

3. Is the capability of support for RGB monitors required?
- this is an optional extra costing only ï¿½5.00.

4. Hard disk driver software used?

- AHDI and HD Driver are fine. The only problems to date seem to be with some versions of ICD software, although we have not been able to determine exactly what the problem is.

If you do decide to get Nemesis fitted by someone recommended by Titan Designs, please ensure that payment for the fitting service ONLY is to the
person or company performing the upgrade - we will advise on this.

If you have a Desktopper-style case, then we would much prefer to receive
just the motherboard, the IDE drive and the floppy - we do not like these
cases and dismantling them is very time-consuming. If you do decide to forward the complete system, with case, then an extra ï¿½5 will be levied
for handling charges.

This additional levy (ï¿½5) also applies to owners of recased Falcons, except for the C-Lab MK.X.

IN ANY EVENT MAKE SURE THE COMPUTER IS PACKED EXTREMELY WELL!!! Titan Designs or it's agents cannot be held responsible for any damage sustained
during transit.

Sending on the IDE drive is preferred but not essential. The reason for
this is because we would prefer to test the complete fitted installation

and ensure that the software is correctly configured. It has been noted
that some large IDE drives do not work with Nemesis running at 48MHz or
sometimes even 40MHz. This situation is rare.

External SCSI drives need not be forwarded.

==========
3.1 PACKAGE CONTENTS (page 6)
==========

Only the 150pF capacitor is supplied as we have yet to find a Falcon which
needs the 82pF device.

==========
INSTALLATION OVERVIEW (page 7)
==========

- FalconWing Memory Boards

If you do have FalconWing fitted or any other memory upgrade board that
uses 30-pn SIMMS, these are almost certainly NOT SUITABLE for use with
Nemesis. The design of the FalconWing PCB creates an unacceptable amount
of video noise to the extent where the screen is unviewable.

Solution: Not an easy one this... You could try to sell on the 4 x 4MB,
30-pin SIMMs to a PC or Mac user (providing their machines still support
these SIMMs), but they are not in great demand.

- Original ATARI 14MB memory board

NOTE: This ONLY affects the original Atari 14MB memory boards, with memory
chips rated at 80ns. These boards produce a similar effect to the
FalconWing and, while not as bad, can still produce very noisy screens.

Solution: As with the FalconWing - not easy... You really need to find
another Falcon user who won't be having a Nemesis board fitted!

Contact Titan Designs for the best price on SUITABLE 14MB memory upgrades
- we only use 72-pin, 60ns EDO Panasonic TAB SIMMs - the very best!

==========
5.4 Preparation
==========

Please note the following;

If an existing buffer mod. is fitted to your Falcon, this will need to be
removed. Normally these are fitted across the GAL, U63.

If a Power Up2 is installed, then it will be necessary to remake a solder
junction. This can be found just in front of the PSU and is marked
'U46'.

Locate the fourth (4th) set of pads from the LEFT and remake this
joint.

It is also possible that this juncton has been broken at some time in the
past, therefore it is worth checking as a matter of course.

==========
6.3.2 Continuous black screen (page 14, 2nd para.)
==========

The mention of "... moving the BLUE wire to the TOP of R217..." should
read; "... moving the BLUE wire to the *BOTTOM* of R217..."

3rd para.

Should read; "The installation can now be *retried*...". Silly typo!

==========
7.2 LOCATION (of the Nemesis board - pages 18/19)
==========

When mounting Nemesis inside a standard (not recased) Falcon, we do
recommend that the fan is removed and replaced inside the top metal
shielding. Nemesis is then mounted above the vacant hole.

However, do not use the solder pads (used to mount the fan bracket onto
the Falcon motherboard) as ground points for Nemesis - these are not
connected to ground at all (caused us a few panicky moments!). Use the
outer rail of the Falcon motherboard instead.

These solder pads do make a very solid joint from which to mount Nemesis
(using a paper clip is ideal!) - just don't rely on them for
grounding.

==========
8.1 IKBD PATCH (page 20)
==========

Item (d) mentions that "some" Falcons benefit from having both pins 3 & 4
lifted and joined. It now seems that "ALL" Falcons work correctly

having
this mod. done, and this can be considered the *only* method. The
diagram
at the bottom-right of the page is also incorrect in this respect.

sub-section (k) (page 21)

The thick red (power) wire on some Nemesis boards might be too short
to
reach the positive (+) pole of C147. This will mean lenghtening the
wire,
however make sure that any solder joint is well insulated!

==========
8.2.3 If the machine boots up normally... (page 23, 2rd & 4th para.)
==========

Ignore this reference - the IKBD chip should have BOTH pins (3 & 4),
lifted and connected together, as mentioned above (8.1).

==========
9.2 ACCELERATING THE DSP (page 27, sub-section (d))
==========

"Solder the BROWN wire to the newly exposed PCB track", should read
"Solder the *YELLOW* wire to the newly exposed PCB track.

==========
9.3 DOUBLE-CLOCKING THE FPU (pages 27/28)
==========

Under certain circumstances, we have discovered that some later
revision
motherboards cannot cope with the FPU being double-clocked -
irrespective
of the speed of the FPU.

Unfortunately there is not a solution to this problem and it will be
necessary to revert back to using the ORANGE wire from the Buffer
instead.

This will still permit an FPU speed of 20 or 24MHz depending on the
Nemesis setting.

==========
10.4 RGB SYNC FIX (page 30)
==========

The VGA Sync bug mentioned refers to tiny 'flecks' that can sometimes
be
apparent on some VGA monitors (in the main, inexpensive 14" VGA seem
to
suffer most).

```
==========================================================================
11.1 REFITTING FAN (optional for Std. Falcon users - pages 30/31)
==========================================================================

We do realise that it's impractical for most people to have a bench
mounted pillar drill with a 38mm hole saw(!), but using this method
does
ensure that the components inside the Falcon do remain adequately
cool.
Contact Titan Designs if you require this modification done.

PLEASE NOTE:
The mounting holes for the fan detailed in the diagram are incorrect.
They
should use the top-right and bottom-left holes in the metal shielding.

Please contact us if you're unsure about this part!

==========================================================================
12 SOFTWARE (pages 31 to 33)
==========================================================================

All updates to the Nemesis software are freely available from our new
Web
download area (see the foot of this page for the URL).

==========================================================================
12.3 & 12.3.1 NEMESIS SPEED SETTINGS (page 32)
==========================================================================

All the Nemesis software switches are now PRG files, not TOS, and can
be
placed in the AUTO folder as desired.

==========================================================================
12.5 SPEED DETECTION (NEMESIS.PRG (page 33)
==========================================================================

Last sentence should read;
"Placing NEMESIS.PRG as the first file after the Boot Manager (if
used),
will assist in speeding up the AUTO-loading process in conjunction
with
the NEM_HI or NEM_LO software switches."

==========================================================================
APPENDIX 1.1 GENERAL SYSTEM STABILITY (pages 34/35)
==========================================================================

We cannot really emphasise enough the need for SOLID ground
connections.
We have discovered this can have a marked effect on the stability of
Falcons, so if you are getting some odd results with Nemesis installed
try
fitting additional ground points from the Nemesis PCB (the 'e' points)
```

to
the outer rail of the Falcon PCB.

==========
APPENDIX 1.2 SCSI & Audio DMA Problems (page 36)
==========

Ignore both items (b) and (c). The 82pF is not included and you should only need to use the 150pF capacitor.

Fitting an Afterburner to a 'Nemesised' Falcon is an exception to this rule and further advice will need to be taken from Titan Designs/BSS.

==========
ADDENDUM - NEMESIS PRINTING (page 39)
==========

The mention of Nemesis printing problems, in the ADDENDUM, appears to be
related to the MagiC OS only, and does not seem to affect other OS configurations.

To get around the problem inside MagiC, switching the Nemesis clock value
to 20/40MHz does permit printing under these conditions. If/when we have a
suitable fix for this problem it will be posted on the various BBS and on-line conferences - sorry if you haven't got a modem yet!

==========

Apart from all this very necessary gumph, have fun fitting Nemesis and we
feel sure that you'll enjoy all the benefits that it offers!

Remember we are only a phone call away, so if you need any further assistance, FIRSTLY RE-CHECK THE INSTALLATION TO MAKE ABSOLUTELY SURE THERE ARE NO ERRORS and, if this doesn't reveal anything, please contact;

==========
TITAN DESIGNS LTD
6 Witherford Way, Selly Oak
Birmingham B29 4AX. U.K.

Tel: +44 (0)121 693 6669
Fax: +44 (0)121 414 1630

e-mail: 100345.2350@compuserve.com

Web: http://ourworld.compuserve.com/homepages/TITANWEB/
==========

NEMESIS.PRG,NEM_HI.PRG & NEM_LO.PRG go in your auto folder.
NEMESIS.PRG

must be before the latter two. If you require a 40MHz system clock
enable
NEM_LO.PRG & disable NEM_HI.PRG. For a 48MHz system clock enable
NEM_HI.PRG
and disable NEM_LO.PRG. You can also run these switches from the
desktop
NEM_OFF.PRG switches back to a standard 32MHZ system clock.

HRTC.PRG patches the 40 column double line off mode to provide a
640x480
true color resolution. This should go in the auto folder after NVDI
(if
installed) noting that the mode will produce garbage if Nemesis is not
on the 48MHz setting.

NEMBENCH.TOS & DSPBENCH.TOS are simple benchmark programs for the
CPU/FPU
and DSP respectively.

This preliminary disc contains :-

NEMESIS.TXT This document
NEMESIS.PRG Nemesis cookie installer
READ_ME.TXT Update and Information
BENCH\DSPBENCH.TOS DSP benchmark program
BENCH\NEMBENCH.TOS CPU/FPU benchmark program
BENCH\NEMBENCH.TXT Instructions for Nembench
AUTOSORT\AUTOSORT.PRG Useful folder sorting utility
SWITCHES\NEM_HI.PRG Switches to 48MHz
SWITCHES\NEM_LO.PRG Switches to 40MHz
SWITCHES\NEM_OFF.PRG Switches Nemesis off
NEM_ACC\NEM_ACC.ACC Accessory to show speed & resolution
NEM_ACC\NEMESIS.RSC Resource file for NEM_ACC
NEM_ACC\NEM_ACC.DOC Instructions for NEM_ACC
RGB\NEM_RGB.PRG Patch for RGB users
HRTC\HRTC.PRG High Res True Color

Nemesis Programming Notes

Nemesis accelerates the entire Falcon system by 50% therefore most
software
will run without modification. There are, however, some pitfalls to
avoid.

In common with all system accelerators, Nemesis modifies the system
clock.
Since this clock supplies the 32MHz dot clock to the Videl chip this
signal
will be 32, 40 or 48MHz depending on the status of the Nemesis
switches.
Software which depends on the system clock being 32MHz, or requires a
32MHz

dot clock to provide enhanced resolutions, will fail. Obviously this affects
RGB users most because RGB resolutions use the 32MHz clock.

A switch has been provided on the Nemesis board to allow the 25MHz clock to
be replaced with a 32MHz one. This allows the Falcon to be accelerated with
an RGB monitor and still produce sensible video. For this reason it is
inadvisable to change the dot clock when setting up the display using the
hardware registers while running on an RGB monitor. Either retain the current
dot clock or use Vsetmode to change resolution.

Avoid using instruction sequences to provide delay loops in timing critical
code. Any FOR ... NEXT type construct will take 33% less time when Nemesis
is running at 48MHz regardless of language. Use the MFP timers for accurate
delays. This one applies to any accelerator.

That's it. Generally any software which is completely clean and doesn't set
up it's display using the hardware registers will work perfectly well.

[H]igh [R]es [T]rue [C]olour

HRTC.PRG should reside in your auto folder after NVDI if it is installed.

This patch program provides access to the quarter pixel, true colour VGA
modes made possible by Nemesis. It does this by patching the 320 x 480
mode to 640 x 480 - select 40 column, double line off and true colour from
the dialogue provided by the desktop Set Video dialogue.

Users of Videlity do not require this patch.

674. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 04:03:16 UTC
From: puffpuffin@aol.com
Message-ID: <20020127230316.27043.00000317@mb-fi.aol.com>
Source record: 38527

I checked out the Averkey website and the JoyTV page, and it doesn't list RGB as an input signal. Am I missing something here? How can you get ST med and low without some type of RGB to composite/svideo converter?

This looks interesting though for PC/Mac users.

>I tested these at work, and they are great. Composite input anfd VGA. I set
>one up with a switch box so I could use ST high, med and low. Good stuff.
>Does anybody have the pin outs for Mac VGA? I have a Nice Mac monitor to use
>with my Falcon.
>
>Mark
>
>
>SWE/YesCREW <jvalant@atari.org> wrote in message
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>> On Sun, 27 Jan 2002, Dennis Vermeire wrote:
>>
>> Hi,
>>
>> > This explains it. ST-High is the *only* resolution possible on these
>kind
>> > of monitors. You may build a thousand switch boxes, there's no way
>you'll
>> > ever get the Gateway or SuperMatch to display ST-Low and ST-Medium res.
>>
>>
>> There is one relatively cheap and preety elegant solution for this
>> problem.. I use it few years now: external (well can be internal too) tv
>> tuner.. AverMedia JoyTV costed me 90usd, has TV tuner (TV and CATV
>> programms) and video/audio input and output.. So basicaly all older
>> machines and oldtimers works with that (either RF or composite or even
>> RGB) Since tuner can be conected betwen monitor and computer u may just
>> switch betwen computer or TV/whatewer. Remote controller as also included.
>> Work nicely with any VGA/SVGA etc monitor without problem... also have
>> teletext etc..
>>
>>
>> SWE
>>
>

675. Re: Atari Falcon Question

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 05:44:41 UTC
From: spudboy <spudboy@optonline.net>
Message-ID: <dz558.98430$6L5.16085495@news02.optonline.net>
Source record: 38530

> I don't know if I'm off track here, but when you click on this folder
> do you go up a directory level?
>
> Does it say "sL" or is it ".. UL"
>
> What desktop are you using Michael?

How do I find out what desktop I am using? I am brand new to the falcon and the st line of computers so I have no idea what I am using. The folders don't let me go any level it says "UL" with two dots over the U.

-Mike

676. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 08:25:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3810_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38528

In uno strano messaggio del 27 Jan 02 dennis.vermeire@gmx.net (2:333/608.1)
scrisse al povero All :
dv> Monitors which can display all three ST resolutions without needing
dv> some sort of convertor haven't been build for the last five years. The
dv> Nokia 3360 17" model was the latest one AFAIK, that monitor featured a
dv> internal TV, which explains the 15.5Khz option.
dv>
dv> Some other suitable monitors which are able to display the ST
dv> resolutions are:
dv>
dv> Nec 3D
dv> Philips 8CM 875
dv> Hitachi 560
dv> Sony 1480
dv> CTX 1330
dv> Conrac 7250
dv> Teco TE 5155
dv> TVM MS1414
dv> Eizo 8060S (16")
dv> Eizo 9060S (17")

So, can we expect we can see the TV on those monitors, connecting a SCART RGB
cable to a tuner/vcr ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

677. Thanks All

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 11:39:59 UTC
From: Brent Eamer <beamer@islandtelecom.com>
Message-ID: <jMa58.5$zb5.8068@sapphire.mtt.net>
Source record: 38529

I will the the RCA to coax jack at Radio Shack when they get some in. Seems that everyone wants to hook up their DVD player to coax on their older tv's and they have none currently in stock.....thanks all

678. RIEBL VME & TT

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 13:21:42 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <1012224138.17745.0.nnrp-02.9e9834fc@news.demon.co.uk>
Source record: 38531

Anyone got a RIEBL VME for the Atari TT for sale in the UK.

Alan.

679. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 15:09:01 UTC
From: Simon Osborne <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <qQd58.41988$Ph2.7191242@news2-win.server.ntlworld.com>
Source record: 38532
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

"Paul Gifford" <paul.gifford@home.nospam.com> wrote in message
news:l9G48.5314$8d1.2230697@news1.rdc1.md.home.com...
> Hmmm...interesting link. I don't know what it's for. I was responding to
> the ad. I have no affiliation with B&C Computervision (www.myatari.com).
I
> know them to be reputable as I've done business with them over the years
(I
> used to live in the Bay Area).

I have no problem with your post, but I do have a problem with the constant
Bravo Sierra adverts that are too long, cross-posted and annoying

Si

680. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 15:25:24 UTC
From: joska@online.no
Message-ID: <f41c77a0.0201280725.564bbcec@posting.google.com>
Source record: 38533

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<3c54725811670c5@tripnet.se>...
> >Since the latest MagiC-update now is 16 months old, it doesn't look like
>
> Hm, I guess you are about 10 months wrong here. The latest 6.20 uppgrade
> is dated 5/8-2001.

That's the release date. The last *update* is dated 2.10.2000, and
that was a small bug-fix in the iconify-handler. The last change
before that again was in early february 2000, two years ago. This is
the 6.20 MagiC-update available from ASH's website.

> >they have something to look forward to either. It's sad, but MagiC seems
> >to be a PC/Mac-product only now.
>
> There is a common missunderstanding that no new versions means bad
> software. Actually it's often the other way around. Good programs don't

That's true, MagiC isn't bad just because it's not updated anymore.
But for the average user who always wants more features, there's not
much to look forward too, which was my comment to Dennis' "don't look
back"-statement ;-)

Jo Even Skarstein

681. Re: TT and VGA Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 17:13:32 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c55ab8c$0$29604$4c56ba96@master.news.zetnet.net>
Source record: 38538

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:Oof38.1781$ka7.425912@news6-win.server.ntlworld.com...
| Hello.
|
| > > I am using a VGA monitor with my TT. However, I have borders on each
| > > side. No amount of fooling around with the monitor controls can make
| > > it go so I am using the full extent of the territory the monitor can
| > > provide.
| . . . . .
| You all appear to be working in the colour (medium res type) mode.
|
| You need a special lead to put the TT into TT hi res, 1280 X 960 I think.

| . . . . .

TT Hi uses emitter coupled logic (ECL) and needs to be used with a monitor
with an ECL input. The result is very good.

--
JI Logan

682. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 17:15:37 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c55ab8e$0$29604$4c56ba96@master.news.zetnet.net>
Source record: 38537

```
"PNC" <news@spam.polar-net.co.uk> wrote in message
news:jrg38.2645$Ph2.430642@news2-win.server.ntlworld.com...
|
| "maxvolume" <planetdust@yahoo.com> wrote in message
| news:e20a265d.0201212010.ee684ed@posting.google.com...
| > Hi all,
| >
| > For at least a couple years now, I've had an ATARI 520ST computer
| > sitting around with no power supply or any cables whatsoever.
| . . . . .
| The ST just needs a standard power cable like what you get for PC's,
| affectionly known as 'Kettle-lead'
| . . . .

Might it be the very early one with the external power supply?

--
JI Logan
```

683. Re: Atari and TV

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 18:07:33 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c559364$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 38535

On 27 Jan 2002 19:44:21 , Mark Duckworth wrote:
>Svideo is just another form of composite video. The RF signal and
>composite video are two very separate thing. You'll need a small RCA to
>coax adapter from radio shack and then you can plug it into the cable jack
>on your TV.

Do American STs not have a TV connector? The UK STFMs do - so that's
what I was assuming.

--
Chris Simon
osian@UNDERWEARzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/
** Remove UNDERWEAR to reply **

684. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 18:23:26 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.3.96-MiNT.1020128182128.142A-100000@localhost>
Source record: 38534

On 28 Jan 2002, PuffPuffin wrote:

> I checked out the Averkey website and the JoyTV page, and it doesn't list RGB
> as an input signal. Am I missing something here? How can you get ST med and
> low without some type of RGB to composite/svideo converter?

Well if ST has RF it also has composite sync signal, if dont (except
STE's, they usualy have composite even if no RF) there are RGB<>composite
adapters.. composite is also names video signal...

Janez

685. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 18:56:38 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a3471l$qh9$1@newsreader.mailgate.org>
Source record: 38536

SWE/YesCREW <jvalant@atari.org> wrote in message
news:Pine.MNT.3.96-MiNT.1020128182128.142A-100000@localhost...
> On 28 Jan 2002, PuffPuffin wrote:
>
> > I checked out the Averkey website and the JoyTV page, and it doesn't
list RGB
> > as an input signal. Am I missing something here? How can you get ST
med and
> > low without some type of RGB to composite/svideo converter?
>
> Well if ST has RF it also has composite sync signal, if dont (except
> STE's, they usualy have composite even if no RF) there are RGB<>composite
> adapters.. composite is also names video signal...
>
>
> Janez
>

You dont need any electronics to convert a seperate RGB/Sync signal to a
composite. Just twist all the wires together (obviously not the grounds) and
there you have it, a composite signal.

..

686. Re: Wensuite

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 19:59:12 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.1fa7ba03.1ecc72a2.ovanoni@icor.fr>
Source record: 38539

I'm using Ws with a PPP connection without any problem. It's a 3.30c
version. All I set up is login, password, DNS 1 and 2, script in
auto mode without any variable set in the Script page.
And the connection is working wonderfully (not like all the features
of Ws :( ).
Some older versions of Ws might require script. Please could you
precise the version you use, I have all the version of Ws so I could
check one of them and try to get the correct parameters.

Regards.

Dans le message <s9158.24128$iK6.2253155539@newssvr17.news.prodigy.com>
Joseph D. Place a ï¿½crit:
>Has anyone used the PPP connection in Wensuite to connect to Prodigy?
>I can connect with STing and CAB, but haven't been successful with
>Wensuite. The docs say to determine a script using a terminal program, but
>Prodigy won't authenticate me with a terminal program either.
> Joseph D. Place
> jdplace@prodigy.net
> /|\ Powered by 16 Mhz, Atari 1040STe /|\
> 2.0 GB HD, CD-RW
> Geneva, NeoDesk, Extendos Gold

--

--

Olivier VANONI
Mailto:ovanoni@PASDEPUB.icor.fr

Magic Hades 6.10 - Jinnee - WS 3.30c
Le tout Compatible ATARI

Visitez mon pays :
http://www.ville-saint-jean-de-maurienne.fr

687. Re: Atari Falcon Question

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 21:04:53 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201281304.16d6045a@posting.google.com>
Source record: 38540

"spudboy" <spudboy@optonline.net> wrote in message
news:<dz558.98430$6L5.16085495@news02.optonline.net>...
> > I don't know if I'm off track here, but when you click on this folder
> > do you go up a directory level?
> >
> > Does it say "sL" or is it ".. UL"
> >
> > What desktop are you using Michael?
>
>
> How do I find out what desktop I am using? I am brand new to the falcon and
> the st line of computers so I have no idea what I am using. The folders
> don't let me go any level it says "UL" with two dots over the U.
>
There are several desktops available, but you likely have the built-in
TOS. The way to find out is, just after booting, to look at the first
entry in the leftmost pulldown window.

As for your umlauted U-L, it is probably a corrupted folder. Remove
it with disk editing software, or copy everything to another
partition, reformat the partition, and copy back. Always take great
care to back up your entire hard drive before playing with partiioning
software!

Galen

688. Re: Ram checker for ST

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 21:17:07 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201281317.50a64315@posting.google.com>
Source record: 38541

sidcelery@cix.co.uk (Harry Sideras) wrote in message
news:<a327cl$7o1$4@thorium.cix.co.uk>...
> On 27 Jan 2002 "Kenneth Medin" wrote:
> > On Sun 27-01-2002 Ireneusz Pei¿½ech wrote:
> >> Greg Goodwin wrote:
> >>> I need a program that will tell me how much ram a St is currently
> >>> running.
> >> For example SysInfo, GemBench
> > Or why not use GENERAL.CPX in the Control Panel.
>
Another CPX that works well is HDSPACE.CPX (at least, I THINK that's
its name). While it is intended to tell how much hard drive space
remains on each partition, it very nicely also tells you how much RAM
you have installed and remaining for use.

Galen

689. Re: Question regarding NVDI 5 and Epson 740

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 21:22:30 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201281322.52be2e68@posting.google.com>
Source record: 38542

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1012138630-54800AEicMi@gmx.net>...
> From: ekaljuma@mtsac.edu (Galen)
> Date: 24 Jan 2002 18:34:02 -0800
>
> Hi Galen,
>
> >The Epson 740 is the last (as far as I know) of the Esc/P2 printers,
> >which is why I bought it.
>
> It isn't, all the Epson Color printers up to the 980 have an Esc/P2 mode,
> even the latest models C60, C70 and C80 can still be used with NVDI. The
> maximum resolution possible under NVDI 5.03 is 1440*720 in true colour
> mode.

Thank goodness!

>
> >didn't play around with ASSIGN.SYS, but I will when I try NVDI 5 again. I
> >do recall that I only had #21 available, and had to change printers from
> >the printers.cpx. Perhaps they weren't changing -- that would explain why
> >the HP worked and the Epson didn't.
>
> This is a common made mistake. There's no upgrade available from NVDI 4.0
> to NVDI 5.0, one should delete everything which is related to NVDI 4.0 and
> then install NVDI 5.0 from scratch. In the PRINTERS.CPX one can choose an
> *installed* printer, but to actually install the printer you need to run
> INSTPRNT.APP first, that file is located in the NVDI utilities folder.
> Do *NOT* play around with assign.sys files created by older versions of
> NVDI, but get rid of them.
>
Thank you for the information. I should have realized this, I
suppose, but it didn't dawn on me to start afresh.

Galen

690. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 21:30:13 UTC
From: PNC <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <Wpj58.44263$ka7.7176833@news6-win.server.ntlworld.com>
Source record: 38543

```
"JI Logan" <jlog@nospam.zetnet.co.uk> wrote in message
news:3c55ab8e$0$29604$4c56ba96@master.news.zetnet.net...
> "PNC" <news@spam.polar-net.co.uk> wrote in message
> news:jrg38.2645$Ph2.430642@news2-win.server.ntlworld.com...
> |
> | "maxvolume" <planetdust@yahoo.com> wrote in message
> | news:e20a265d.0201212010.ee684ed@posting.google.com...
> | > Hi all,
> | >
> | > For at least a couple years now, I've had an ATARI 520ST computer
> | > sitting around with no power supply or any cables whatsoever.
> | . . . . .
> | The ST just needs a standard power cable like what you get for PC's,
> | affectionly known as 'Kettle-lead'
> | . . . .
>
> Might it be the very early one with the external power supply?

I forgot about those

Si
```

691. Re: 1STGUIDE.PRG/PRINTING

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 21:40:34 UTC
From: ebaiz@skyenet.net
Message-ID: <mzj58.18$dR6.28554@newsfeed.slurp.net>
Source record: 38544

On 26 Jan 2002 20:05:09 , Don Wolfe wrote:
>>I have version 4.2. I thought this program was just for viewing. What
>>is it do you want to print?
>
>>Edward S. Baiz Jr.
>
>Gamer,
>
>Put the Mouse on the program and click the right button and hold and a
>configure menu comes up and the next level down is the print menu but
>it is all in german and I can't make it work??
>
>A picture I was viewing in 1STGUIDE looked good, so I loaded it into
>IMAGECOPY 4 to print, but IMAGECOPY showed it real dark, and not being
>good with IMAGECOPY I couldn't get it to look normal. So I tried
>1STGUIDE. Not sure what version I have, I downloaded it in 97 ??

Hello,

Control-A also gets you to the menu you are talking about. I still
think that 1stGuide is intened to be a viewer. The printer options, I
think, are there to adjust the print mode, but nothing else. Sort of
like how NVDI is used. I can set NVDI to print in Mono, so when I go
into Calamus SL (which uses NVDI) and try to print, the settings will
come out to print in Mono and cannot be changed.

ImageCopy should be able to do the job, if you want, email me the image
and I will see what I can do.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

692. FS : Multiface for the ST.

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 21:55:42 UTC
From: Tom Oliver <kerravon@hotmail.comREMOVETHISBIT>
Message-ID: <41ib5u0obpnitvs1vg0bi0me2qacpc32bp@4ax.com>
Source record: 38545

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1328662998

Regards,

Tom.

693. Re: NVDI and TC6100 graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 23:15:38 UTC
From: gregory@proszetousunac.atari.pl
Message-ID: <a34m2p$o8e$1@news.tpi.pl>
Source record: 38446

On 27 Jan 2002 13:33:25 , "Steve Sweet" wrote:
>Hi Grzegorz
>
>| >Since you obviously have the the ISA to VME interface, go hunting for an
>ATI
>| >card with a Mach32 of 64 graphic processor, cards like these were
>available
>| >with ISA interface in 1, 2 and 4Mb configurations. The Nova graphic card
>| >driver is top notch for these cards and NVDI supports them fully.
>|
>| I don't have such an interface. This card is a VME card, it comes
>| with its own software drivers, I hoped it would work with NVDI, but...
>
>Atari drivers??!!.

Indeed.

--
Grzegorz Pawlik
http://marijuana.atari.org/

694. Re: 1STGUIDE.PRG/PRINTING

Newsgroup: comp.sys.atari.st
Date: 2002-01-28 23:15:40 UTC
From: gregory@proszetousunac.atari.pl
Message-ID: <a34m2r$o8e$2@news.tpi.pl>
Source record: 38447

On 26 Jan 2002 10:52:30 , Derryck Croker wrote:
>From: dwolfe@netcentraltv.com (Don Wolfe)
>Date: Sat, 26 Jan 2002 02:48:24 +0000 (UTC)
>
>>I'm trying to figure out how to print with 1STGUIDE.PRG, and also what
>
>Once you're viewing a file with 1stguide, press [CTRL] A to get to the setup
>window. The first two buttons switch output from screen to device. Device
>paremeter at the bottomish right allows you to set which device that is, set
>it to the same number as your printer is in assign.sys. You can also set how
>the page is scaled and where the image is positioned on the page.
>
>The next time you view a file it will be sent to the printer and not the
>screen.

..or you may just press Ctrl-P to send the displayed picture to the
printer. But the only thing it works with are monochrome images (at
least for me).

--
Grzegorz Pawlik
http://marijuana.atari.org/

695. Re: Thanks All

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 00:13:26 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5bq8kblabr513@corp.supernews.com>
Source record: 38448

Brent,

That's funny because the DVD players only have composite video, meaning that if you wanted to hook it to an RF jack on the tv you would need Radio Shack's $30 RF modulator box (which they usually have 80+ on hand at a high volume store). This would take the audio and composite video and put it into one coax cable and you'd tune either channel 3 or 4 on the TV. What you'd want since the Falcon/ST has an _RF_ out is a simple RCA to COAX adapter located in the elctronics section. Just in a little bubble package, less than $5. Tiny little metal device, not large box.

Remember EVERYONE..
RF == the jack on the back of the TV
composite video is different. That signal out of the falcon carries sound and everything, and is tuned to channel 3 or 4. Composite video signal has no "channel" nor does it carry sound..
They are two DIFFERENT things.

(Brent I am not yelling at you. just seems like everyone else is misinformed in these things)

Mark
http://atari-source.com

Brent Eamer wrote:

> I will the the RCA to coax jack at Radio Shack when they get some in.
> Seems that everyone wants to hook up their DVD player to coax on their
> older tv's and they have none currently in stock.....thanks all
>
>
>

696. Re: Wensuite

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 00:16:15 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5bqdt9tpntf55@corp.supernews.com>
Source record: 38449

Joseph,

If you can't negotiate a session with a terminal program, then they
probably use PAP or CHAP authentication, which are not human readable.

What do you see when it connects (with a terminal program).
I know iconnect supports PAP and I think STiNG does too, which would
explain why they work and wensuite does not.

Mark
http://atari-source.com

Joseph D. Place wrote:

> Has anyone used the PPP connection in Wensuite to connect to Prodigy?
> I can connect with STing and CAB, but haven't been successful with
> Wensuite. The docs say to determine a script using a terminal program,
> but Prodigy won't authenticate me with a terminal program either.
> Joseph D. Place
> jdplace@prodigy.net
> /|\ Powered by 16 Mhz, Atari 1040STe /|\
> 2.0 GB HD, CD-RW
> Geneva, NeoDesk, Extendos Gold
>

697. Re: Atari and TV

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 00:19:48 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5bqkhtjngr794@corp.supernews.com>
Source record: 38450

Chris,

Yes they do. He was talking about an S-Video connector on the TV. S-Video is similar to composite video (and easily adapted between one another). However the jack on the back of ANY ST is not composite video, it's RF. Meaning he would either need to wire up his 1040 to add an additional jack to get composite video which he could in turn wire to the svideo jack on his tv (which would produce better results), or he would get an rca cable and then a little rca to coax adapter to put on the tv, where the antenna hooks up. Then tune the tv to channel 3 or 4.

I was just trying to specify that he is trying to hook RF from the ST up to composite (svideo) on the TV and that combo does not work without electronics in the middle ;)

Mark
http://atari-source.com

Chris Simon wrote:

> On 27 Jan 2002 19:44:21 , Mark Duckworth wrote:
>>Svideo is just another form of composite video. The RF signal and
>>composite video are two very separate thing. You'll need a small RCA to
>>coax adapter from radio shack and then you can plug it into the cable jack
>>on your TV.
>
> Do American STs not have a TV connector? The UK STFMs do - so that's
> what I was assuming.
>
>

698. Re: Wensuite

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 03:39:47 UTC
From: jdplace@prodigy.net
Message-ID: <7Qo58.60506$sZ6.2915477558@newssvr15.news.prodigy.com>
Source record: 38451

I have 3.30b, which I downloaded from the website, and used my serial number from and older version.
Thanks!

On 28 Jan 2002 21:59:12 , Olivier VANONI wrote:
>I'm using Ws with a PPP connection without any problem. It's a 3.30c
>version. All I set up is login, password, DNS 1 and 2, script in
>auto mode without any variable set in the Script page.
>And the connection is working wonderfully (not like all the features
>of Ws :( ).
>Some older versions of Ws might require script. Please could you
>precise the version you use, I have all the version of Ws so I could
>check one of them and try to get the correct parameters.
>
>Regards.
>
>Dans le message <s9158.24128$iK6.2253155539@newssvr17.news.prodigy.com>
>Joseph D. Place a crit:
>>Has anyone used the PPP connection in Wensuite to connect to Prodigy?
>>I can connect with STing and CAB, but haven't been successful with
>>Wensuite. The docs say to determine a script using a terminal program, but
>>Prodigy won't authenticate me with a terminal program either.
>> Joseph D. Place
>> jdplace@prodigy.net
>> /|\ Powered by 16 Mhz, Atari 1040STe /|\
>> 2.0 GB HD, CD-RW
>> Geneva, NeoDesk, Extendos Gold
>
>
>--
>
>--
>
> Olivier VANONI
> Mailto:ovanoni@PASDEPUB.icor.fr
>
> Magic Hades 6.10 - Jinnee - WS 3.30c
> Le tout Compatible ATARI
>
> Visitez mon pays :
>http://www.ville-saint-jean-de-maurienne.fr
>.

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, Atari 1040STe /|\
2.0 GB HD, CD-RW
Geneva, NeoDesk, Extendos Gold

699. Re: Wensuite

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 03:44:38 UTC
From: jdplace@prodigy.net
Message-ID: <GUo58.60508$v87.2916187177@newssvr15.news.prodigy.com>
Source record: 38452

In the terminal program, I see Username: Password:, when I enter the
username and password it says that they are an incorrect match. After
three tries, it disconnects. I would think that with PAP or CHAP I would
see non-readable text.
Thanks!

On 28 Jan 2002 19:16:15 , Mark Duckworth wrote:
>Joseph,
>
>If you can't negotiate a session with a terminal program, then they
>probably use PAP or CHAP authentication, which are not human readable.
>
>What do you see when it connects (with a terminal program).
>I know iconnect supports PAP and I think STiNG does too, which would
>explain why they work and wensuite does not.
>
>Mark
>http://atari-source.com
>
>
>Joseph D. Place wrote:
>
>> Has anyone used the PPP connection in Wensuite to connect to Prodigy?
>> I can connect with STing and CAB, but haven't been successful with
>> Wensuite. The docs say to determine a script using a terminal program,
>> but Prodigy won't authenticate me with a terminal program either.
>> Joseph D. Place
>> jdplace@prodigy.net
>> /|\ Powered by 16 Mhz, Atari 1040STe /|\
>> 2.0 GB HD, CD-RW
>> Geneva, NeoDesk, Extendos Gold
>>
>
>.

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, Atari 1040STe /|\
2.0 GB HD, CD-RW
Geneva, NeoDesk, Extendos Gold

700. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 05:08:30 UTC
From: planetdust@yahoo.com
Message-ID: <e20a265d.0201282108.69f0b598@posting.google.com>
Source record: 38453

"PNC" <news@spam.polar-net.co.uk> wrote in message
news:<sgW48.24343$4i5.3642638@news11-gui.server.ntli.net>...

> You clearly state in your original message "It powers up and I can connect
> it to the computer,
> but since I can't power the computer there's no way to know if it really
> works."
>
> So, do what I said, visit a local computer shop and buy a standard US power
> cable for a PC. That will get your Atari working!
> Then, you will be able to see the monitor working.

Read this carefully... I CAN'T DO THAT!!!!! Jesus Christ, how
clear can I make it that this does not use a standard IEEE "kettle
lead" power cable? I AM NOT THAT STUPID!!!!! I have plenty of IEEE
power cords around -- they will NOT work with the 520 ST!!!

701. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 05:22:35 UTC
From: planetdust@yahoo.com
Message-ID: <e20a265d.0201282122.3e90d97c@posting.google.com>
Source record: 38454

Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote in message news:<u59a5oicd22299@corp.supernews.com>...

> You are the uninformed idiot who managed to pick up atari computers without
> the parts that are required to operate them, and then you get all pissy
> with us because you realize how dumb you are? Grow up man. I gave you the
> resources, let's see if you'll use them. Get the parts and stop being a
> baby.

Yes, you're absolutely right. I went down to the local Goodwill and saw a complete ST system sitting there. I grabbed that there kay-board (thats-a what make dat dere cumputer werk don't it) and there was sum brick-lookin' thang next to it and I just left it there. Then ah pulled sum wiry thing outta the back of da disky drive thingy cuz it looked like a snake and I left that there and took the cute little boxy disk thingy cuz it'd look cute as a paperweight and cuz I is stupid as shit.

LOOK YOU FUCKING PRICK, DO YOU HONESTLY THINK I'D CHOOSE, OR BE STUPID ENOUGH, TO BUY AN ST WITHOUT THE CABLES AND POWER SUPPLY IF I HAD A CHOICE?!!!! WHEN YOU FIND STUFF AT GOODWILL FOR 5 OR 10 DOLLARS, YOU TAKE IT ANY WAY YOU CAN GET IT!!!! I CERTAINLY HOPE YOU DON'T CALL EVERYONE WHO POSTS LOOKING FOR MISSING PARTS AN UNINFORMED IDIOT!!!!!

You just proved my point about quasi-elitist pricks on these newsgroups. The Amiga is an A1200HD/40 but I'm not selling it. I can no longer find a use for it, but it doesn't mean I want it gone. It will just have to sit with my dormant ST until I happen to find the parts I need.

702. Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 07:04:34 UTC
From: puffpuffin@aol.com
Message-ID: <20020129020434.08782.00000303@mb-md.aol.com>
Source record: 38455

>You dont need any electronics to convert a seperate RGB/Sync signal to a
>composite. Just twist all the wires together (obviously not the grounds) and
>there you have it, a composite signal.

Huh? Maybe I'm missing something here. You're telling me that all one has to
do is solder the red, green, blue, horizontal sync and vertical sync pins into
one wire, and that one combined signal wire sends out a composite signal? Even
without an RF modulator in the ST?

Sounds too easy. Has this been tried?
(I'm not an electronics expert, but I can build cables :-))
.

703. Re: Wensuite

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 07:35:03 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5ck4jfi2qj263@corp.supernews.com>
Source record: 38456

Joseph D. Place wrote:

> In the terminal program, I see Username: Password:, when I enter the
> username and password it says that they are an incorrect match. After
> three tries, it disconnects. I would think that with PAP or CHAP I would
> see non-readable text.
> Thanks!

Interesting,

PAP and CHAP actually will not appear without sending a packet. i.e. it will send out that text prompt but your machine when connecting would start sending ppp garbage and their terminal server would be listening for it. I would assume that is how authentication is done properly, but at this point I don't know what to tell you.

Mark
http://atari-source.com

704. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 07:38:39 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5ckbaj48gs9df@corp.supernews.com>
Source record: 38457

maxvolume wrote:

> LOOK YOU FUCKING PRICK, DO YOU HONESTLY THINK I'D CHOOSE, OR BE STUPID
> ENOUGH, TO BUY AN ST WITHOUT THE CABLES AND POWER SUPPLY IF I HAD A
> CHOICE?!!!! WHEN YOU FIND STUFF AT GOODWILL FOR 5 OR 10 DOLLARS, YOU
> TAKE IT ANY WAY YOU CAN GET IT!!!! I CERTAINLY HOPE YOU DON'T CALL
> EVERYONE WHO POSTS LOOKING FOR MISSING PARTS AN UNINFORMED IDIOT!!!!!
>

You've probably sealed your fate with this newsgroup. Bye now.

Mark
http://atari-source.com

705. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 10:08:54 UTC
From: "Derryck Croker"
Message-ID: <1012376696-215007AEicMi@ntlworld.com>
Source record: 38481

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 27 Jan 2002 14:05:12 GMT

>Since the latest MagiC-update now is 16 months old,

Is it really that long since the 6.20 update was released?

--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

706. SPIN034 & CONFIG.SYS

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 10:25:14 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <1012299953.13343.0.nnrp-13.9e9834fc@news.demon.co.uk>
Source record: 38458

Anyone know how to configure the
CONFIG.SYS for SPIN with a Panasonic
PD drive as the CDROM is LUN 1 ?

Alan.

707. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 14:02:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C56AB6F.E01356C8@students.uni-mainz.de>
Source record: 38459
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Well,
there is no need for you to read them. Just ignore them, if you do not
like them. For me (sitting in Germany) they are of interest from time to
time, i.e. when reading something new (special offers, price reductions,
etc.) I visit his homepage and take a look at it. Sometimes I even order
something (or let some friends order something for me). After all, I am
happy that there are still some atari dealers/vendors left and why not
let them do some adverts ?!?
Especially why not let them do some adverts in the atari newsgroups ?!?
I personall don`t mind... -Andreas.

Simon Osborne schrieb:
>
> "Paul Gifford" <paul.gifford@home.nospam.com> wrote in message
> news:l9G48.5314$8d1.2230697@news1.rdc1.md.home.com...
> > Hmmm...interesting link. I don't know what it's for. I was responding to
> > the ad. I have no affiliation with B&C Computervision (www.myatari.com).
> I
> > know them to be reputable as I've done business with them over the years
> (I
> > used to live in the Bay Area).
>
> I have no problem with your post, but I do have a problem with the constant
> Bravo Sierra adverts that are too long, cross-posted and annoying
>
> Si

708. Re: NVDI and TC6100 graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 15:39:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012327428-48933AEicMi@gmx.net>
Source record: 38460

From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Sat, 26 Jan 2002 19:14:51 +0000 (UTC)

Hi Grzegorz,

>>Since you obviously have the the ISA to VME interface, go hunting for an ATI
>>card with a Mach32 of 64 graphic processor, cards like these were available
>>with ISA interface in 1, 2 and 4Mb configurations. The Nova graphic card
>>driver is top notch for these cards and NVDI supports them fully.
>
>I don't have such an interface. This card is a VME card, it comes
>with its own software drivers, I hoped it would work with NVDI, but...

NVDI only supports the ET4000-AX graphic processor, there's also a ET4000-W32
graphic processor available which contains a hardware accelerator, but the
latter is not supported by the NVDI driver.

>Where could I get ISA to VME interface?

AFAIK nowhere :-(
NOVA were the only one to produce these interfaces, they were never sold
seperately but as a complete package with the ISA card and drivers. Copying the
interface IMO is not possible, the design is straightforward but right in the
middle of the interface there's a nasty looking GAL lurking....

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

709. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 15:43:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012327436-50407AEicMi@gmx.net>
Source record: 38462

From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Date: Sun, 27 Jan 2002 20:30:37 -0500

Hi Mark,

>I do not remember all of that stuff being a part of KaosTOS. Maybe I am
>thinking of something else, or maybe I am thinking of an extremely early
>version of KAOSTos. What I had was TOS 1.4 on disk. I used to run it to
>give my 520 ST TOS 1.4

AFAIK KAOS was only available in Germany which explains why it's relatively unknown, note that it's KAOS, not KAOS TOS... KAOS stands for Kromke Andreas Operating System....
KAOS could either be loaded into memory where it replaced TOS completely or put permanently in the computer by replacing the TOS ROM with KAOS ROM. To load KAOS into memory one needed a little bootprogram that loaded the image. Note that magxboot.prg is essentially the same thing...
So what you had on the TOS 1.4 disk was the little bootprogram that booted the TOS 1.4 image, with this little bootprogram TOS 1.2 and 1.4 could be loaded into memory where they remained until the computer was switched off, the advantage of using the KAOS bootloader versus an IMG bootsector was that TOS became resetfast, that was another novelty in those days.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

710. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 15:53:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012327432-49615AEicMi@gmx.net>
Source record: 38461

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 27 Jan 2002 14:05:12 GMT

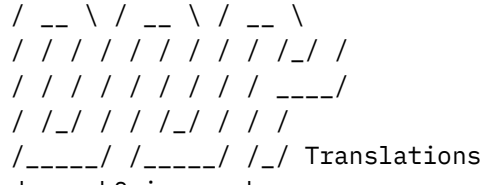
Hi Jo Even,

>>seriously in those days replaced TOS and never looked back... and the real
>>clever users upgraded to MagiC later on and until today still never had to
>>look back :-)
>
>Since the latest MagiC-update now is 16 months old, it doesn't look like
>they have something to look forward to either. It's sad, but MagiC seems
>to be a PC/Mac-product only now.

Would you care to elaborate on this a little further? I wrote that MagiC
users never had to look back until today, I haven't got a crystal ball so
predicting what we've got to look forward to is not my cup of tea, but being
realistic I would say you're absolutely right.
The last free update for MagiC is only six months old, and even if it would
for the sake of argument be 3 years oldM so what? I'm not aware of any recent
released apps which don't run under it because MagiC is outdated... do you?
You do realise that N.AES 2.0 and Thing 1.27 are getting on a bit also? And
contrary to the MagiC stuff it *shows* ;-)

The MagiC PC/Mac versions are exactly the same as the Atari version, the main
difference ofcourse is speed, if processor speed is the most important factor
for someone to switch platforms, then I'm you're right once agin.
But TOS, Geneva, MagiC and MiNT users alike will all migrate to a different
platform when they need to run apps which are not available for this platform
or even if they simply need more power...
It doesn't matter what OS someone use, please realise that *WE* have not a
lot to look forward to on this platform. Some may think differently, but
plonking a quite expensive 68060 upgrade board into a by today standards
ancient Falcon is not really what I would call "moving on".
We're all in the same boat, regardless which OS is used :-/

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net

xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

711. Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 18:26:34 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0201291026.50969b6e@posting.google.com>
Source record: 38463

Hello,

I'm not having any luck connecting the ICD Link 2 SCSI adapter to my STe. When I run the ICD software I get the following error:

No ICD Host Adapter Found -Caching disabled.

Also, the LED on the adapter does not light, indicating it is not receiving power.

Even worse!, I called ICD and they no longer can do any repairs.

Is it possible to test the DMA port?

Any help appreciated,
<mailto:rezx0x@yahoo.com>

712. Re: Guck:

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 18:54:36 UTC
From: Frank Lockwood <lockwood@nucleus.com>
Message-ID: <3c56808c13f7d10@nucleus.com>
Source record: 38464

On Sat 26-01-2002 09:35,
Hallvard Tangeraas wrote about Re: Guck:
in comp.sys.atari.st:

HT> Bjï¿½rn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam> wrote:
HT>
HT> > > The desktop viewer is probably OK, but it would be nice with a
HT> > > replacement that would allow you to scroll backwards as you can't do
HT> > > that with the one in TOS.
HT> > > I know there are lots of viewers around, but they're usually quote large
HT> > > and take time to start. Is there a small .TTP or something that will do
HT> > > the above?
HT> >
HT> > Ther is a programm called "guck" which is very fast.
HT> > But it con only be used on SingleTOS machines. It will afaik not run
HT> > under MiNT/NAES/... or MagiC.
HT>
HT> Actually I just had a look at this viewer as I dug through old software
HT> I had compiled on a CD-ROM of mine. Looks like the TOS "show"
HT> replacement so far. I think I'll include it in the TOS 2.06
HT> documentation project.
HT>
HT> The only downside of course is that it's only in German. Is it available
HT> in English at all?

I've been using Guck for years, in english, and under Magic. So long
now that I've forgotten the details of how I installed it, but I have
some lines in my MAGX.INF file that determines that it replaces the
Magic (or in my case, Thing) desktop viewer. I think the relavant
line is:

#_DPG C:\AUTOSTUF\GUCK18_E\M-GUCK.PRG (or it could point to wherever
you put your copy, I just happen to have a folder that I
called AUTOSTUF for, well, Auto folder stuff.)

which appears near the end of the file. M-GUCK is the version that
works with Magic.

Here is a copy of the ReadMe file that has lived in that folder for
the last several years:

From: Steve Wells <wells_s@kosmos.wcc.govt.nz>
Subject: Guck english programs

I have translated the programs, not the documentation.

This file contains:

GUCK.PRG (v. 18b, TOS 2.**+ and MultiTos compatible)
M_GUCK.PRG
INSTGUCK.PRG
INSTGUCK.RSC
EPSON.CFG

GUCK may be run as a .TTP or as a .PRG. For a multitasking environment, GUCK run as a .PRG passes the file(s) to M_GUCK.PRG, to disable drawing with the mouse and prevent "mouse droppings". M_GUCK must be in the same directory as GUCK.

The installer program, INSTGUCK.PRG, has on-screen instructions for its use, and GUCK has a list of its commands called up by the HELP key.

Regards,

--
|| Frank Lockwood ~ Lockwood A.R.S.
|| Calgary, Alberta, Canada
|| Quality Classical Music Recording and Editing
|| http://www.nucleus.com/~lockwood/

713. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 20:03:08 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012418067.1724.2@iapetus.uk.clara.net>
Source record: 38491

Hi maxvolume

| > You clearly state in your original message "It powers up and I can
connect
| > it to the computer,
| > but since I can't power the computer there's no way to know if it really
| > works."
| >
| > So, do what I said, visit a local computer shop and buy a standard US
power
| > cable for a PC. That will get your Atari working!
| > Then, you will be able to see the monitor working.
|
| Read this carefully... I CAN'T DO THAT!!!!! Jesus Christ, how
| clear can I make it that this does not use a standard IEEE "kettle
| lead" power cable? I AM NOT THAT STUPID!!!!! I have plenty of IEEE
| power cords around -- they will NOT work with the 520 ST!!!

It sounds more like you have a very early ST that had an external power supply, if so the only answer is to track down a PSU or obtain a later PSU and graft that in by tracing the connectors internally and comparing requirements to the donor organ.

Has anyone here ever grafted a later ST PSU to a shoe box machine.?

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.319 / Virus Database: 178 - Release Date: 28/01/2002

714. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 20:11:09 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012418068.1724.3@iapetus.uk.clara.net>
Source record: 38489

Hi

| I'm not having any luck connecting the ICD Link 2 SCSI adapter to my
| STe. When I run the ICD software I get the following error:
|
| No ICD Host Adapter Found -Caching disabled.
|
| Also, the LED on the adapter does not light, indicating it is not
| receiving power.

This is a bit of a clue, is it plugged into a hard drive, that is what supplies its power, via the trmpwr line, no trmpwr or no drive for that matter gives no light, hence it cannot be seen by the Atari. Check basics first.

| Even worse!, I called ICD and they no longer can do any repairs.
|
| Is it possible to test the DMA port?

I dont think its that serious.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.319 / Virus Database: 178 - Release Date: 28/01/2002

715. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 20:14:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012418069.1724.4@iapetus.uk.clara.net>
Source record: 38490

Hi Kenneth

| And computers do note perform any vorse when they get older. They are
| just as fantastic as they were when you first got them for a lot of
| money. Just compare with cars...

Bad analogy, you'l have big problems catching my current car with most cars
from that era.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.319 / Virus Database: 178 - Release Date: 28/01/2002

716. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 20:27:08 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a370is$t4$1@snipp.uninett.no>
Source record: 38408

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> The last free update for MagiC is only six months old, and even if it would

What kind of update was that? The last I've found is the one on ASH'
website, and the last changes to that archive was done around 16 months
ago.

> for the sake of argument be 3 years oldM so what? I'm not aware of any recent
> released apps which don't run under it because MagiC is outdated... do you?

Ofcourse not, and that wasn't my point either. I guess people upgraded
from TOS via KAOS to MagiC for a reason, and that was probably the added
features in MagiC. I don't think people suddenly don't want new features
anymore, hence my comment that while MagiC-users hasn't looked back since
1992, there's now nothing to look forward to either.

> You do realise that N.AES 2.0 and Thing 1.27 are getting on a bit also? And
> contrary to the MagiC stuff it *shows* ;-)

I don't want to start yet another flamewar on this topic. Yes, I know that
N.AES hasn't been updated in ages, and I really don't care either (looking
forward to XaAES). And while I have much more recent versions of Thing
than 1.27, I realize that Thing is a dead end too. I'm not happy about
this, just like I'm not happy with the death of MagiC as a supported
product.

> We're all in the same boat, regardless which OS is used :-/

That's true, although the fast development of FreeMiNT and XaAES suggests
that there's still some life in this platform.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

717. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 21:11:04 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <rgE58.49880$ka7.8241669@news6-win.server.ntlworld.com>
Source record: 38465

Hello.

<rezx0x@yahoo.com> wrote in message
news:5851020c.0201291026.50969b6e@posting.google.com...

> Also, the LED on the adapter does not light, indicating it is not
> receiving power.
> Is it possible to test the DMA port?

Why?

The 'power' comes from the hard drive, not the STE........

RTFM.

Barrie at Keychange.

www.keychange.co.uk

718. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 22:12:45 UTC
From: "Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <F7F58.54799$Ph2.8677591@news2-win.server.ntlworld.com>
Source record: 38466

<rezx0x@yahoo.com> wrote in message
news:5851020c.0201291026.50969b6e@posting.google.com...
> Hello,
>
> I'm not having any luck connecting the ICD Link 2 SCSI adapter to my
> STe. When I run the ICD software I get the following error:
>
> No ICD Host Adapter Found -Caching disabled.
>
> Also, the LED on the adapter does not light, indicating it is not
> receiving power.
>
> Even worse!, I called ICD and they no longer can do any repairs.
>
> Is it possible to test the DMA port?
>
> Any help appreciated,
> <mailto:rezx0x@yahoo.com>

Hello,

Did the hard drive work before you tried it on the STE? If not, it could very easily be the hard drive itself. The link takes power from the SCSI device, and only lights when recieving power.

If, and it's a big if, the drive works as it should, but the STE still cant see the Link, then you may have one of the early STE's with a faulty DMA chip. This is quite easily fixed, and can be done either by Atari Workshop in the UK, or Best Electronics in the USA.

Hope any of this helps you

Best of luck

Simon

719. OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 22:17:31 UTC
From: "Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <6cF58.54835$Ph2.8680811@news2-win.server.ntlworld.com>
Source record: 38468

There seems to be a bit of an attitude problem on this group recently

Please, lets try and keep friendly, and helpful. Sarcastic remarks, flaming, and pure abusiveness doesnt do anyone any good, it just makes things in here unpleasent.

But if you feel you must be abusive, or make a foul comment, then please do it elsewere.

Thanks

Simon

720. Re: Highwire 0.2

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 22:17:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a37725$q2q$1@thorium.cix.co.uk>
Source record: 38467

In message <3C540B1A.74B682E8@charter.net>, rmahlert@charter.net said:

> First off, you can send an e-mail to highwire at atari-users . net
>(sorry for that, I just want to limit spam) that is the mailing list
>address, but I will forward them to the group.
>You can also post them on the bug tracking system,
>http://highwire.atari-users.net/bugtracker/

Hi Rob!

Many thanks for the quick reply - and very useful too.

>But the forum access problems, can you explain them to me? What are you
>using for a browser?

Using CAB. When I tried to access the forum, it crashed on me.
Could be a one-=off - I'll try it agfain sometimes.

>The bugs you have mentioned the team is aware of. It's a slow process
>developing a browser and certain problems are being worked on. For example
>the table routines need work, not all of the tags are properly
>working/supported.

Understood. I just though that feedback would be useful in case it
hadn't been discovered/reported yet. May I suggest that in the
History.txt you include a section 'Yet to be done' or something
similar.

A suggestion: It would be nice if you could scroll the main panel
from the keyboard (perhaps have to select the relevant panel first
with a click, if this is possible).

721. (WT) Soundworks for Mirage...where?

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 22:52:08 UTC
From: Daniele Marziali <marziali@ilpiccoloforno.com>
Message-ID: <3C572794.1BCA1035@ilpiccoloforno.com>
Source record: 38469

hi all atari users!
I'm from Italy and i'm looking for the old soft from Steinberg called
Sound Works for Ensoniq Mirage; do you know where i can find it for?
thanks in advance
Daniele

722. Re: Have ATARI ST, need LOTS of help! Re: Cubase, TOS, etc. PLEASE READ! Thanks!!!

Newsgroup: comp.sys.atari.st
Date: 2002-01-29 23:45:15 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c573429$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 38470

"maxvolume" <planetdust@yahoo.com> wrote in message
news:e20a265d.0201282108.69f0b598@posting.google.com...
| "PNC" <news@spam.polar-net.co.uk> wrote in message
news:<sgW48.24343$4i5.3642638@news11-gui.server.ntli.net>...
|
|
| Read this carefully... I CAN'T DO THAT!!!!! Jesus Christ, how
| clear can I make it that this does not use a standard IEEE "kettle
| lead" power cable? I AM NOT THAT STUPID!!!!! I have plenty of IEEE
| power cords around -- they will NOT work with the 520 ST!!!

It might help all concerned if you could specify what the power socket at the back of the computer looked like. Atari was usually quite good at putting labels/icons on all inputs and outputs. My old 520ST, which used an external supply, has a round socket with 7 pins and the word Power underneath, and an icon above consisting of a horizontal line with three short dashes beneath. (The icon means nothing to me - but, then, icons often mean nothing to me. You should see the ones on our new lifts.)

What is on the back of our computer?

--
JI Logan

723. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 00:33:23 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5efpr7rkkiu12@corp.supernews.com>
Source record: 38471

Hey man,

The ICD Link/2 needs to get it's power from the SCSI bus. Meaning whatever
you hook up to the SCSI bus, at least one of the devices has to put out
power to the scsi bus. Most hard drives do, or have a jumper to turn it
on. Zip drives are one of hte few things I know that do not, period. If
you aren't hooking anything up to the link, it will not work ;)
Mark

rezx0x@yahoo.com wrote:

> Hello,
>
> I'm not having any luck connecting the ICD Link 2 SCSI adapter to my
> STe. When I run the ICD software I get the following error:
>
> No ICD Host Adapter Found -Caching disabled.
>
> Also, the LED on the adapter does not light, indicating it is not
> receiving power.
>
> Even worse!, I called ICD and they no longer can do any repairs.
>
> Is it possible to test the DMA port?
>
> Any help appreciated,
> <mailto:rezx0x@yahoo.com>
>

724. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 00:37:50 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5eg2619ol4h68@corp.supernews.com>
Source record: 38472

Barrie,

That's a little mean. He probably didn't get a manual with it considering
a lot of people lose that stuff.....

Mark
http://atari-source.com

Barrie at Keychange wrote:

> Hello.
>
> <rezx0x@yahoo.com> wrote in message
> news:5851020c.0201291026.50969b6e@posting.google.com...
>
>> Also, the LED on the adapter does not light, indicating it is not
>> receiving power.
>> Is it possible to test the DMA port?
>
> Why?
>
> The 'power' comes from the hard drive, not the STE........
>
> RTFM.
>
> Barrie at Keychange.
>
> www.keychange.co.uk
>
>
>

725. Misc ST Items and More FS

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 00:55:31 UTC
From: Fred Horvat <fmhcom@operamail.com>
Message-ID: <7wH58.151$5y.105365@newsfeed.slurp.net>
Source record: 38473

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

---
60 Meg SCSI external drive in a nice 9.5" x 9.5" x 2.75" case.
Has 2 SCSI 1 connectors allowing passthrough.
Comes with SCSI 1 cable. $60.00

Syquest 44 drive with 1 44 Meg Cartridge and ICD Link.
Drive comes in nice shoebox style case with integraded ICD Link
allowing simple plug and play to ST, STe, and TT. Comes with one
HDX formatted 44 Meg cartridge. There is room for a second
hard drive or even a CD-ROM drive. Has a male SCSI 1 connector
cable already wired. $100.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

Battlezone by Atari. The classic arcade game for the ST.
Comes with docs, disk and box (box has been flattened) $5.00

Stir Crazy Featuring BOB by Infogrames. Box says 6 games in 1.
Comes with disks, docs, and box. $5.00

Mickey Mouse the Computer Game by Gremlin. Help Mickey find
Merlin's Magic Wand in the 4 towers of the enchanted Disney
Castle. Comes with disks, docs, and box. $5.00

Quartet Gold by Red Rat Software. Has 4 games in this pack.
Cosmos (Galaxian clone), Pengy (Pengo clone), Screaming Wings
(Xevious clone) and The Secret of Steel RPG. Comes with
disks, docs, and box. $5.00

Magical Math by Atari. A Bently Bear at home tutor Sholastic
Series title. For grades K-6. Comes with disk, docs, and box. $5.00

Bridge 4.0 by Artworx. Play the card game Bridge on your ST.
Comes with disk, docs, and box $5.00

Renegade by Mastertronic. A space shooter type of game kinda
like Star Raiders? Comes with disk and docs. $5.00

Captian Blood by InfoGrames. A Space Adventure game. Docs state
"This software explores a new concept, the BIO-GAME. The characters
can evolve, be born, die, trade information and generally get on
with their own independent lives." Comes with disk, box, and docs. $10.00

NightBreed by Ocean. This is from Clive Barker's Nightbreed story.
"Make your way through the caverns of Necropolis to the underground
city of Midian and where Nightbreed creatures dwell." "This all
action adventure allows you to shoot, punch, and jump as you
explore the terrifying underground environment of Nightbreed."
comes with disks, docs, and box. $10.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.

For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $30.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

Geneva by Gribnif Sotware. Multitasking Application Environment
software. Give your ST, TT, or Falcon true multitasking
operating system. Can operate on a standard ST with 512K RAM
but more RAM is preferred. Comes with manual, disks and box $15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk $15.00

Marcel Word Processor 2.2 by Marcel Software. A full featured
word processor for the ST to Falcon. Comes with 2.0 and 2.2
manuals and disk. $5.00

Flash by Antic Software. GEM based Telecomunications software.
Does VT-100 with a built in word processor and more. Comes
with disk manual, and box. $5.00

Squish II by Trace Technologies. Save storage space quick and easy
compress your programs and accessories. Comes with disk and docs. $5.00

Easy Draw by Migraph. A full featured professional drawing
program. Comes with disks, docs, and box $5.00

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Machine Language for Beginners. By Compute Books.
A begginners guide for Atari, VIC, Apple, C64, and PET computers.

MAGAZINES

I am working on a huge list of Atari and Classic Video Game/Computer
list. Please E-mail on what I have at the moment.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
June 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run. $20.00

The Complete MINT by Whiteline. Over 330 meg of MINT related software.
Has MINT kernels, MINTNet, X11, C++, Internet files and more. $15.00

WANTED

MagiC Mac Ver 6.XX
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

726. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 01:23:18 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a37hu6$2e2$1@thorium.cix.co.uk>
Source record: 38474

In message <F7F58.54799$Ph2.8677591@news2-win.server.ntlworld.com>,
news@spam.spam.spam.here.polar-net.co.uk said:
>
>Did the hard drive work before you tried it on the STE? If not, it could
>very easily be the hard drive itself. The link takes power from the SCSI
>device, and only lights when recieving power.
>
>If, and it's a big if, the drive works as it should, but the STE still cant
>see the Link, then you may have one of the early STE's with a faulty DMA
>chip. This is quite easily fixed, and can be done either by Atari Workshop
>in the UK, or Best Electronics in the USA.

Simon,

As he says the LED on the Link2 doesn't light up, it's unlikely to
be the DMA chip.

As has already been stated earlier, the drive has to have
'termpower' enabled, which is switchable on some drives. Termpower
supplies +5 volts to pin 26 on the standard SCSI connector and the
Link takes its power from that. On most drives this can either be
enabled with a switch or with a jumper. I had one old drive (from
a server) that didn't have termpower, so I soldered a small
silicon diode between the +5V on the power plug and pin 26 (which
is usually the one oppposite the notch on the SCSI connector -
make sure it's not the 'earthed' row) and it worked fine with the
Link 2.

It would be better to put a small (100 or 500 mA) fuse in series
as well, just for safety's sake. The diode is also a safety fature
- it prevents 5V being fed back if some other device on the SCSI
bus also supplies termpower.

Regards, /Peter/

727. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 01:44:52 UTC
From: "Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <pel58.56205$Ph2.8839808@news2-win.server.ntlworld.com>
Source record: 38475

> > Simon
>
> Actually Simon,
>
> The 060 has two built in temperature sensors so I don't know why a
> thermistor would be necessary, would it produce better readings?
>
> Mark Duckworth
> http://atari-source.com

I didnt know the CPU has them built-in :)

Simon

728. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 02:26:12 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201291826.79a34512@posting.google.com>
Source record: 38476

"Simon \(PNC\)" <news@spam.spam.spam.here.polar-net.co.uk> wrote in message
news:<6cF58.54835$Ph2.8680811@news2-win.server.ntlworld.com>...
> There seems to be a bit of an attitude problem on this group recently
>
> Please, lets try and keep friendly, and helpful. Sarcastic remarks, flaming,
> and pure abusiveness doesnt do anyone any good, it just makes things in here
> unpleasent.
>
> But if you feel you must be abusive, or make a foul comment, then please do
> it elsewere.
>
Agreed. For the record, when I encounter abuse, I simply stop reading
the post. If others do the same, this would explain why some people
don't seem to get any assistance here. It's a pity, too, for there is
a wealth of knowledge in this group.

Galen

729. Notator problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 03:37:18 UTC
From: Atari <atari@qnet.com>
Message-ID: <3C576A6E.D660668D@qnet.com>
Source record: 38477

Ive read the FAQ but didnt read anything about the problem Im having. I have a 520STFM with TOS 1.04 and 2.5 megs. The computer work fine but, when I try to use Notator with the dongle inserted into the cartridge port the system stops responding the mouse will not even move. The software and dongle work fine on another 1040ST with out a memory upgrade. Ive also tried TOS 1.0 and I still have the same problem. Anyone have any ideas?

Thanks,

Don

730. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 05:15:54 UTC
From: ophion@mac.com
Message-ID: <45178b23.0201292115.2fb4ab1c@posting.google.com>
Source record: 38478

"Simon \(PNC\)" <news@spam.spam.spam.here.polar-net.co.uk> wrote in message news:<6cF58.54835$Ph2.8680811@news2-win.server.ntlworld.com>...
> There seems to be a bit of an attitude problem on this group recently
>
> Please, lets try and keep friendly, and helpful. Sarcastic remarks, flaming,
> and pure abusiveness doesnt do anyone any good, it just makes things in here
> unpleasent.
>
> But if you feel you must be abusive, or make a foul comment, then please do
> it elsewere.
>
> Thanks
>
> Simon

I agree. I generally find the Atari newsgroups (and community in general) to be a refreshingly helpful and supportive environment, especially when compared to the Amiga and Macintosh groups.

731. Re: Wensuite

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 06:11:46 UTC
From: jdplace@prodigy.net
Message-ID: <C8M58.25849$L_1.2527063228@newssvr17.news.prodigy.com>
Source record: 38479

On 29 Jan 2002 02:35:03 , Mark Duckworth wrote:

>Interesting,
>
>PAP and CHAP actually will not appear without sending a packet. i.e. it
>will send out that text prompt but your machine when connecting would start
>sending ppp garbage and their terminal server would be listening for it. I
>would assume that is how authentication is done properly, but at this point
>I don't know what to tell you.
>
>Mark
>http://atari-source.com
>.

I found that I was dialing a different number than I usually dial with my
ST. I thought all the numbers would respond the same, but when I dialed
the one I usually dial with the ST, I connected. Very strange. Perhaps
they are using different types of modems on different lines.
Thanks for your input!
Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, Atari 1040STe /|\
2.0 GB HD, CD-RW
Geneva, NeoDesk, Extendos Gold

732. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 08:31:54 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0201300031.2de2b308@posting.google.com>
Source record: 38480

"Simon \(PNC\)" <news@spam.spam.spam.here.polar-net.co.uk> wrote in message news:<6cF58.54835$Ph2.8680811@news2-win.server.ntlworld.com>...
> There seems to be a bit of an attitude problem on this group recently

So..

> Please, lets try and keep friendly, and helpful. Sarcastic remarks, flaming,
> and pure abusiveness doesnt do anyone any good, it just makes things in here
> unpleasent.

This is usenet...Do unpleasent words upset you?

> But if you feel you must be abusive, or make a foul comment, then please do
> it elsewere.

If it bothers you....you need to leave...Quit being a baby..

sinclap!

> Thanks
>
> Simon

733. Casio CZ 101 and Atari ST programming HELP!

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 11:20:34 UTC
From: parris_k@yahoo.com
Message-ID: <aa5c37da.0201300320.584c91b8@posting.google.com>
Source record: 38482

Seeing as I am right on the cutting edge (for 1990) I have decided to reinvent the wheel and write my own voice editor/librarian program for the ST. I am well aware that there are already many editors/librarians for the ST, but I thought it seemed like fun (and a learning experience) to do my own.

The first problem I have encountered is that the CZ is supposed to spit out 256 bytes of data when asked for the current voice parameters, followed by F7. My skeleton program only seems to receive 128 bytes and no F7.

Conclusion I have come to so far is either:

The cz101 is not responding correctly
OR
The ST is losing some of the bytes sent by the CZ.

DOes anyone have any detailed knowledge of the behaviour of the MIDI ports? I am currently just monitoring the status of the port with Bconstat(3), then when a character appears at the port I read in a loop (with Bconin(3))until Bconstat(3) returns 0, indicating there are no more characters. Presumably, there is only a limited buffer associated with the MIDI port (although I imagine it's larger than 256 bytes), so there is a possibility that data can arrive at the port faster than it is being read, which would presumably lead to a buffer overflow and lost data.

Can anyone recomment a failsafe method of reading all the data from the port? Or should my code achieve that anyway?

thanks in advance

T

734. Re: Casio CZ 101 and Atari ST programming HELP!

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 11:40:32 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a38m89$ja8$1@newsreader.mailgate.org>
Source record: 38483

If you are using ASM, C, or even GFA basic a loop to read the midi port would never be too slow causing a buffer overflow. Midi data is sent on a fixed baud which is incredibly slow. Unless that is your using some sort of interupt handler to call Bconstat, Ie Vblank, which fires once every 50th or 60th of a second, then there is no way you would lose data, but I dont know why you would do that.

If your loop is something like this:

```
:loop1
if no data goto loop1
:loop2
get byte
inc array (or buffer/memspace whatever)
if data exists goto loop2
```

This can be implemented in ASM in a very small piece of code. Even in Basic it should run fast enough that you ever miss a byte. In which case I would either suggest that you double check the code request that you are sending to the CZ, or even get another CZ dumper from shareware and watch its behaviour.

The only other thing I can think off is a dodgy midi lead but I dont think that would do this.

Tom <parris_k@yahoo.com> wrote in message
news:aa5c37da.0201300320.584c91b8@posting.google.com...
> Seeing as I am right on the cutting edge (for 1990) I have decided to
> reinvent the wheel and write my own voice editor/librarian program for
> the ST. I am well aware that there are already many editors/librarians
> for the ST, but I thought it seemed like fun (and a learning
> experience) to do my own.
>
> The first problem I have encountered is that the CZ is supposed to
> spit out 256 bytes of data when asked for the current voice
> parameters, followed by F7. My skeleton program only seems to receive
> 128 bytes and no F7.
>
> Conclusion I have come to so far is either:
>
> The cz101 is not responding correctly
> OR
> The ST is losing some of the bytes sent by the CZ.
>
> DOes anyone have any detailed knowledge of the behaviour of the MIDI
> ports? I am currently just monitoring the status of the port with

> Bconstat(3), then when a character appears at the port I read in a
> loop (with Bconin(3))until Bconstat(3) returns 0, indicating there are
> no more characters. Presumably, there is only a limited buffer
> associated with the MIDI port (although I imagine it's larger than 256
> bytes), so there is a possibility that data can arrive at the port
> faster than it is being read, which would presumably lead to a buffer
> overflow and lost data.
>
> Can anyone recomment a failsafe method of reading all the data from
> the port? Or should my code achieve that anyway?
>
> thanks in advance
>
> T

.

735. editing .RSC files for ST low rez.

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 12:08:58 UTC
From: "D.W. van der Burg" <D.W.vanderBurg@student.tudelft.nl>
Message-ID: <3C57E259.B7E03674@student.tudelft.nl>
Source record: 38484

Hi,

I am editing some resource files so that the menus will fit on the screen when in ST low resolution. With a resource editor, I can shift the desktop items (for example: 'desk' 'file' 'view' ... 'options') to the left so that they fit into the width of the screen (320 pixels).

When I then run the program with the modified resource file, a part of the drop down menu of the rightmost desktop item wraps over the right edge of the screen, appearing again on the left side....

In the resource editor, I would thus like to shift the drop down menu of the rightmost desktop item to the left (while the position of the desktop item itself remains fixed), so that the menu will fit on the screen. For example this has been done in the GEM desktop with the 'options' desktop item. Does anyone know how to do this with Interface or Resource Master 2.11?

thank you,
Dennis

736. Re: editing .RSC files for ST low rez.

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 13:30:37 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <a38sf5ndq05$1@news.t-online.com>
Source record: 38485

Hi Dennis,

> In the resource editor, I would thus like to shift the drop down menu of
> the rightmost desktop item to the left (while the position of the
> desktop item itself remains fixed), so that the menu will fit on the
> screen. For example this has been done in the GEM desktop with the
> 'options' desktop item. Does anyone know how to do this with Interface
> or Resource Master 2.11?

1. select the menu tree
2. change the tree type from "menu" to "dialog"
3. Now you can move the menus to the left
4. change the tree type back to "menu".

That should be enough :-)

Greetings,
Matthias

--

MJ Software Webshop
* HP-Penguin * stc-Archive offline * NewSDK development kit *
http://www.mypenguin.de/shop/
Atari Up-to-Date-List - http://www.atariuptodate.de
ST-Computer Archive - http://www.stcarchiv.de

737. XaAES v0.940

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 16:43:52 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C5822BA.BF54EDCA@chello.nl>
Source record: 38486

There is a new version available on my homepage (url in sig)

1 Less uglier logo.

2 Fixed a small inconsistency in the hiding mechanism.
This affects windows that are partly outside the left side of the screen.

3 Fix in unhiding after a app terminates.

4 Bug in the debugger ;-). Default debugpoints got lost. Fixed.

5 Nice arrows for sliders.

6 WF_SCREEN buffer handling improved. See history file.

7 Implemented a simple and mostly safe shut down procedure.
It uses the task manager. See history file.

8 Apps that issue multiple appl_init/exit pairs run again.
Notably LINES & PRGFLAGS

9 The taskmanager is now also updated when creating clients.
New config command:

open taskmanager

The taskmanager is opened as soon as possible in bootup.
Nice demonstration.

10 Implemented sizing by grabbing any border or corner of a window.
The window must be moveable AND sizeable.

New operand to the option 'windows'

thickframe

The most outer frame of a window will be 1 pixel wider.
Makes it just that easier to grab the border.

NB!

The folder 'widgets' has a lot more widgets.
Newer were supplied by Patrick Prokopowicz.

The source distribition comprises a surrounding folder 'XAAES940'.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html

A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

738. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 19:00:46 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201301100.250a39ab@posting.google.com>
Source record: 38488

sinclap@yahoo.com wrote in message
>...

Of course, there are some people whose messages hardly ever get read.

Galen

739. Re: SPIN034 & CONFIG.SYS

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 19:02:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200201302002.a724@su2.maus.de>
Source record: 38365

```
AH>Anyone know how to configure the CONFIG.SYS for SPIN with a Panasonic
AH>PD drive as the CDROM is LUN 1 ?

; CD-Tool BEGIN
; Note that everything up to `; CD-Tool END' will be erased by
; CD-Tool's configuration tool!
;
; created by CD-Tool 2.14, Sat Jan 22 19:09:08 2000
;
; devices
;
; SCSI 2: `PIONEER CD-ROM DR-U03S' -> A
; SCSI 4: `PIONEER CD-ROM DR-U03S' -> B
; SCSI 6: `YAMAHA CRW8424S' -> C
;
; BOS drivers
;
;*BOS, c:\metados\hs-cdrom.bos, B:12, C:14
;*BOS, c:\metados\spin_sd.bos, A:10, B:12, C:14
*BOS, c:\metados\spin_sd.bos, B:12, C:14
;*BOS, c:\metados\scsi_cd.bos, B:12, C:14
;
; virtuelles CD-ROM Z:, wenn Image auf M:
;*BOS, c:\metados\cd_image.bos, M:67
;
; virtuelles CD-ROM Z:, wenn Image auf N:
;*BOS, c:\metados\cd_image.bos, N:67
;
; DOS drivers
;*DOS, c:\metados\hs-iso.dos -c256, T:B, W:C, Z:M
;*DOS, c:\metados\hs-iso.dos -c256, T:B, W:C, Z:N
*DOS, c:\metados\hs-iso.dos -c256, T:B, W:C
;
; CD-Tool END
```

740. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 19:41:21 UTC
From: vdjole@EUnet.yu
Message-ID: <a39i8vhhn1@news.eunet.yu>
Source record: 38492

On 26 Jan 2002 19:14:50 , Grzegorz Pawlik wrote:

>The best alternative desktop for plain TOS is TeraDesk. It can be found
>at http://www.umich.edu/~archive/atari/Utilities/Desktop in two versions,
>one works fine even with TOS 1.0, the other needs 1.04 or more but also
>works with Geneva (a kind of multitasking AES for TOS).

Indeed, for a user with a ST and a limited amount of RAM, TeraDesk + Geneva seems to be the most efficient (in fact the only efficient) multitasking environment. TeraDesk 1.40A (the last one) is less then 100KB in size, and it is quite usable. No fancy makeup, but performs all basic functions, with appearance similar to that of the TOS2.06 desktop. It is a pity it did not see just a couple of revisions more- I dislike the somewhat nonstandard keyboard shortcuts (and the inability to reassign them), the missing Search and Format operations from the File menu, and the somewhat untidy look of some dialogs (this can be corrected with a RSC editor).

cu;

741. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 20:28:20 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a39l14mjq1@snipp.uninett.no>
Source record: 38427

Derryck Croker <derryck@.nospamcrapcix.co.uk> wrote:

>>Since the latest MagiC-update now is 16 months old,

> Is it really that long since the 6.20 update was released?

No, but it's that long since 6.20 was finished.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

742. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 21:32:23 UTC
From: ebaiz@skyenet.net
Message-ID: <HDZ58.62$Kc1.43123@newsfeed.slurp.net>
Source record: 38493

On 29 Jan 2002 10:26:34 , rezx0x@yahoo.com wrote:
>Hello,
>
>I'm not having any luck connecting the ICD Link 2 SCSI adapter to my
>STe. When I run the ICD software I get the following error:
>
>No ICD Host Adapter Found -Caching disabled.
>
>Also, the LED on the adapter does not light, indicating it is not
>receiving power.
>
>Even worse!, I called ICD and they no longer can do any repairs.
>
>Is it possible to test the DMA port?

I had the same thing happen to me. No power or nothing to the Link 2. I too thought it was the DMA port, but as it turned out, it was the SCSI cable. The guy that made me the cable said some of the contacts were not aligned correctly. I would check on that first. Since then, things have been great.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

743. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 21:50:18 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1012424384-940061AEicMi@adel6.freeserve.co.uk>
Source record: 38396

On the subject of the CT60:

a) Is it possible to fit one to a Falcon with a
PowerUp2 module?

b) What did the PowerUp2 module do (otherthan
providing a 32MHz CPU)? There is an extra light near
the function keys and an AUTO folder patch program to
run but what else came with it?

c) What is the file MAGTOROM.PRG? Is it to do with
PowerUp/Magic or something else?

I purchased this recently from Kevin Dermott with the
aim of recasing and adding a CT60 and AGP card, any
hints to suitable sites would be much appreciated!

Regards

Neil Chester :-)
***** This is a Temporary Sig ******
Until I get the hang of Emailer 2.3f!

Falcon CT2B 78Mb/20Gig/CDRW etc...

744. Re: WE NEED A Atari show please Preside

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 22:01:23 UTC
From: mark.branson@lineone.net
Message-ID: <3c586d33_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 38494

On 20 Jan 2002 16:41:30 , Mark Nias wrote:

|i'd be interested too... if it's not too far away...

|mark

You can add me to the list! I've enjoyed in the past both the
Goodmans (London) and the Stafford shows.

Any ideas as to where? when??

Mark
Shoreham-by-Sea.

745. Re: WE NEED A Atari show please Preside

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 22:01:25 UTC
From: mark.branson@lineone.net
Message-ID: <3c586d35_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 38495

|On 20 Jan 2002 16:41:30 , Mark Nias wrote:

|i'd be interested too... if it's not too far away...

|mark

You can add me to the list! I thoroughly enjoyed the Goodmans
(London) and the Stafford shows. So if anybody has any ideas as to a
venue for a UK show please speak up.

Mark
Shoreham-by-Sea.

746. Re: NVDI and TC6100 graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 22:47:48 UTC
From: rand@cd.chalmers.se
Message-ID: <a39t6k$383$1@nyheter.chalmers.se>
Source record: 38397

In article <a34m2p$o8e$1@news.tpi.pl>,
Grzegorz Pawlik <gregory@proszetousunac.atari.pl> wrote:
>On 27 Jan 2002 13:33:25 , "Steve Sweet" wrote:
...
>>| I don't have such an interface. This card is a VME card, it comes
>>| with its own software drivers, I hoped it would work with NVDI, but...
>>
>>Atari drivers??!!.
>
>Indeed.

If those drivers are enough to enable the card to work with normal VDI
calls, it should work with NVDI.
That would be the same thing as running a mach64 NOVA or an Eclipse
card with NVDI, and it ought to work in the same way (removing the
NVDI screen device drivers and then letting NVDI run after the card's
own drivers/VDI at bootup).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

747. Re: Thanks All

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 23:03:53 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <tZ_58.1561$Ek1.155344@news-nb00s0.nbnet.nb.ca>
Source record: 38398

That's fine, I bought a 'Switch Box' and that did the trick. It has a
little slider one end marked 'TV' and the other 'Game'

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
news:u5bq8kblabr513@corp.supernews.com...
> Brent,
>
> That's funny because the DVD players only have composite video, meaning
> that if you wanted to hook it to an RF jack on the tv you would need Radio
> Shack's $30 RF modulator box (which they usually have 80+ on hand at a
high
> volume store). This would take the audio and composite video and put it
> into one coax cable and you'd tune either channel 3 or 4 on the TV. What
> you'd want since the Falcon/ST has an _RF_ out is a simple RCA to COAX
> adapter located in the elctronics section. Just in a little bubble
> package, less than $5. Tiny little metal device, not large box.
>
> Remember EVERYONE..
> RF == the jack on the back of the TV
> composite video is different. That signal out of the falcon carries sound
> and everything, and is tuned to channel 3 or 4. Composite video signal
has
> no "channel" nor does it carry sound..
> They are two DIFFERENT things.
>
> (Brent I am not yelling at you. just seems like everyone else is
> misinformed in these things)
>
> Mark
> http://atari-source.com
>
>
> Brent Eamer wrote:
>
> > I will the the RCA to coax jack at Radio Shack when they get some in.
> > Seems that everyone wants to hook up their DVD player to coax on their
> > older tv's and they have none currently in stock.....thanks all
> >
> >
> >
>

748. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-01-30 23:48:04 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0201301548.6de1dca1@posting.google.com>
Source record: 38399

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0201301100.250a39ab@posting.google.com>...
> sinclap@yahoo.com wrote in message
> >...
>
> Of course, there are some people whose messages hardly ever get read.
>
> Galen

I've been around CSAST about 10 years and that guy has been here since
then.....
Several years ago had me so ticked one time I was going to a Mac show
just to find him. Except for the space he takes up, he is quite
amusing in his ignorance. Guess i'm getting to old to care.
What a life (or lack there of:)

Mike

749. Re: Notator problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 00:15:36 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3C588CA8.379D641B@tm.net.my>
Source record: 38401

Hallvard Tangeraas wrote:
> Since the dongle works on another machine at least you know that the
> dongle is OK.

Could be the memory upgrade too! AFAIK, upgrades which work are like 1M,
or 2M or 4M... 2.5M is a bit of a strange config!! Can ST-FMs take that?
Don't know!

If the machine was a Mega ST, I would have said "switch off the
Blitter"... but it's not that!

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

750. STBOOK

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 00:24:43 UTC
From: Jos Vlietstra <jo.vlie@12move.nl>
Message-ID: <a3a1s5$83q$1@reader1.tiscali.nl>
Source record: 38400

Hi
I'm looking for the STtransfer software for transferring software from my ST
to my STBook.Also looking for the special parallel cable and the floppydrive
Please mailto:jo.vlie@12move.nl

Thanks !
Jos

751. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 01:07:43 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012500197.18275.2@eurus.uk.clara.net>
Source record: 38429

Hi Sinclap

Of course we must all agree that this thread does not apply to Sinclap who is universally hated and despised in whatever he thinks or does. All posters are expected to reply to Sinclap in the most offensive manner they can muster, preferably also insulting his parents/relations and god forbid, siblings. If you see him cross the road you are expected to mow him down, if you see him in the street you are expected to assault him or have him arrested for whatever offence you think you can lie best about in court, if you are his doctor you are expected to euthanise him, or at least cause him extreme pain. What more can I add. Sinclap, we hate you.

| > There seems to be a bit of an attitude problem on this group recently
|
| So..
|
| > Please, lets try and keep friendly, and helpful. Sarcastic remarks,
flaming,
| > and pure abusiveness doesnt do anyone any good, it just makes things in
here
| > unpleasent.
|
| This is usenet...Do unpleasent words upset you?
|
| > But if you feel you must be abusive, or make a foul comment, then please
do
| > it elsewere.
|
| If it bothers you....you need to leave...Quit being a baby..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/02

752. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 02:19:39 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B87E13EB.1DF5%atarilp@hotmail.com>
Source record: 38402

sinclap@yahoo.com at sinclap@yahoo.com wrote on 1/30/02 3:31 AM:

Well done, perfect example.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

753. Re: NVDI and TC6100 graphic card

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 05:40:06 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5hm4n9ldsf684@corp.supernews.com>
Source record: 38403

>
> If those drivers are enough to enable the card to work with normal VDI
> calls, it should work with NVDI.
> That would be the same thing as running a mach64 NOVA or an Eclipse
> card with NVDI, and it ought to work in the same way (removing the
> NVDI screen device drivers and then letting NVDI run after the card's
> own drivers/VDI at bootup).
>

Johan,

I wonder about this because for a period of time, I owned an AlberTT video card. I do not have any clue what happened to it but I think I ended up selling it. This was a custom card and I ended up finally finding drivers from Sven Karlsson. It really irritated me because it would only do 1024x768x256 or something like that or maybe even higher. I just know it was extremely unreadable, and it did NOT work with MagiC. No amount of Coaxing would get it to work with NVDI and/or MagiC. I kind of wish I still had the card for experimentations sake if anything else.

Mark
http://atari-source.com

754. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 05:42:44 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5hm9km8pdedbe@corp.supernews.com>
Source record: 38404

Neil Chester wrote:

> On the subject of the CT60:
>
> a) Is it possible to fit one to a Falcon with a
> PowerUp2 module?
>
> b) What did the PowerUp2 module do (otherthan
> providing a 32MHz CPU)? There is an extra light near
> the function keys and an AUTO folder patch program to
> run but what else came with it?
>

Neil,

as far as I know the PowerUp2 was simply an overclock job, useless after the CT60 arrives, and you'll probably have to remove it for the CT60 to work properly. I know CT2 owners have to fix their systems up including replacing all of the factory chips they might have tossed or whatnot. I could be very wrong here, so I hope someone will chime and in correct me or confirm that I am right.

> c) What is the file MAGTOROM.PRG? Is it to do with
> PowerUp/Magic or something else?
>

That program just improves up MagiC memory protection. It's for 030+ .. has nothing to do with the powerup specifically.

> I purchased this recently from Kevin Dermott with the
> aim of recasing and adding a CT60 and AGP card, any
> hints to suitable sites would be much appreciated!
>
> Regards
>
> Neil Chester :-)
> ***** This is a Temporary Sig ******
> Until I get the hang of Emailer 2.3f!
>
> Falcon CT2B 78Mb/20Gig/CDRW etc...
>
>

755. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 09:03:30 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna5i1u0.n60.atari@core.preferuje.luzik.pl>
Source record: 38405

```
>> a) Is it possible to fit one to a Falcon with a
>> PowerUp2 module?
>>
>> b) What did the PowerUp2 module do (otherthan
>> providing a 32MHz CPU)? There is an extra light near
>> the function keys and an AUTO folder patch program to
>> run but what else came with it?
>>
>
> Neil,
>
> as far as I know the PowerUp2 was simply an overclock job, useless after
> the CT60 arrives, and you'll probably have to remove it for the CT60 to
> work properly. I know CT2 owners have to fix their systems up including
> replacing all of the factory chips they might have tossed or whatnot. I
> could be very wrong here, so I hope someone will chime and in correct me or
> confirm that I am right.

R. Czuba clearly states (on his himepage) that CT060 will be compatibile
with all busspeeders, see http://www.czuba-tech.com/CT60/english/overview.htm

Adam Klobukowski
atari@gabo.pl
```

756. Re: Notator problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 10:19:50 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201311111210.101-100000@easymint>
Source record: 38406

On Thu, 31 Jan 2002, Yala wrote:

> Hallvard Tangeraas wrote:
>
> Could be the memory upgrade too! AFAIK, upgrades which work are like 1M,
> or 2M or 4M... 2.5M is a bit of a strange config!! Can ST-FMs take that?
> Don't know!
>
AFAIK 2.5 Megabyte is a normal commonly used memory size for an STf.
A strange, but existing, configuration used to be 3 MB. I remember that,
when you added 2 MB to a 1 MB ST, 1/2 MB couldn't be used anymore leaving
2.5 MB useable. But someone designed a workaround for that so that 3 MB
was made possible. But 4 MB was easier to install than 3 MB. I guess there
are not many 3 MB ST's around.
I'm not really much of a techie - can anyone confirm my story ?

Martin Tarenskeen

757. Re: Notator problem

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 10:28:14 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna5i6sq.naj.atari@core.preferuje.luzik.pl>
Source record: 38407

>> Could be the memory upgrade too! AFAIK, upgrades which work are like 1M,
>> or 2M or 4M... 2.5M is a bit of a strange config!! Can ST-FMs take that?
>> Don't know!
>>
> AFAIK 2.5 Megabyte is a normal commonly used memory size for an STf.
> A strange, but existing, configuration used to be 3 MB. I remember that,
> when you added 2 MB to a 1 MB ST, 1/2 MB couldn't be used anymore leaving
> 2.5 MB useable. But someone designed a workaround for that so that 3 MB
> was made possible. But 4 MB was easier to install than 3 MB. I guess there
> are not many 3 MB ST's around.
> I'm not really much of a techie - can anyone confirm my story ?

2.5 is commonly used, but is not standard. At least no my friend STE system
was reporting 4MB, so he wrote small program to modify some registers to
make OS know how much memory he really has.

And most Sysinfo-like programs will report 2.5MB systems ad 4MB.

Adam Klobukowski
atari@gabo.pl

758. Re: STBOOK

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 12:45:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3959_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38416

In uno strano messaggio del 31 Jan 02 jo.vlie@12move.nl (2:333/608.1)
scrisse al povero All :
jv> I'm looking for the STtransfer software for transferring software from
jv> my ST to my STBook.Also looking for the special parallel cable and the
jv> floppydrive Please mailto:jo.vlie@12move.nl

The cable is simply a straight parallel cable with BUSY and STROBE signals
crossed, that is the same used by ParCP that is a far better software.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

759. Re: XaAES v0.940

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 13:40:38 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201311438430.103-100000@easymint>
Source record: 38409

On Wed, 30 Jan 2002, Henk Robbers wrote:

>
> There is a new version available on my homepage (url in sig)
>
Again, well done Henk !

760. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 13:45:56 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10201311442490.16746-100000@kairos>
Source record: 38410

On Thu, 31 Jan 2002, Adam Klobukowski wrote:

> >> a) Is it possible to fit one to a Falcon with a
> >> PowerUp2 module?
> >>
> >> b) What did the PowerUp2 module do (otherthan
> >> providing a 32MHz CPU)? There is an extra light near
> >> the function keys and an AUTO folder patch program to
> >> run but what else came with it?
> >>
> >
> > Neil,
> >
> > as far as I know the PowerUp2 was simply an overclock job, useless after
> > the CT60 arrives, and you'll probably have to remove it for the CT60 to
> > work properly. I know CT2 owners have to fix their systems up including
> > replacing all of the factory chips they might have tossed or whatnot. I
> > could be very wrong here, so I hope someone will chime and in correct me or
> > confirm that I am right.
>
> R. Czuba clearly states (on his himepage) that CT060 will be compatibile
> with all busspeeders, see http://www.czuba-tech.com/CT60/english/overview.htm

yes but the powerup2 is not a busspeeder is it? Its just a 32MHz clock for
the CPU right? I've got something similar in one of my falcons, in mine
the speeder is attached to the expansionport so it has to be removed if I
want to use a ct60 or any other addonboard.

I believe all CPU overclockingthingys will be useless with the ct60 since
the 030 is disabled.

Fredrik.

761. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 13:51:44 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201311443580.103-100000@easymint>
Source record: 38411

On 29 Jan 2002, Jo Even Skarstein wrote:

> > You do realise that N.AES 2.0 and Thing 1.27 are getting on a bit also? And
> > contrary to the MagiC stuff it *shows* ;-)
>
> I don't want to start yet another flamewar on this topic. Yes, I know that
> N.AES hasn't been updated in ages, and I really don't care either (looking
> forward to XaAES). And while I have much more recent versions of Thing
> than 1.27, I realize that Thing is a dead end too. I'm not happy about
> this, just like I'm not happy with the death of MagiC as a supported
> product.
>
I'm told N.AES 3.0 is being developed, and so is Thing 1.30. But it's hard
to say when they will be ready and available.
New versions of XaAES are anounced in this newsgroup almost every month.
And with Freemint, Sparemint, and Easymint, things seem to be very much
alive.

Martin Tarenskeen

762. Re: STBOOK

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 14:06:34 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <nbc68.70$gv1.103914@newsfeed.slurp.net>
Source record: 38412

You have an ST-Book??!! Sell it to me!! Anyway, the transfer program is built-in to the ST-Book's TOS is it not?

Joshua.

"Jos Vlietstra" <jo.vlie@12move.nl> wrote in message news:a3a1s5$83q$1@reader1.tiscali.nl...
> Hi
> I'm looking for the STtransfer software for transferring software from my ST
> to my STBook.Also looking for the special parallel cable and the floppydrive
> Please mailto:jo.vlie@12move.nl
>
> Thanks !
> Jos
>
>

763. Re: STBOOK

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 14:31:31 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna5il51.noa.atari@core.preferuje.luzik.pl>
Source record: 38413

> You have an ST-Book??!! Sell it to me!! Anyway, the transfer program is
> built-in to the ST-Book's TOS is it not?

NO, SELL IT TO ME!!!!

Adam Klobukowski
atari@gabo.pl

764. Re: STBOOK

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 14:42:38 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <kJc68.83$gv1.115550@newsfeed.slurp.net>
Source record: 38414

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrna5il51.noa.atari@core.preferuje.luzik.pl...
>
> > You have an ST-Book??!! Sell it to me!! Anyway, the transfer program is
> > built-in to the ST-Book's TOS is it not?
>
> NO, SELL IT TO ME!!!!

I ASKED FIRST!!!

:)

Joshua.

>
> Adam Klobukowski
> atari@gabo.pl

765. FA: Atari software (Audio Tracker, Apex Media, Lattice C, Prospero C)

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 15:05:13 UTC
From: Carl Woffenden <carl@bigredswitch.co.uk>
Message-ID: <3C595C6C.9050101@bigredswitch.co.uk>
Source record: 38415

Hi!

As per the subject, on offer is the last of my Atari software all
starting at ï¿½1 with no reserve.

Audio Tracker direct to disk recording package:
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2000223465

Apex Media:
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2000224410

Lattice C 5.6:
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2000224995

Prospero C
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2000225593

I have a few games (Frontier, Xenon 2 & others) that someone can have
for the price of postage - just e-mail.

Regards,

Carl.

766. Re: XaAES v0.940

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 16:08:28 UTC
From: Axel Jakob Scherer <design@agentur-scherer.de>
Message-ID: <a3bqa7kvl06$1@news.t-online.com>
Source record: 38417

Hi!

> There is a new version (of xaaes) available on my homepage (url in sig)

Hi!
I ried to install Xaaes on my Stemulator. (The ST Emulator from
"Falkemedia")

Everything seems to be fine, till the Taskmanager appears. The Problem is,
that the mouse doni¿½t work.
You can move it, but you cani¿½t click! (The keybord works).
I tried to "kill" that "moose file", but than the system hangs at startup.

I have to say that ii¿½m a total beginner with mint!
(ii¿½ m the one for which they write the dummie files! :-))

Maybe you can help me?!

Thanx

Axel
www.agentur-scherer.de/atari

767. Peavey VMP 2 mic in vrs instrument in for bass

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 16:14:58 UTC
From: garthrr@aol.com
Message-ID: <20020131111458.21462.00000044@mb-fi.aol.com>
Source record: 38418

I have noticed that a bass (at least one) through a Countryman DI into the mic input of the Peavey pre seems to sound quite noticably inferior to the same bass plugged into the instrument jack on the front of the unit. Does anyone have a thought as to why this might be? Is the Countryman not a decent DI box? I was really surprised at the difference. Unfortunately in my studio its not convenient to use the 1/4" inst input or I would just do that

Garth.

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

768. Atari 520 STe

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 16:19:55 UTC
From: william sayers <william_the_sex_god@hotmail.com>
Message-ID: <99e68.2387$IY1.525624@news2-win.server.ntlworld.com>
Source record: 38419

Hi,

I have an atari 520STe which i'm looking to sell, it has all the normal ports, is fully working. It also has 2 ports that I think may be extensions, added by a previous owner, seeing as I can't see them on any diagrams i've looked up. They are, 2 speaker plugs (left and right) at the back, directly under the power switch, anyways what im wondering, is how much is this system worth?? I got it originally for ?4, but i'd want a reasonablish amount of profit in order to sell, otherwise I'll just keep it and make use of it. I also have a few programs such as 1st Word Plus that would be bundled with it (I only have the backup of this, the original disk was destroyed) and a few file transfer programs and utilitys, and a programming language, GBASIC I think.

769. Re: atari, commodore, nintendo, spectrum, msx, videopac, vectrex, sega, mattel, bandai, grandstand, philips, casio, sony, etc.etc

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 16:45:42 UTC
From: "Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <exe68.2592$Cs.363890@news11-gui.server.ntli.net>
Source record: 38420

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3c539c26@news.alphalink.com.au...
> there is only one that I can see at the address below ??
> http://www.platenkoning.com/games.html

http://www.platenkoning.com/contact_shop.asp

Simon

770. Re: STBOOK

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 17:00:11 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna5itro.nt4.atari@core.preferuje.luzik.pl>
Source record: 38421

>> NO, SELL IT TO ME!!!!
>
> I ASKED FIRST!!!

Tha does not count. I was YELLING first!!!

Adam Klobukwoski
atari@gabo.pl

771. Re: Atari 520 STe

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 17:03:52 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <%Ne68.138$gv1.165134@newsfeed.slurp.net>
Source record: 38422

Those 2 ports are standard on an STe. I bought an STe and 2 mono monitors for about ?10 which was a steal in my opinion. Depending on the software bundled with it, the price can varie from ?10 - ?50.

Joshua.

"william sayers" <william_the_sex_god@hotmail.com> wrote in message news:99e68.2387$IY1.525624@news2-win.server.ntlworld.com...
> Hi,
>
> I have an atari 520STe which i'm looking to sell, it has all the normal
> ports, is fully working. It also has 2 ports that I think may be extensions,
> added by a previous owner, seeing as I can't see them on any diagrams i've
> looked up. They are, 2 speaker plugs (left and right) at the back, directly
> under the power switch, anyways what im wondering, is how much is this
> system worth?? I got it originally for ?4, but i'd want a reasonablish
> amount of profit in order to sell, otherwise I'll just keep it and make use
> of it. I also have a few programs such as 1st Word Plus that would be
> bundled with it (I only have the backup of this, the original disk was
> destroyed) and a few file transfer programs and utilitys, and a programming
> language, GBASIC I think.
>
>

772. Re: XaAES v0.940

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 17:05:19 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <lPe68.139$gv1.165594@newsfeed.slurp.net>
Source record: 38423

I can help you. Buy a real Atari :)

Joshua.

"Axel Jakob Scherer" <design@agentur-scherer.de> wrote in message
news:a3bqa7kvl06$1@news.t-online.com...
> Hi!
>
> > There is a new version (of xaaes) available on my homepage (url in sig)
>
> Hi!
> I ried to install Xaaes on my Stemulator. (The ST Emulator from
> "Falkemedia")
>
> Everything seems to be fine, till the Taskmanager appears. The Problem is,
> that the mouse don't work.
> You can move it, but you can't click! (The keybord works).
> I tried to "kill" that "moose file", but than the system hangs at startup.
>
> I have to say that i'm a total beginner with mint!
> (i' m the one for which they write the dummie files! :-))
>
> Maybe you can help me?!
>
> Thanx
>
> Axel
> www.agentur-scherer.de/atari
>
>
>

773. Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 17:33:33 UTC
From: "Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <Pdf68.2642$IY1.594392@news2-win.server.ntlworld.com>
Source record: 38424

Has anyone used this program? I think it's pretty cool to have Falcon on my PC, even thought it's a bit uncomplete

http://aranym.sourceforge.net/

Simon

774. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 17:40:03 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <Xjf68.2$KX1.4540@newsfeed.slurp.net>
Source record: 38425

It's an emulator... I would still fork out mega bux for the real thing
rather than fiddle around with a bloody emulator...

Joshua.

"Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk> wrote in message
news:Pdf68.2642$IY1.594392@news2-win.server.ntlworld.com...
> Has anyone used this program? I think it's pretty cool to have Falcon on
my
> PC, even thought it's a bit uncomplete
>
> http://aranym.sourceforge.net/
>
> Simon
>

775. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 17:40:27 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0201310940.693a3a6f@posting.google.com>
Source record: 38426

Fredrik Egeberg <deez@algonet.se> wrote in message
news:<Pine.SOL.4.10.10201311442490.16746-100000@kairos>...
> On Thu, 31 Jan 2002, Adam Klobukowski wrote:
>
> > >> a) Is it possible to fit one to a Falcon with a
> > >> PowerUp2 module?
> > >>
> > >> b) What did the PowerUp2 module do (otherthan
> > >> providing a 32MHz CPU)? There is an extra light near
> > >> the function keys and an AUTO folder patch program to
> > >> run but what else came with it?
> > >>
> > >
> > > Neil,
> > >
> > > as far as I know the PowerUp2 was simply an overclock job, useless after
> > > the CT60 arrives, and you'll probably have to remove it for the CT60 to
> > > work properly. I know CT2 owners have to fix their systems up including
> > > replacing all of the factory chips they might have tossed or whatnot. I
> > > could be very wrong here, so I hope someone will chime and in correct me or
> > > confirm that I am right.
> >
> > R. Czuba clearly states (on his himepage) that CT060 will be compatibile
> > with all busspeeders, see http://www.czuba-tech.com/CT60/english/overview.htm
>
>
> yes but the powerup2 is not a busspeeder is it? Its just a 32MHz clock for
> the CPU right? I've got something similar in one of my falcons, in mine
> the speeder is attached to the expansionport so it has to be removed if I
> want to use a ct60 or any other addonboard.
>
The PowerUp 2 isn't really a speeder like the Nemesis and such. It
only takes from the 32Mhz Falcon clock and by-passes the divider in
the COMBEL allowing the CPU to operate at 32Mhz. So it acts like a
switch. It it activated with a PRG, and state was set off some pins of
the keyboard processor.
It does work very well for what it was designed for. Before the
Nemesis arrived, I drove my Mighty Sonic at 48Mhz with it's own clock,
and kept 16Mhz bus speed. I don't know what is inside, but the design
elimated DMA problems on a few of my tempermental Falcons.

Mike

> I believe all CPU overclockingthingys will be useless with the ct60 since
> the 030 is disabled.

>
> Fredrik.

776. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 17:59:25 UTC
From: "Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <4Cf68.2739$IY1.625571@news2-win.server.ntlworld.com>
Source record: 38428

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:Xjf68.2$KX1.4540@newsfeed.slurp.net...
> It's an emulator... I would still fork out mega bux for the real thing
> rather than fiddle around with a bloody emulator...
>
> Joshua.

I'm still looking for a Falcon, after my C-Lab died I miss it all :(

Si

777. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 18:04:07 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <vGf68.5$KX1.14234@newsfeed.slurp.net>
Source record: 38430

Oh, it's Carbon. That's funny :)

Joshua.

"Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk> wrote in message
news:4Cf68.2739$IY1.625571@news2-win.server.ntlworld.com...
>
> "Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
> news:Xjf68.2$KX1.4540@newsfeed.slurp.net...
> > It's an emulator... I would still fork out mega bux for the real thing
> > > rather than fiddle around with a bloody emulator...
> > >
> > > Joshua.
>
> I'm still looking for a Falcon, after my C-Lab died I miss it all :(
>
> Si
>

778. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 18:28:51 UTC
From: "Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <H1g68.2823$IY1.657899@news2-win.server.ntlworld.com>
Source record: 38431

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:vGf68.5$KX1.14234@newsfeed.slurp.net...
> Oh, it's Carbon. That's funny :)
>
> Joshua.
>

It's not that funny! :)

Si

779. Re: XaAES v0.940

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 18:51:47 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B87EE0B1.1D276%nameerf@flash.net>
Source record: 38432

in article lPe68.139$gv1.165594@newsfeed.slurp.net, Joshua Kaijankoski at gaiyan@atari.org wrote on 1/31/02 9:05 AM:

> I can help you. Buy a real Atari :)

I have the same exact problem on my "real Atari" Falcon. It seems to boot up just fine, but once the taskmanager appears, I can't open any menus or activate anything with the mouse, although the pointer moves as normal.

>> Everything seems to be fine, till the Taskmanager appears. The Problem is,
>> that the mouse donï¿½t work.
>> You can move it, but you canï¿½t click! (The keybord works).
>> I tried to "kill" that "moose file", but than the system hangs at startup.
>>
>> I have to say that iï¿½m a total beginner with mint!
>> (iï¿½ m the one for which they write the dummie files! :-))
>>
>> Maybe you can help me?!

Ditto for me!

Mike Freeman
nameerf@flash.net

780. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 18:57:20 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B87EE1FE.1D277%nameerf@flash.net>
Source record: 38433

> I believe all CPU overclockingthingys will be useless with the ct60 since
> the 030 is disabled.

030 specific speeders like PowerUp2, yes. However, wouldn't bus overclocking (like Nemesis) help with overall system throughput, allowing ct60 to be more effective? I don't know this for sure, so please correct me if I'm wrong...

Mike Freeman
nameerf@flash.net

781. Comm: Atari T-Shirts, mugs, hats, etc

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 19:41:48 UTC
From: FUJI Shop <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <b6h68.3084$IY1.728829@news2-win.server.ntlworld.com>
Source record: 38434

http://www.cafepress.com/cp/store/store.aspx?storeid=fujishop

We sell 100% unofficial Atari good featuring the famous Fuji logo!
Also, some special Valentines day gifts for your Atari-loving partner.

Take a look at what we have, and show the world you love Atari

Simon

782. First Beta Release of EmuTOS

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 20:36:51 UTC
From: root <doeringm@gmx.de>
Message-ID: <3C59AAE3.E555F201@gmx.de>
Source record: 38435

Dear Atari Community!

We are happy to announce the first beta release of EmuTOS.

INTRODUCTION

EmuTOS is a singleuser singletasking operating system for the 32 bit Atari
computer emulators. It is thought as a replacement for the TOS-images you
usually need today for using emulators and it is also running on some real
hardware, like the Atari Mega STE. All is open and maybe it is also running
on totally new machines in the future.

EmuTOS is beeing developed for more than a year now and is licensed under
the OpenSource Gnu General Public Licence (GPL).

DESCRIPTION

EmuTOS is basically made up of four parts:

- The BIOS, which is the basic input output system
- The XBIOS, which provides the interface to the hardware
- The BDOS, which are the high level OS routines, what you know as GEMDOS
- The shell command.prg we use, as long we have no GEM

The BIOS and XBIOS code is our own developement. It is really written from
scratch and implements nearly all of the TOS 1.0 BIOS functionality, and a
bit more, like e.g. harddisk access and STE sampled sound. A few things
like printing, midi and serial stuff is missing for now, but may be
implemented somewhere in the future.

The GEMDOS part is based on Digital Research's GEMDOS sources, which were
made available under GPL licence in 1999 by Caldera. None of the graphical
parts like VDI and AES are implemented. Instead we plan to use fVDI and an
extra AES, like XaAES (just on MiNT) which together with a desktop make
the GEM you all know and love.

Since EmuTOS just implements the TOS's functionality, you might want to use MiNT on it in order to run more modern software. EmuTOS is not an alternative to MiNT. But EmuTOS is the only free base OS to boot MiNT.

EMULATION AND FUTURE PLATFORM

EmuTOS and MiNT cooperate well. For the future we plan, that both can make
use of a yet to implement standard native call interface for emulators. When running EmuTOS in an emulator, this interface will provide access to
use the power of the underlying OS kernel. It may allow using modern 3D graphics cards, will provide fast native filesystem access and will enable
you to use networking with all bells and wistles - and many things more you always dreamed of.

This is, what EmuTOS is made for: A free OS, that can evolve. Progress has
been fast up to now, because we have a small, but enthusiastic development
team and are eager to see EmuTOS running with GEM and all.

HARDWARE

Making EmuTOS running natively on a new hardware platform is more or less
just a question of driver support for EmuTOS. The same for MiNT, if you'd
like to have it running over EmuTOS.

This is the currently supported Hardware:

- CPU support for m68000, m68010, m68020, m68030, m68040
- FPU detected
- Memory controller (both ST and Falcon)
- Monitor type detection (mono or not)
- WD 1772 Floppy disk controller (write track not tested)
- DMA controller
- MFP
- PSG
- ST shifter
- STE shifter (partitially)
- ACIAs, IKBD protocol (mouse not tested)
- MegaST Real-Time Clock (set clock not tested)
- NVRAM (including RTC)
- DMA sound

AVAILABILITY

EmuTOS has its home at sourceforge:

http://sourceforge.net/projects/emutos

A ready made EmuTOS image or the source can be downloaded from:

http://sourceforge.net/project/showfiles.php?group_id=36560

It is always available in source form from our CVS server at:

http://sourceforge.net/cvs/?group_id=36560

If you are just curious or would like to help us develop this nice
little
OS, you are invited to subscribe to our Mailinglist for developers at:

http://sourceforge.net/mail/?group_id=36560

Hope, you like EmuTOS. If you have any suggestions or comments, we
always
like to hear the good and also the bad things about it.

Your EmuTOS development team.

--
written by Martin Doering
http://emutos.sourceforge.net/

783. Re: Highwire 0.2

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 21:35:53 UTC
From: Rob <rmahlert@charter.net>
Message-ID: <3C59B8B9.664E26BD@charter.net>
Source record: 38436

Peter,

What Cab version and ovl are you useing? I know Gokmase has visite the
forum using cab 2.7 and the 1.44(?) ovl.

E-mail me direct if you are having problems accessing the forum.

Rob
webmaster @ atari-users.net

xlator@cix.compulink.co.uk wrote:

> In message <3C540B1A.74B682E8@charter.net>, rmahlert@charter.net said:
>
> > First off, you can send an e-mail to highwire at atari-users . net
> >(sorry for that, I just want to limit spam) that is the mailing list
> >address, but I will forward them to the group.
> >You can also post them on the bug tracking system,
> >http://highwire.atari-users.net/bugtracker/
>
> Hi Rob!
>
> Many thanks for the quick reply - and very useful too.
>
> >But the forum access problems, can you explain them to me? What are you
> >using for a browser?
>
> Using CAB. When I tried to access the forum, it crashed on me.
> Could be a one-=off - I'll try it agfain sometimes.
>
> >The bugs you have mentioned the team is aware of. It's a slow process
> >developing a browser and certain problems are being worked on. For example
> >the table routines need work, not all of the tags are properly
> >working/supported.
>
> Understood. I just though that feedback would be useful in case it
> hadn't been discovered/reported yet. May I suggest that in the
> History.txt you include a section 'Yet to be done' or something
> similar.
>
> A suggestion: It would be nice if you could scroll the main panel
> from the keyboard (perhaps have to select the relevant panel first
> with a click, if this is possible).

784. Re: XaAES v0.940

Newsgroup: comp.sys.atari.st
Date: 2002-01-31 22:31:22 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0201312322180.112-100000@easymint>
Source record: 38437

On Thu, 31 Jan 2002, Michael and Nicole Freeman wrote:

> in article lPe68.139$gv1.165594@newsfeed.slurp.net, Joshua Kaijankoski at
> gaiyan@atari.org wrote on 1/31/02 9:05 AM:
>
> I have the same exact problem on my "real Atari" Falcon. It seems to boot up
> just fine, but once the taskmanager appears, I can't open any menus or
> activate anything with the mouse, although the pointer moves as normal.
>
> >> Everything seems to be fine, till the Taskmanager appears. The Problem is,
> >> that the mouse doni¿½t work.
> >> You can move it, but you cani¿½t click! (The keybord works).
> >> I tried to "kill" that "moose file", but than the system hangs at startup.
>
> Ditto for me!
>

No problems on my Falcon. I've tried both with and without the new "open taskmanager" option in xaaes.cnf. In both situations my mouse works fine.

Martin Tarenskeen

785. Re: XaAES v0.940

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 00:32:32 UTC
From: Axel Jakob Scherer <design@agentur-scherer.de>
Message-ID: <a3cnrb$f2h$05$1@news.t-online.com>
Source record: 38438

"Joshua Kaijankoski" <gaiyan@atari.org> schrieb im Newsbeitrag
news:lPe68.139$gv1.165594@newsfeed.slurp.net...
> I can help you. Buy a real Atari :)
>
> Joshua.

Hi Joshua!
I had a falcon, i have a Mega STE... and i just bought the stemulator for my
Windows Computer... :-)
I think one of the things making Computers so interesting to us, is the work
on making impossible things possible! :-)

Bye
Axel

www.agentur-scherer.de/atari

786. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 00:35:50 UTC
From: Axel Jakob Scherer <design@agentur-scherer.de>
Message-ID: <a3co1g$b02$06$1@news.t-online.com>
Source record: 38439

Hi Joshua!
> It's an emulator... I would still fork out mega bux for the real thing
> rather than fiddle around with a bloody emulator...
>
> Joshua.
Were is your Problem with emulators??? The most of them working faster (and sometimes even better) than the originals.

Axel

787. Re: XaAES v0.940

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 00:59:05 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C59E82D.885D83@chello.nl>
Source record: 38440

Michael and Nicole Freeman wrote:
>
> in article lPe68.139$gv1.165594@newsfeed.slurp.net, Joshua Kaijankoski at
> gaiyan@atari.org wrote on 1/31/02 9:05 AM:
>
> > I can help you. Buy a real Atari :)
>
> I have the same exact problem on my "real Atari" Falcon. It seems to boot up
> just fine, but once the taskmanager appears, I can't open any menus or
> activate anything with the mouse, although the pointer moves as normal.
>

Right.
So it is not an emulator thingy.

Remove the line containing 'open taskmanager' from the xaaes.cnf file.
It is not something essential.

Tell me if this makes a difference.

Could you both send me a list of the programs that are started at bootup?
Including accessories. This is basically the list as it appeared in the
taskmanager.

Thanks.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

788. Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 02:53:01 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0201311848460.24117-100000@shell.pacifier.com>
Source record: 38441
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm

I've added many boxes of new ST Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!!

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http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

789. Scanners

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 03:40:35 UTC
From: ghooper@victoria.tc.ca
Message-ID: <3c5a0e33@news.victoria.tc.ca>
Source record: 38442

```
--
age 10 using "attached-to-ansi" ? ;1H45H

mPrint Message 10 using "attached-to-ansi" ? ;1H45H

n
```

790. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 04:08:19 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <Two68.21536$8d1.7487164@news1.rdc1.md.home.com>
Source record: 38443
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

www.myatari.com

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0201311848460.24117-100000@shell.pacifier.com...
> I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount
> on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar
> Games in stock! And a 20% Discount for my more preferred/regular Customers
> covering most HardWare, SoftWare, Books and Accessories for Classic Atari
> 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts!
> http://www.pacifier.com/~atari/specials.htm
>
> I've added many boxes of new ST Games & Software. Check it out! Get my
> Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben
> Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
>
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

791. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 04:37:59 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0201312037.5e5d369d@posting.google.com>
Source record: 38444

> ----------

Hello again,

I tried another HD (Seagate ST32550W) but unfortunately I received the
same error:

No ICD host adapter -Caching disabled!

Anyway, the drive is connected to an external SCSI tower with 50-pin
Centronics connectors and built-in PSU (the fan works!).

Here's the specs for the drive:

<http://www.seagate.com/support/disc/scsi/st32550w.html>

BTW, sorry for posting to this forum. In the future I will post
questions of this manner to comp.sys.atari.st-tech.

Thanks again!

> ----------

792. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 07:13:55 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C5A4033.3B501082@siemens.at>
Source record: 38445

Michael and Nicole Freeman wrote:
>
> > I believe all CPU overclockingthingys will be useless with the ct60 since
> > the 030 is disabled.
>
> 030 specific speeders like PowerUp2, yes. However, wouldn't bus overclocking
> (like Nemesis) help with overall system throughput, allowing ct60 to be more
> effective? I don't know this for sure, so please correct me if I'm wrong...

Bus overclocking will sure help always, while CPU overclocking will
still help for programs that are not 060 compatible.

Gerhard

793. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 09:20:34 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna5kn9k.1s7.atari@core.preferuje.luzik.pl>
Source record: 38346

>> It's an emulator... I would still fork out mega bux for the real thing
>> rather than fiddle around with a bloody emulator...
>>
>> Joshua.
> Were is your Problem with emulators??? The most of them working faster (and
> sometimes even better) than the originals.

Exuse me, but I haven't yet seen an emulator of Atari computer that would be
better than original. It is said that some ZX Spectrum emulators are better
than originals but I'm not expert on that field.

I've been using virtually any emulator that were avialible around (on PC)
and every one of them have some shortcomings when comparing to real machine.

Adam Klobukowski
atari@gabo.pl

794. Re: CT60 TESTS NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 09:23:34 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna5knf4.1s7.atari@core.preferuje.luzik.pl>
Source record: 38347

```
>> 030 specific speeders like PowerUp2, yes. However, wouldn't bus overclocking
>> (like Nemesis) help with overall system throughput, allowing ct60 to be more
>> effective? I don't know this for sure, so please correct me if I'm wrong...
>
> Bus overclocking will sure help always, while CPU overclocking will
> still help for programs that are not 060 compatible.

Most programs that uses instructin that are not implemented in 060 can run
on it thanks to software emulation (060 has a special "unimplemented
instruction" interrupt)
I would say "all programs" but I'm not 100% sure.

Adam Klobukowski
atari@gabo.pl
```

795. Re: Notator problem

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 12:45:10 UTC
From: "Derryck Croker"
Message-ID: <1012640524-106553AEicMi@ntlworld.com>
Source record: 38370

From: Martin Tarenskeen <nospam@telebyte.nl>
Date: Thu, 31 Jan 2002 11:19:50 +0100

>AFAIK 2.5 Megabyte is a normal commonly used memory size for an STf.
>A strange, but existing, configuration used to be 3 MB. I remember that,
>when you added 2 MB to a 1 MB ST, 1/2 MB couldn't be used anymore leaving
>2.5 MB useable. But someone designed a workaround for that so that 3 MB
>was made possible. But 4 MB was easier to install than 3 MB. I guess there

The original German document was translated into English by DDP
Translation's Peter West, under the name "From 2 1/2 make 3". I modified an
ST accordingly, but found that there were "sparkling" pixels on the screen.
The result of using insufficiently fast chips in the design or something.

The doc isn't available for download AFAIK.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

796. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 13:56:11 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a3e6ue$7n2$1@newsreader.mailgate.org>
Source record: 38348

Some of them work better (I.e. maybe MAME). But I dont think there are ANY emu's for 16bit atari's that work better than the real thing.

Axel Jakob Scherer <design@agentur-scherer.de> wrote in message news:a3co1g$b02$06$1@news.t-online.com...
> Hi Joshua!
> > It's an emulator... I would still fork out mega bux for the real thing
> > rather than fiddle around with a bloody emulator...
> >
> > Joshua.
> Were is your Problem with emulators??? The most of them working faster (and
> sometimes even better) than the originals.
>

....

797. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 15:56:19 UTC
From: baldrick <baldrick@netset.com>
Message-ID: <3c5ab84d$0$1591$f9c63844@news.axom.com>
Source record: 38349

Joshua Kaijankoski wrote in message ...
>It's an emulator... I would still fork out mega bux for the real thing
>rather than fiddle around with a bloody emulator...
>
>Joshua.
>
>"Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk> wrote in message
>news:Pdf68.2642$IY1.594392@news2-win.server.ntlworld.com...
>> Has anyone used this program? I think it's pretty cool to have Falcon on
>my
>> PC, even thought it's a bit uncomplete
>>
>> http://aranym.sourceforge.net/
>>
>> Simon
>>

I hope everyone appreciates the work I had to go through to be able
to post
this message. I haven't had real news access for months. Anyway...

I think alot of people here are completely missing the point of Aranym.

It's not an emulator so that you can run a copy of some abandonware game for
1989!

It's nothing more and nothing less than an attempt to take all of us who are
interested the same route that many companies have gone before. That is
quite simply the goal of divorcing our OS from our Hardware.

How many people in here have bemoaned the fact that they want a faster
machine to
run their Atari software?

How many people in here have complained that they can't go to the local
store and buy
new hardware?

How many people have gone the route of Magic(PC/Mac) only to be irritated by
the lack
of support for resources available on the machine?

Be divorced themselves from their fledgling hardware, you don't see many Be
users complaining about their old 68040 box. Why? Because they upgraded to
modern
major market PC motherboards with fast processors, gobs of RAM etc.

Amiga is going this route themselves. The new version of the Amiga OS doesn't need
Amiga Hardware. You install in on your PC and away you go. No more tracking down
that one reseller of parts and equipment that has a shop 6 hours away.

If you object to the fact that Aranym emulates the 68040 CPU, I have 2 things to say.

1. It is my understanding that in the long term, the ability to run native code will be possible. ie running an atari app recompiled to run natively on the x86 architecture.

2. This is a standard route if you want to run your current software. Even apple went this route. When they went PowerPC they had to emulate the 680x0 in order to have their user base be able to run their software. This CPU emulation is still part of the system.

So why is it, that a major market trend for small platforms is a strategic plan for them
and just another f*#!*ing emulator for us?

Who cares about Thinking Diffe<snip to satisfy legal jihads>nt <bleh> Just f*#!*ing THINK!

From a few conversations with developers on the Aranym team, I think I can state
that the goal is to be able to install Aranym on a box without any other OS on the system. So it's not emulating Atari under Windows or Mac. It's emulating atari on itself.

But is it Emulating Atari?

EmuTOS -> open source modern TOS replacement (no more patched buggy TOS)
Aranym -> Maps system resources to OS. Open source free.
Fvdi -> open modern free VDI replacement
FreeMiNT ->open modern free OS
XaAES -> open source modern free AES
....

Or maybe I'm just f*!#*ing stupid and can't see the trend here.

Dan Ackerman
aka baldrick

798. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 16:03:29 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <l%y68.84$mO2.124806@newsfeed.slurp.net>
Source record: 38350

Well, I don't know about you, but to me hardware is the *most* important thing. If we 'divorce' the OS from the hardware, to me it just isn't real anymore. Honestly, I'd rather pay 5 grand for a new TOS clone rather than installing a free emulator on my PC. Again, it's just me. The rest of yous might think different.

Joshua.

"baldrick" <baldrick@netset.com> wrote in message news:3c5ab84d$0$1591$f9c63844@news.axom.com...
>
> Joshua Kaijankoski wrote in message ...
> >It's an emulator... I would still fork out mega bux for the real thing
> >rather than fiddle around with a bloody emulator...
> >
> >Joshua.
> >
> >"Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk> wrote in message
> >news:Pdf68.2642$IY1.594392@news2-win.server.ntlworld.com...
> >> Has anyone used this program? I think it's pretty cool to have Falcon on
> >my
> >> PC, even thought it's a bit uncomplete
> >>
> >> http://aranym.sourceforge.net/
> >>
> >> Simon
> >>
>
> I hope everyone appreciates the work I had to go through to be able
> to post
> this message. I haven't had real news access for months. Anyway...
>
> I think alot of people here are completely missing the point of Aranym.
>
> It's not an emulator so that you can run a copy of some abandonware game for
> 1989!
>
> It's nothing more and nothing less than an attempt to take all of us who are
> interested the same route that many companies have gone before. That is
> quite simply the goal of divorcing our OS from our Hardware.

>
> How many people in here have bemoaned the fact that they want a faster
> machine to
> run their Atari software?
>
> How many people in here have complained that they can't go to the local
> store and buy
> new hardware?
>
> How many people have gone the route of Magic(PC/Mac) only to be irritated
by
> the lack
> of support for resources available on the machine?
>
> Be divorced themselves from their fledgling hardware, you don't see many
Be
> users complaining about their old 68040 box. Why? Because they upgraded
to
> modern
> major market PC motherboards with fast processors, gobs of RAM etc.
>
> Amiga is going this route themselves. The new version of the Amiga OS
> doesn't need
> Amiga Hardware. You install in on your PC and away you go. No more
> tracking down
> that one reseller of parts and equipment that has a shop 6 hours away.
>
> If you object to the fact that Aranym emulates the 68040 CPU, I have 2
> things to say.
>
> 1. It is my understanding that in the long term, the ability to run
native
> code will be possible. ie running an atari app recompiled to run natively
> on the x86 architecture.
>
> 2. This is a standard route if you want to run your current software.
Even
> apple went this route. When they went PowerPC they had to emulate the
680x0
> in order to have their user base be able to run their software. This CPU
> emulation is still part of the system.
>
> So why is it, that a major market trend for small platforms is a strategic
> plan for them
> and just another f*#!*ing emulator for us?
>
> Who cares about Thinking Diffe<snip to satisfy legal jihads>nt <bleh> Just
> f*#!*ing THINK!
>
> From a few conversations with developers on the Aranym team, I think I can

> state
> that the goal is to be able to install Aranym on a box without any other
OS
> on the system. So it's not emulating Atari under Windows or Mac. It's
> emulating atari on itself.
>
> But is it Emulating Atari?
>
> EmuTOS -> open source modern TOS replacement (no more patched buggy TOS)
> Aranym -> Maps system resources to OS. Open source free.
> Fvdi -> open modern free VDI replacement
> FreeMiNT ->open modern free OS
> XaAES -> open source modern free AES
> ....
>
> Or maybe I'm just f*!#*ing stupid and can't see the trend here.
>
> Dan Ackerman
> aka baldrick
>
>
>
>

799. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 17:49:32 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.3.96-MiNT.1020201174414.188A-100000@localhost>
Source record: 38351

On Fri, 1 Feb 2002, Joshua Kaijankoski wrote:

> Well, I don't know about you, but to me hardware is the *most* important
> thing. If we 'divorce' the OS from the hardware, to me it just isn't real
> anymore. Honestly, I'd rather pay 5 grand for a new TOS clone rather than
> installing a free emulator on my PC. Again, it's just me. The rest of yous
> might think different.

Forget it! Any defense of original Ataris (which was new and fresh,
always when they came out: VCS, XL series, ST series, Lynx, Falcon,Jag)
over emulators or quazi compatibles will result in bashing and responses
startting with "fu****" and other consored words.. We are wrong (we as
atari fans, whi didnt escape to PC and we still kinda love our machines,
even with theirs big flaws, simply cause they are originals, not copies or
pale imitations..) and others are right! No use to piss against the wind,
old Slovenian saying say..

SWE

P.S. PPL pays BIG bucks for let say RR cars, altought almost all modern
cars are FASTER, NICER, MORE MODERN bla,bla.. Tradition IS a factor as
well.

800. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 17:57:22 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <5GA68.125$mO2.156529@newsfeed.slurp.net>
Source record: 38352

```
Word
```

801. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 18:23:39 UTC
From: baldrick <baldrick@netset.com>
Message-ID: <3c5adad5$0$1593$f9c63844@news.axom.com>
Source record: 38353

Joshua Kaijankoski wrote in message ...
>Well, I don't know about you, but to me hardware is the *most* important
>thing. If we 'divorce' the OS from the hardware, to me it just isn't real
>anymore.

Yes it's not a real Atari. But it is a real ARAnyM box.

And if ARAnyM can run all the software I normally run, then what does it really
matter if it wasn't made by Atari in 1992. It can run CAB, it can run Highwire,
I even read today that it can run Eureka.

> Honestly, I'd rather pay 5 grand for a new TOS clone rather than
>installing a free emulator on my PC. Again, it's just me. The rest of yous
>might think different.
>

I don't understand why ARAnyM is an emulator for you, but a clone that would use
a Coldfire CPU is not an emulator. Both in effect have to emulate the CPU.
It's even possible for the XTOS group to save alot of time and effort by
using ARAnyM.

Basically anyone emulating the CPU would be classified as an emulator if you want
to argue that route. Which means the Hades is as good as it gets or maybe the Milan
060. The CT060 looks nice, but it has been doing that for a few years now. Looking
nice on paper, in snapshots of the board etc. Hopefully it comes out, but even if/when it
does, that still only 100 upgraded Falcons. How many Milan 060's are there?
How many Hades? I'll be generous and say maybe you are looking at 1000
machines total. And I think that's being very generous. What kind of a
market is 1000 machines?
That's not as large by 1/10th as the official Atari manufactured Falcon
market. You can see what a big commercial success that has been.

Don't get me wrong. I have a TT, a few Falcons and alot of other misc
ataris. But $5000 clones aren't going to reinvigorate the market. Too few
people can afford them.
Atari Corp couldn't even get TT's to catch on when they were released as the
atari market thought they were too expensive. I know this for a fact. My
wife was an 'official' atari dealer at the time and I was an 'official'
atari developer. The sad fact was that they were expensive at the time

compared to the 030 mac.

Someone that left the atari market 3 or 4 years ago isn't going to spend the price of 2-3 brand name PC boxes for one slower Atari clone. You might find a couple, but there isn't going to be a line beating the dealers doors down.

However everyone I've talked to that hasn't had an atari for 4 years or more are very interested in the idea of Aranym! Yes I haven't talked to alot of people about it. Just a few, but they all want to see it work on their Intel/AMD box. Why? They don't miss the old slow hardware. They miss the software, the 'feel' of the atari desktop. They miss
the community and the fun. I can't speak for the situation in Europe, but in the US. New
PC's have come down in cost so much that if you upgrade a machine after 3 years, your old machine is worth litle to nothing. Atari Hardware is a strange annomaly. I could probably get a bit of money for my TT with Nova card etc, but a PC from that period is worth next to nothing. Too old too slow. PII 300 can be picked up used for ~$50 at a major store in Columbus, OH. How is a $5000 clone that is just as compatible or not as compatible going to compete for a $50 clone?

And if you object to the non Motorola CPU, compile it for the PowerPC. There is no reason that ARAnyM can't run on the PPC. It just needs a developer to step in and
do the compiling.

If you want to start arguing what is a 'real' atari. You are going to find alot of people arguing different points. Some people are firmly of the quite realistic opinion, if it wasn't made by Atari then it's not an Atari. Others are of the opinion of it was licensed by Atari then it's an Atari (Hades, CLab, Milan). Some are arguing now if it's not a 680x0 it's not an Atari (CT060 over Coldfire). In the end people will use what they can afford and what does what they want to do. If ARAnyM can make that possible for more people then why complain.

Quite frankly I'm really excited about the project. I haven't ran it on anything and I haven't even looked at the code. I know it's early days for the project, but I seriously think it's one of the most exciting things that's happened to us for awhile. If nothing else it's going to give the developer base the potential for machines that can compile large projects quickly without costing several months wages.

Dan Ackerman
aka baldrick

802. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 18:40:26 UTC
From: baldrick <baldrick@netset.com>
Message-ID: <3c5adec3$0$1591$f9c63844@news.axom.com>
Source record: 38354

SWE/YesCREW wrote in message ...
>On Fri, 1 Feb 2002, Joshua Kaijankoski wrote:
>
>> Well, I don't know about you, but to me hardware is the *most* important
>> thing. If we 'divorce' the OS from the hardware, to me it just isn't real
>> anymore. Honestly, I'd rather pay 5 grand for a new TOS clone rather than
>> installing a free emulator on my PC. Again, it's just me. The rest of
yous
>> might think different.
>
>
> Forget it! Any defense of original Ataris (which was new and fresh,
>always when they came out: VCS, XL series, ST series, Lynx, Falcon,Jag)
>over emulators or quazi compatibles will result in bashing and responses
>startting with "fu****" and other consored words.. We are wrong (we as
>atari fans, whi didnt escape to PC and we still kinda love our machines,
>even with theirs big flaws, simply cause they are originals, not copies or
>pale imitations..) and others are right! No use to piss against the wind,
>old Slovenian saying say..
>
> SWE
>
>P.S. PPL pays BIG bucks for let say RR cars, altought almost all modern
>cars are FASTER, NICER, MORE MODERN bla,bla.. Tradition IS a factor as
>well.
>

Swe I didn't bash you over your love of atari hardware. If you read the
other post I sent you will see I have your point of view in there.

In most ways I agree with you. Atari Hardware is something that was made
by Atari Corp. I have never sold any of my personal atari gear. I have it
all floating around my house, right back to the original Atari 400.
Actually I have my original Pong game floating around as well, but I'm
limiting myself to computers here.

What I objected to and will object to most strongly is the idea that
ARAnyM is just another crap emulator. That's like saying the Jaguar is just
a souped up 2600.
Most of the emulators are crap. I've had a few that I've run for the heck
of it. If you want to play a game from 1985 and don't have an ST anymore I
guess they are ok.
But they aren't realistically a platform. They are an emulated platform for
playing games.

ARAnyM is a way to run our 'Atari' programs on other hardware without having to worry about some bloated other system in the way of our desktop and the CPU.
So you can say it's not an Atari. It just happens to be a completely new platform that is free of any set hardware architecture, which just happens to run Atari applications.
The side bonus is that software developed for ARAnyM can run on 'real' Atari hardware.
I don't see what is to complain about with that situation.

Dan Ackerman
aka baldrick

803. Re: Notator problem

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 18:57:18 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a3eoeequk1@thorium.cix.co.uk>
Source record: 38355

In message <3C588CA8.379D641B@tm.net.my>, tyala@tm.net.my said:

>Could be the memory upgrade too! AFAIK, upgrades which work are like 1M,
>or 2M or 4M... 2.5M is a bit of a strange config!! Can ST-FMs take that?
>Don't know!

Yes they can! It was quite a common upgrade in the days when RAM
cost a lot of money. Bank 0 remained the built-in 512kB and bank 1
became the added RAM. My first STFM upgrade had that - then SIM
prices dropped and I went up to 4MB.

For the record, there was even the possibiity of 3MB with the
help of a simple circuit described in /ST Computer/, which I
translated many years ago, using both banks of the 1MB built-in
RAM of 1040s. I even bought the parts for it and had a PCB
layout, but then upgraded to 4MB instead.

Regards, /Peter/

804. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 20:04:17 UTC
From: "Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <axC68.9305$sU.1666055@news6-win.server.ntlworld.com>
Source record: 38356

"baldrick" <baldrick@netset.com> wrote in message
news:3c5adad5$0$1593$f9c63844@news.axom.com...
>
> Quite frankly I'm really excited about the project. I haven't ran it on
> anything and I haven't even looked at the code. I know it's early days
for
> the project, but I seriously think it's one of the most exciting things
> that's happened to us for awhile. If nothing else it's going to give the
> developer base the potential for machines that can compile large projects
> quickly without costing several months wages.
>
> Dan Ackerman
> aka baldrick

I'm really excited by this project as well

Best of luck

Simon

805. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 20:30:29 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a3eu1p$k98$1@newsreader.mailgate.org>
Source record: 38357

Hey, dont worry about Josh, he's still pissed at the fact his C-lab Falc
died. And rightly so :)

806. Re: XaAES v0.940

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 21:11:41 UTC
From: Axel Jakob Scherer <design@agentur-scherer.de>
Message-ID: <a3f0es$m35$01$1@news.t-online.com>
Source record: 38358

Hi Henk,

> Right.
> So it is not an emulator thingy.

No, i know! :-) But it is fun to try such things! :-)
...and i have good news...! It works! :-)
With the help of an other atari freak i reconfigured the xaaes.cnf and now it runs.
Not really fast, not really secure, but it is working!!! :-)

Now i check arount with different mint versions. It works with the newest kernel in minimal configuration. Maybe with the old kernel, delivered with the stemulator, too.

Do you agree, if ii¿½ll make a zip of the hole configuration, for other stemulator-users downloadable on my web page?
Maybe as a mint/xaaes distribution for stemulator users?

Thanks for your answer!

Axel Scherer
www.agentur-scherer.de/atari

807. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 22:04:07 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3c5b104c$1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 38359

Hi Dan,
me too especially if the hardware requirements are relatively
modest (ie pick up an old PC out of the bargain pages!).

Chris Thorley

808. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 22:23:23 UTC
From: baldrick <baldrick@netset.com>
Message-ID: <3c5b1306$0$1593$f9c63844@news.axom.com>
Source record: 38360

Bill Freeman wrote in message ...
>In article <3c5ab84d$0$1591$f9c63844@news.axom.com>, "baldrick"
><baldrick@netset.com> wrote:
>
>> It's nothing more and nothing less than an attempt to take all of us who
>> are interested the same route that many companies have gone before. That
is
>> quite simply the goal of divorcing our OS from our Hardware.
>
>> Dan Ackerman
>> aka baldrick
>
>Go for it Dan! I have no objection to running Atari software on ANY
>other hardware, so long as it works properly. I haven't seen any
>instance yet of complete success doing this, but I welcome your efforts
>in this area.
>
>Bill Freeman

I'm not actively involved with this project myself. I've got enough with
my normal projects and participating in the Highwire group. I'm just a big
supporter of the project
and can't wait to see it reach maturity.

Here are some of the developers that are involved:

Ctirad Fertr
Milan Jurik
Stanislav Opichal
Petr Stehlik

Patrice Mandin
Francois LE COAT
Olivier Landemarre
Rodolphe Pineau
Antonin Kral

Johan Klockars
Martin Doering

I think there are at least a few names in there that people should
recognize.

Dan Ackerman
aka baldrick

809. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 22:45:28 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a3f83s$30hn$1@news.vol.cz>
Source record: 38363

Dan,

you are absolutely right. Thank you very much for your words, I belive more people will get the point of Aranym from them.

Best Regards,

Ctirad Fertr / Aranym Team (http://aranym.atari.org)

810. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 22:52:56 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a3f688$7nr$1@snipp.uninett.no>
Source record: 38361

baldrick <baldrick@netset.com> wrote:

> Quite frankly I'm really excited about the project. I haven't ran it on
> anything and I haven't even looked at the code. I know it's early days for

I have tried it, and it's indeed very impressive. I've only tried the
Windows-version, which I'm told is a bit limited (e.g. no fullscreen
mode), but for a while it was just like using my Falcon/Afterburner. And
this was on a low-end PC (500MHz PIII w. 128Mb). I'm looking forward to
the point where Aranym is almost self-contained, I really can't see the
difference between my Milan (a non-Atari computer with a motherboard
that looks like a PC, and just happens to run TOS) and a PC running
Aranym, except that Aranym on a 2GHz PC probably will be faster.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

811. Re: Falcon Icon Scrambling Problem

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 23:16:27 UTC
From: nurmix@spam-free.com
Message-ID: <3c5b210f.165579@news-server.socal.rr.com>
Source record: 38362

On Tue, 22 Jan 2002 17:56:34 GMT (GMT), "Lyndon Amsdon"
<bindon@madasafish.com> wrote:

>Find someone with manual for
>Nememsis, enough were sold!

I believe I still might have my Nemesis manual. I'll have to dig
through my "extra Atari stuff" boxes to know for sure though.

If I do find it, I could scan it and make it available on my web site
- unless that would violate copyright laws with Titan?

Let me know if it's needed.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

812. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-01 23:55:47 UTC
From: "Simon (PNC)" <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <uWF68.12706$IY1.2049554@news2-win.server.ntlworld.com>
Source record: 38364

"baldrick" <baldrick@netset.com> wrote in message
news:3c5b1306$0$1593$f9c63844@news.axom.com...
> Here are some of the developers that are involved:
>
> Ctirad Fertr
> Milan Jurik
> Stanislav Opichal
> Petr Stehlik
>
> Patrice Mandin
> Francois LE COAT
> Olivier Landemarre
> Rodolphe Pineau
> Antonin Kral
>
> Johan Klockars
> Martin Doering
>
> I think there are at least a few names in there that people should
> recognize.
>

Quite a few of them I recognise, and some highly respected people too!

Simon

813. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 01:10:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012657741.22986.4@eurus.uk.clara.net>
Source record: 38371

Hi Axel

| > It's an emulator... I would still fork out mega bux for the real thing
| > rather than fiddle around with a bloody emulator...
| >
| > Joshua.
| Were is your Problem with emulators??? The most of them working faster
(and
| sometimes even better) than the originals.

I agree with the faster statement, but better, that's not possible, there's
nothing like the real thing. 8-)

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/02

814. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 02:39:50 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B880BBA6.1E8F%atarilp@hotmail.com>
Source record: 38366

in article flipflapco-4598F3.15202101022002@enews.newsguy.com, Bill Freeman
at flipflapco@home.com wrote on 2/1/02 3:20 PM:

> Go for it Dan! I have no objection to running Atari software on ANY
> other hardware, so long as it works properly. I haven't seen any
> instance yet of complete success doing this, but I welcome your efforts
> in this area.

This is about how I feel about it too. So far I've not seen one for the
mac I'd call useable, magicmac included. Simple crashes seem to bring
down the entire macos, not to mention it forces me to use magic.
If I can pick and choose, my AES, VDI, tasking kernal, that would be
awesome actually.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

815. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 06:48:27 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0202012248.3d7078ce@posting.google.com>
Source record: 38367

rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0201301548.6de1dca1@posting.google.com>...
> ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0201301100.250a39ab@posting.google.com>...
> > sinclap@yahoo.com wrote in message
> > >...
> >
> > Of course, there are some people whose messages hardly ever get read.
> >
> > Galen
>
> I've been around CSAST about 10 years and that guy has been here since
> then.....
> Several years ago had me so ticked one time I was going to a Mac show
> just to find him. Except for the space he takes up, he is quite
> amusing in his ignorance. Guess i'm getting to old to care.
> What a life (or lack there of:)

Well..you may get your wish...See ya in NY this summer.

sinclap!

> Mike

816. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 06:52:29 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0202012252.a9caa36@posting.google.com>
Source record: 38368

ophion@mac.com (Grierson Huffman) wrote in message
news:<45178b23.0201292115.2fb4ab1c@posting.google.com>...
> "Simon \(PNC\)" <news@spam.spam.spam.here.polar-net.co.uk> wrote in message
news:<6cF58.54835$Ph2.8680811@news2-win.server.ntlworld.com>...
> > There seems to be a bit of an attitude problem on this group recently
> >
> > Please, lets try and keep friendly, and helpful. Sarcastic remarks, flaming,
> > and pure abusiveness doesnt do anyone any good, it just makes things in here
> > unpleasent.
> >
> > But if you feel you must be abusive, or make a foul comment, then please do
> > it elsewere.
> >
> > Thanks
> >
> > Simon
>
>
>
> I agree. I generally find the Atari newsgroups (and community in
> general) to be a refreshingly helpful and supportive environment,
> especially when compared to the Amiga and Macintosh groups.

Oh Please!.....the Atari groups are no different than the others...

sinclap!

817. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 07:00:32 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0202012300.30afd48a@posting.google.com>
Source record: 38369

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1012500197.18275.2@eurus.uk.clara.net>...
> Hi Sinclap
>
> Of course we must all agree that this thread does not apply to Sinclap who
> is universally hated and despised in whatever he thinks or does. All posters
> are expected to reply to Sinclap in the most offensive manner they can
> muster, preferably also insulting his parents/relations and god forbid,
> siblings. If you see him cross the road you are expected to mow him down, if
> you see him in the street you are expected to assault him or have him
> arrested for whatever offence you think you can lie best about in court, if
> you are his doctor you are expected to euthanise him, or at least cause him
> extreme pain. What more can I add. Sinclap, we hate you.
>

Hi Steve...having a very bad day? Are there days when you hide under
your sheets afraid to go to work? Do you peek out looking for the big
bad weiner?

sinclap!

818. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 11:16:56 UTC
From: "Derryck Croker"
Message-ID: <1012654880-503647AEicMi@ntlworld.com>
Source record: 38372

From: Bill Freeman <flipflapco@home.com>
Date: Fri, 01 Feb 2002 09:14:01 -0500

>There is nothing wrong with posting this sort of problem here.

Absolutely.

>It sounds to me like there could be a problem in the Link itself.
>Isn't there an LED in the Link that lights up when it is getting power?

Only on the LinkII. On mine, the LED forms the dot in the I of ICD.

I wouldn't mind betting that the OP's problem with garbled directory names
on floppy disks is connected with this problem. I'd try unplugging the Link
from the rear of the ST and trying again. Then move on to sorting out
Termpwr, which is most likely a mis-configured jumper on the drive. It must
be set to "provide TERMPWR to external bus".
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

819. Re: Falcon Icon Scrambling Problem

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 11:36:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c5bd9ca217720@madasafish.com>
Source record: 38377

Hi Paul,

>On Tue, 22 Jan 2002 17:56:34 GMT (GMT), "Lyndon Amsdon"
><bindon@madasafish.com> wrote:
>
>>Find someone with manual for
>>Nememsis, enough were sold!
>
>I believe I still might have my Nemesis manual. I'll have to dig
>through my "extra Atari stuff" boxes to know for sure though.
>
>If I do find it, I could scan it and make it available on my web site
>- unless that would violate copyright laws with Titan?
>
>Let me know if it's needed.

Yes, I'm still interested in it! I can't see it would violate copyright
laws, it was put in the Do-It Archive AFAIK.

--
Lyndon Amsdon

820. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 14:18:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1012665182-89519AEicMi@gmx.net>
Source record: 38373

From: joska@online.no (Jo Even Skarstein)
Date: 28 Jan 2002 07:25:24 -0800

Hi Jo Even,

>That's the release date. The last *update* is dated 2.10.2000, and
>that was a small bug-fix in the iconify-handler. The last change
>before that again was in early february 2000, two years ago. This is
>the 6.20 MagiC-update available from ASH's website.

My MagiC 6.20 update is dated 05.05.2001....
Andreas Kromke finalized and made it available on 04.08.2001, ASH released
it on 29.08.2001.
You're probably referring to the history.txt of the beta version which
stops at 2.10.2000, it's not because the history file wasn't updated, that
the development of the program stopped aswell...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

821. More ST spares and software

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 15:26:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c5bf718378a00@madasafish.com>
Source record: 38378

Hi

Still clearing space, hopefully someone will be interested in these, don't really want to throw them out. Anyway, I have about 3 internal keyboards, would work fine on ST, STFM, and even Falcon, although, they're the normal grey colour as opposed to the dark grey on the Falcon. I have some spare chips as well if you need one, custom ones too. I think a ST PSU as well.

Software I have (boxed)

Stereo Master with sampling cartridge
Prodata
Fleet Street Publisher
Quartet
Harlekin 2
Superbase Personnal

Unboxed 1st Word, with a copy of original disk, not sure where the original went. However, the manual is there, big fat manual :)

Various Games - commercial, no boxes except Cannon Fodder, I'll make a list, all original disks. I got rid of boxes as they took up too much space!

Kings Quest, I, II, III, and IV!! Full Set! These are boxed, good condition.

Jag games - Bubsy, Chequered Flag, Club drive, Missile Command 3D, Hoverstrike cart, Hoverstrike CD. Excellent condition, all boxes, overlays. The boxs have no white scruffed edges!

Please email with your offers. I would be willing to trade those jag games for other jag games actually, Atari Karts, Themepark, whatever.
--
Lyndon Amsdon

822. Using 1040STF's Floppy from 520STM?

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 19:57:54 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <6xX68.41$S7.2578@typhoon2.jacksonville.attbi.net>
Source record: 38374

I have 1040STF and 520STM that I have purchased very recently for my vintage computer collection. I would like to play with these a little, but the problem is that I cannot hookup the 1040 because I don't have the monitor that would work with it. On the other hand, I have a perfectly working 520 on a TV set, but I don't have a floppy drive for it.

I was wondering if I could turn on both computers and connect them with standard floppy cable to be able to use 1040's floppy on 520? Is this doable, or am I at risk on damaging something?

Thanks,

Krystian

PS. If anybody has a SF314 for sale, I would gladly buy one if the price is right.

823. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 20:14:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200202022114.a1581@su2.maus.de>
Source record: 38381

```
SS>Sinclap, we hate you.
That's not true, I'd prefer you'd leave off this group Steve!!
Shut up finally!
```

824. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 21:07:18 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a3hke6$qo9$1@snipp.uninett.no>
Source record: 38375

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> My MagiC 6.20 update is dated 05.05.2001....
> Andreas Kromke finalized and made it available on 04.08.2001, ASH released
> it on 29.08.2001.
> You're probably referring to the history.txt of the beta version which
> stops at 2.10.2000, it's not because the history file wasn't updated, that
> the development of the program stopped aswell...

I find it very hard to believe that a professional programmer like AK did
not update his documentation for over a year, so if any changes were
made at all since his last entry in the log, it must be very, very minor
things.

Personally, I don't think we will see another release of MagiC. I wish I
was wrong, but I think I'm right...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

825. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 21:58:46 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012747386.3850.8@iapetus.uk.clara.net>
Source record: 38389

Oh arsehole breath

| > > Of course, there are some people whose messages hardly ever get read.
| > >
| > > Galen
| >
| > I've been around CSAST about 10 years and that guy has been here since
| > then.....
| > Several years ago had me so ticked one time I was going to a Mac show
| > just to find him. Except for the space he takes up, he is quite
| > amusing in his ignorance. Guess i'm getting to old to care.
| > What a life (or lack there of:)
|
| Well..you may get your wish...See ya in NY this summer.

This makes me wish I had a passport.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/02

826. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 22:00:58 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012747387.3850.9@iapetus.uk.clara.net>
Source record: 38390

Yo!!, sinclap

| > Of course we must all agree that this thread does not apply to Sinclap
who
| > is universally hated and despised in whatever he thinks or does. All
posters
| > are expected to reply to Sinclap in the most offensive manner they can
| > muster, preferably also insulting his parents/relations and god forbid,
| > siblings. If you see him cross the road you are expected to mow him
down, if
| > you see him in the street you are expected to assault him or have him
| > arrested for whatever offence you think you can lie best about in court,
if
| > you are his doctor you are expected to euthanise him, or at least cause
him
| > extreme pain. What more can I add. Sinclap, we hate you.
| >
|
| Hi Steve...having a very bad day?

This is me on a good day knob breath.

|Are there days when you hide under your sheets afraid to go to work?

No!.

|Do you peek out looking for the big bad weiner?

No, but he looks for me so that I don't smack his stupid head in, again..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/02

827. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-02-02 22:13:05 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B881CEA1.1EB2%atarilp@hotmail.com>
Source record: 38376

in article 27ff51c3.0202012252.a9caa36@posting.google.com, sinclap@yahoo.com
at sinclap@yahoo.com wrote on 2/2/02 1:52 AM:

> Oh Please!.....the Atari groups are no different than the others...

Perhaps, and you are the common link that makes it so... lusers with too
muxh free time surfing groups where you don't fit, and never will.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

828. Re: English desktop over German GEM

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 01:13:46 UTC
From: sidcelery@cix.co.uk
Message-ID: <a3i2s8fqp1@thorium.cix.co.uk>
Source record: 38379

On 27 Jan 2002 20:30:37 , Mark Duckworth wrote:
> Dennis,
> I do not remember all of that stuff being a part of KaosTOS. Maybe I
> am thinking of something else, or maybe I am thinking of an
> extremely early version of KAOSTos.

All that Dennis says rings true to me. At the time I heard of it KAOSDESK was an alternative to Neodesk - in fact I'm not sure which one came first.

You'll also find several references to features introduced by KAOS in the Magic docs.

> Dennis Vermeire wrote:
>> KAOS is an alternative OS which is compatible with TOS 1.4, Andreas
>> Kromke the programmer rewrote and optimised all the buggy and slow
>> parts of TOS, the result was an extremely fast OS which could run
>> most of the Atari apps, although offering more features then TOS,
>> it left 21Kb more memory free for the user, on average KAOS is
>> roughly 12% faster then TOS 1.4, which was a hell of a lot in those
>> days...
>> The last version was KAOS 1.4.2, it was renamed to MagiX 1.0 in
>> early 1992, MagiX was later renamed as MagiC.... except for the
>> multitasking routines KAOS is pretty much the same thing as MagiX.
>> KAOS didn't have a build in desktop, it came standard with KAOSDESK
>> 1.0 which all MAGICDESK users will recognise instantly.

rgds
H

829. Re: Atari Falcon Question

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 01:13:48 UTC
From: sidcelery@cix.co.uk
Message-ID: <a3i2safqp2@thorium.cix.co.uk>
Source record: 38380

On 28 Jan 2002 05:44:41 , "spudboy" wrote:
>> I don't know if I'm off track here, but when you click on this
>> folder do you go up a directory level?
>>
>> Does it say "�L" or is it ".. UL"
>>
>> What desktop are you using Michael?
> How do I find out what desktop I am using? I am brand new to the
> falcon and the st line of computers so I have no idea what I am
> using.

At the desktop, go to the very first (top left) menu and click the first menu entry. If it refers to Atari then it's the TOS desktop. It might say Neodesk\MagxDesk\Jinnee\Ease or something else if you have an alternative desktop. It sounds like you have the straight Atari desktop.

> The folders don't let me go any level it says "UL" with two dots
> over the U.

Ok. It does sound like you've got corruption on the disk, so Cleanup or Diamond Edge might be only way of getting rid of these corrupted entries.

Make sure you copy every file and folder you can to another partition before cleaning the files away. The cleanup process may have some unexpected effects on the good files (there may be bad files that have got cross-linked with good ones). This copying process may reveal further problems you didn't already realise.

Hope that helps.

rgds
H

830. monitor questions, was Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 01:33:29 UTC
From: anarkissed <anrkissed@sympatico.ca>
Message-ID: <1103_1012700009@news1.on.sympatico.ca>
Source record: 38382

I have a ACER 17" svga monitor on my falcon, and it is starting to give me too mucg green, and it looks like the convergence is going.
the effect is a lot of fuzzy greenish text.
is there anything I can do that could fix this? or is it on its last legs?

also, I gave a mac radius monitor
64.79 KHz, and 71 Hz
it is an RGB output (although I think it gray scale) and a screw for sync.
could i use this with my falcon?
(the frequencies say no, but it might be worth a try if I stay in one res)
ken

k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
Toronto Atari Federation - TAF.atari.org - welcome.to/taf
16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB

831. MiNTnet CAB.OVL 1.8603

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 12:04:04 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <UG978.16241$Ei.7389532@typhoon.we.rr.com>
Source record: 38383

```
Download -> http://highlandsun.com/hyc/ovl18603.tgz

Fixes a memory leak in the gzip interface, integrates CAB's cookie
mangement, fixes a couple other bugs with datestamps.

-- Howard Chu
Chief Architect, Symas Corp. Director, Highland Sun
http://www.symas.com http://highlandsun.com/hyc
Symas: Premier OpenSource Development and Support
```

832. Panther ISA adapter question

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 12:41:02 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <Cda78.2633$XS6.335424@news2-win.server.ntlworld.com>
Source record: 38384

Hello,

I'm in the process of buying an ST with a Panther board in it. It's currently driving a SVGA card, but I believe it can also drive an ethernet card.

Does anyone know what kind of card I need? What drivers are available?

Thanks

Simon

833. Mega ST2 with TOS 1.02?

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 13:10:24 UTC
From: Dennis van der Burg <d.w.vanderburg@student.tudelft.nl>
Message-ID: <3C5D36BF.BB55EEDD@student.tudelft.nl>
Source record: 38385

Hi,

recently I picked up a Mega ST2 from a second hand shop. When I powered it up, I was amazed to see the TOS 1.02 desktop. I thought the Mega ST always came with TOS 1.04? Does this mean that this Mega ST doesn't have a BLITTER chip (since I cannot turn the blitter on or off in the TOS 1.02 desktop menu)?

I also noticed that this Mega ST has a cooler fan, whereas my other Mega ST (with TOS 1.04) has not got one ... is the fan typical for an early Mega ST?

best regards,
Dennis

834. Re: Mega ST2 with TOS 1.02?

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 14:09:31 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a3jgfherh1@newsreader.mailgate.org>
Source record: 38386

TOS 1.02 was written for the Mega ST, and all early models had this TOS. All Megas have blitter chips, though I dont think that you can turn it off in the GUI without using a desk accessory.

Dennis van der Burg <d.w.vanderburg@student.tudelft.nl> wrote in message news:3C5D36BF.BB55EEDD@student.tudelft.nl...
> Hi,
>
> recently I picked up a Mega ST2 from a second hand shop. When I powered
> it up, I was amazed to see the TOS 1.02 desktop. I thought the Mega ST
> always came with TOS 1.04? Does this mean that this Mega ST doesn't have
> a BLITTER chip (since I cannot turn the blitter on or off in the TOS
> 1.02 desktop menu)?
>
> I also noticed that this Mega ST has a cooler fan, whereas my other Mega
> ST (with TOS 1.04) has not got one ... is the fan typical for an early
> Mega ST?
>
> best regards,
> Dennis
>
>

..

835. Re: Panther ISA adapter question

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 14:18:23 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a3jgrf$cj7$1@snipp.uninett.no>
Source record: 38387

```
"Simon \(PNC\)" <pnc@mail.portland.co.uk> wrote:
> I'm in the process of buying an ST with a Panther board in it. It's
> currently driving a SVGA card, but I believe it can also drive an ethernet
> card.

> Does anyone know what kind of card I need? What drivers are available?

AFAIK the only drivers for the Panther ISA-adapters, are the
NE2000-drivers for STiNG and MiNT-Net. I believe these are commercial.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

836. Re: Using 1040STF's Floppy from 520STM?

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 14:27:29 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a3jhh7$fd9$1@newsreader.mailgate.org>
Source record: 38388

Sorry, I think if you cant see anything on the STF's screen then you aint got a chance of successfully setting up a network between the two. I think you are going to have to try and find an external floppy drive for the STM (SF314/ SF354) or get / make a modulator box for the STF.

Btw, there are other compatible external drives around, such as the cumana.

Krystian Sergiejew <kriss@alphavibes.com> wrote in message news:6xX68.41$S7.2578@typhoon2.jacksonville.attbi.net...
> I have 1040STF and 520STM that I have purchased very recently for my vintage
> computer collection. I would like to play with these a little, but the
> problem is that I cannot hookup the 1040 because I don't have the monitor
> that would work with it. On the other hand, I have a perfectly working 520
> on a TV set, but I don't have a floppy drive for it.
>
>
>
> I was wondering if I could turn on both computers and connect them with
> standard floppy cable to be able to use 1040's floppy on 520? Is this
> doable, or am I at risk on damaging something?
>
>
>
> Thanks,
>
> Krystian
>
>
>
> PS. If anybody has a SF314 for sale, I would gladly buy one if the price is
> right.
>
>
>

..

837. Re: Mega ST2 with TOS 1.02?

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 16:08:32 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020203120620.12793A-100000@halifax.chebucto.ns.ca>
Source record: 38391

A further question to the one below: I've seen 2 Megas - each with a different nameplate. One says Mega ST, the other ST Mega; both have 2 mb ram and otherwise look the same. Is there a difference other than the obvious name switch?

On Sun, 3 Feb 2002, Dennis van der Burg wrote:

> Hi,
>
> recently I picked up a Mega ST2 from a second hand shop. When I powered
> it up, I was amazed to see the TOS 1.02 desktop. I thought the Mega ST
> always came with TOS 1.04? Does this mean that this Mega ST doesn't have
> a BLITTER chip (since I cannot turn the blitter on or off in the TOS
> 1.02 desktop menu)?
>
> I also noticed that this Mega ST has a cooler fan, whereas my other Mega
> ST (with TOS 1.04) has not got one ... is the fan typical for an early
> Mega ST?
>
> best regards,
> Dennis
>
>
>
>

838. Re: Mega ST2 with TOS 1.02?

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 16:37:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c5d674c656ac0@tripnet.se>
Source record: 38392

On Sun 03-02-2002 14:09 (GMT) Jt wrote:

>TOS 1.02 was written for the Mega ST, and all early models had this TOS. All

Yes, that's right!

>Megas have blitter chips, though I dont think that you can turn it off in

Early Mega 2 did come without the blitter chip. I bought mine in late
1987 with English TOS 1.2 as there were no Swedish TOS ready. When I
bought it the dealer clearly stated that he would later put in the
blitter chip without cost.

>the GUI without using a desk accessory.

Without blitter no blitter enable menu entry was present in the desktop.
When I got the blitter chip this entry appeared so I guess this
functionality to sense if a blitter is present is built into TOS.

>Dennis van der Burg <d.w.vanderburg@student.tudelft.nl> wrote in message
>news:3C5D36BF.BB55EEDD@student.tudelft.nl...

>> I also noticed that this Mega ST has a cooler fan, whereas my other Mega
>> ST (with TOS 1.04) has not got one ... is the fan typical for an early
>> Mega ST?

Afaik all Mega ST have a fan built into the power supply. I also have a
newer Mega 4 (with TOS 1.4) with fan.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

839. [WEB] MAGXSND Sound Driver for Hades !

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 17:34:40 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f71knb.mqlnmksdls00N%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 38393

Hi,

MagiCMac Sound Driver 0.95 now is a sound XBIOS driver for Hades
(TOS,MiNT,MagiC) and this is a list of hardware solutions:
YAMAHA 8 bits (internal).
PSOUND 8 bits (printer port).
MV16 on the ROPOCOP.

Regards,

Didier.

PS. MAGXSND 0.95 is on my site, http://aniplay.atari.org

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

840. Atari spares and repairs

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 17:53:09 UTC
From: Michael Livsey <nina.michaelNOSPAM@btinternet.com>
Message-ID: <a3jte4ems1@knossos.btinternet.com>
Source record: 38394

Just thinking pre-emptively here, but is there anyone in the UK who specialises in spares and repairs on the Atari 1040? I've been running my synth set-up on my trusty machine using Cubase since what, 1990? I'm not worried about it yet, but it pays to think ahead. A spare mouse might be needed soon at least. I wonder if my PC will prove as reliable as the Atari has over the years?

By the way, you can hear some of my Atari-sequenced compositions at..
http://www.twoforjoy.btinternet.co.uk/beingthere.html

841. Looking to buy an Atari STE

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 18:30:09 UTC
From: James Brown <james@infocomp.co.uk>
Message-ID: <1012761067.32326.0@eos.uk.clara.net>
Source record: 38395
Cross-posted to: alt.atari,comp.sys.atari.st,maus.computer.atari.hardware,maus.sys.atari.hardware

Hi,

I'm looking to buy an old Atari STE, preferably a 1040. Anyone who lives in
(the North East of) England got one going spare?

Jamie Brown

842. atari.org ??

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 18:32:46 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0202031928470.61-100000@easymint>
Source record: 38296

I suddenly can't reach several websites via atari.org, like my own
yseditor and uniman websites (see signature) or xaaes.atari.org. The
direct links are OK. First I thought it was the new cab.ovl 1.8403 that
was giving me trouble, but it happens with my lynx browser also.
What's going on ?
--

Martin Tarenskeen

****
* YSEDITOR homepage : http://yseditor.atari.org *
* UNI_MANiacs homepage: http://uniman.atari.org *
* INDEX: http://www.home.zonnet.nl/m.tarenskeen/index.html *
****

843. Re: Atari spares and repairs

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 18:35:58 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <qqf78.2145$vd4.390905@news11-gui.server.ntli.net>
Source record: 38297

"Michael Livsey" <nina.michaelNOSPAM@btinternet.com> wrote in message
news:a3jte4ems1@knossos.btinternet.com...
> Just thinking pre-emptively here, but is there anyone in the UK who
> specialises in spares and repairs on the Atari 1040? I've been running my
> synth set-up on my trusty machine using Cubase since what, 1990? I'm not
> worried about it yet, but it pays to think ahead. A spare mouse might be
> needed soon at least. I wonder if my PC will prove as reliable as the
Atari
> has over the years?

Replacement Atari mice are getting hard to find now unfortunately. There was someone selling some a few months ago. Your best bet maybe to purchase an adapter that will allow you to use cheap PC Serial mice. Chris Crosskey sells these, his email address is available on request (I wont post it because of spambots etc).

Atari-workshop www.atari-workshop.co.uk do repairs on the Atari, and I think they are the only ones in the UK that do it. There used to be TUS in Macclesfield, but I have no idea if he does Atari anymore.

As for reliability, Ataris are the most reliable computer I have ever used.

Simon

844. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 19:03:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012846128.17010.0@iapetus.uk.clara.net>
Source record: 38343

Hi Peter

| SS>Sinclap, we hate you.
| That's not true, I'd prefer you'd leave off this group Steve!!
| Shut up finally!

Your a lonely voice in the void, Sinclap /is/ universally hated, except by
you it seems.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/02

845. Re: Using 1040STF's Floppy from 520STM?

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 19:39:29 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <Rlg78.418$S7.3322@typhoon2.jacksonville.attbi.net>
Source record: 38300

Does anybody have schematics for such a modulator (either PAL or NTSC) based
on not an obsolete IC?

> Sorry, I think if you cant see anything on the STF's screen then you aint
> got a chance of successfully setting up a network between the two. I think
> you are going to have to try and find an external floppy drive for the STM
> (SF314/ SF354) or get / make a modulator box for the STF.

846. Lighthouse tower question

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 19:41:25 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <Kng78.2364$vd4.417226@news11-gui.server.ntli.net>
Source record: 38298

Hello,

Can anyone tell me if it's possible to replace the PSU with a PC style one?

Simon

847. Re: atari.org ??

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 19:42:21 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <Hog78.2374$vd4.417559@news11-gui.server.ntli.net>
Source record: 38299

"Martin Tarenskeen" <nospam@telebyte.nl> wrote in message
news:Pine.MNT.4.31.0202031928470.61-100000@easymint...
> I suddenly can't reach several websites via atari.org, like my own
> yseditor and uniman websites (see signature) or xaaes.atari.org. The
> direct links are OK. First I thought it was the new cab.ovl 1.8403 that
> was giving me trouble, but it happens with my lynx browser also.
> What's going on ?

The ISP that Atari.org ran from have gone bust or something. They are trying
to get alternative connection set up

Simon

848. Re: Atari spares and repairs

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 20:55:07 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a3s2un$un6$1@news6.svr.pol.co.uk>
Source record: 38200

"Simon (PNC)" <pnc@mail.portland.co.uk> wrote in message
news:qqf78.2145$vd4.390905@news11-gui.server.ntli.net...
>
> "Michael Livsey" <nina.michaelNOSPAM@btinternet.com> wrote in message
> news:a3jte4ems1@knossos.btinternet.com...
> > Just thinking pre-emptively here, but is there anyone in the UK who
> > specialises in spares and repairs on the Atari 1040? I've been running
my
> > synth set-up on my trusty machine using Cubase since what, 1990? I'm not
> > worried about it yet, but it pays to think ahead. A spare mouse might be
> > needed soon at least. I wonder if my PC will prove as reliable as the
> Atari

Barry at Keychange www.keychange.co.uk lists some on his web page.
He also seems to be able to do some repairs and upgrades. At present
STE machines which can easily be upgraded to 4Meg seem to be reasonably
avaiable 2nd hand.

> > has over the years?
>
> Replacement Atari mice are getting hard to find now unfortunately. There
was
> someone selling some a few months ago. Your best bet maybe to purchase an
> adapter that will allow you to use cheap PC Serial mice. Chris Crosskey
> sells these, his email address is available on request (I wont post it
> because of spambots etc).
>
> Atari-workshop www.atari-workshop.co.uk do repairs on the Atari, and I
think
> they are the only ones in the UK that do it. There used to be TUS in
> Macclesfield, but I have no idea if he does Atari anymore.
>
> As for reliability, Ataris are the most reliable computer I have ever
used.

Ugh, I don't think I would say that. Whilst both mine seem to work all right
at present
but there are plenty of posts on here about dead or disabled machines, often
due to the
cheap and nasty PSU failing, or in the case of SM124's the EHT drifting.

And there is also that oft repeated advice, that if it goes intermittant to
try dropping it from a couple of inches to re-seat the chips....

The ST design cuts lots of corners, and does not always resepct the stated
limits

for example for load on the Yamaha Sound chip.

I suspect that one of the most relaible computers I used was the old IBM
4381
mainframe I used to tend, many years ago. It ran 24 hours a day for nearly
five years
with only one or two failures per year, but nice sound , no, nice graphics,
no.. :-)

>
> Simon
>

849. STBook owners united

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 21:05:35 UTC
From: Jos Vlietstra <jo.vlie@12move.nl>
Message-ID: <a3k7m9$k6v$1@reader1.tiscali.nl>
Source record: 38301

Hi
I just owns a STBook in mint condition. I would like to know if there are more guys or girls who owns one too.Let's hear you and.....
mailto:jo.vlie@12move.nl

Jos

850. Re: Atari spares and repairs

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 22:37:28 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <z%i78.3165$BU3.820801@news6-win.server.ntlworld.com>
Source record: 38304

Hello.

Replacement Atari mice are *not* hard to find.

Keychange Music, 01925 266120 have most Atari spares, most of the time.

Keychange now represent TUS.

Barrie at Keychange www.keychange.co.uk

851. Re: Mega ST2 with TOS 1.02?

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 22:38:52 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c5dbc25$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 38302

```
| . . . .
| recently I picked up a Mega ST2 from a second hand shop. When I powered
| it up, I was amazed to see the TOS 1.02 desktop. I thought the Mega ST
| always came with TOS 1.04? Does this mean that this Mega ST doesn't have
| a BLITTER chip (since I cannot turn the blitter on or off in the TOS
| 1.02 desktop menu)?

My first Mega did not have a Blitter. I got one when they were released
sometime
later. I am reasonably certain that I had to upgrade TOS from 1.02 to 1.04.
I don't
remember a cooling fan but there may have been one.
--
JI Logan
```

852. Re: Atari spares and repairs

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 22:40:37 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c5dbc26$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 38303

"Michael Livsey" <nina.michaelNOSPAM@btinternet.com> wrote in message
news:a3jte4ems1@knossos.btinternet.com...
| Just thinking pre-emptively here, but is there anyone in the UK who
| specialises in spares and repairs on the Atari 1040? I've been running my
| synth set-up on my trusty machine using Cubase since what, 1990? I'm not
| worried about it yet, but it pays to think ahead. A spare mouse might be
| needed soon at least. I wonder if my PC will prove as reliable as the
Atari
| has over the years?

Atari Workshop/System Solutions.

--
JI Logan

853. Re: Atari spares and repairs

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 22:48:02 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <L6j78.2870$vd4.498591@news11-gui.server.ntli.net>
Source record: 38306

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:z%i78.3165$BU3.820801@news6-win.server.ntlworld.com...
> Hello.
>
> Replacement Atari mice are *not* hard to find.
>
> Keychange Music, 01925 266120 have most Atari spares, most of the time.
>
> Keychange now represent TUS.
>

Thats good stuff. Sorry mate, guess I didnt know about that

Simon

854. Graphic cards for MegaST4?

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 22:48:17 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3c5dbda4_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 38305

Hi everyone,
I have heard that it's possible to fit an alternate
graphics card to a MegaST4. Can anyone confirm this and tell me if they're
still available?

Many Thanks,

Chris Thorley.

855. magic pc question

Newsgroup: comp.sys.atari.st
Date: 2002-02-03 22:50:57 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u5rfqh9ldu3ka5@corp.supernews.com>
Source record: 38307

I have had the answer b4 but lost it

what file contains all the resoloutions you set up
thanks

856. Re: Using 1040STF's Floppy from 520STM?

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 00:52:59 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202031652.443aed48@posting.google.com>
Source record: 38308

"Krystian Sergiejew" <kriss@alphavibes.com> wrote in message
news:<6xX68.41$S7.2578@typhoon2.jacksonville.attbi.net>...
> I have 1040STF and 520STM that I have purchased very recently for my vintage
> computer collection. I would like to play with these a little, but the
> problem is that I cannot hookup the 1040 because I don't have the monitor
> that would work with it. On the other hand, I have a perfectly working 520
> on a TV set, but I don't have a floppy drive for it.
>
>
>
> I was wondering if I could turn on both computers and connect them with
> standard floppy cable to be able to use 1040's floppy on 520? Is this
> doable, or am I at risk on damaging something?
>
This is possible with LittleNet, which runs as an accessory via the
MIDI cables. The only minor concern is that it might default to
read-only, so unless you can see the screen to check the 'write
enable' box, it might be a one way solution.

I had a copy of LittleNet until very recently on my hard drive, but I
fear it is now deleted (it conflicts with Geneva, which I use almost
exclusively). Try the Belgian FTP server.

Galen

857. Re: Lighthouse tower question

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 00:55:51 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202031655.2fe636dd@posting.google.com>
Source record: 38309

"Simon \(PNC\)" <pnc@mail.portland.co.uk> wrote in message
news:<Kng78.2364$vd4.417226@news11-gui.server.ntli.net>...
> Hello,
>
> Can anyone tell me if it's possible to replace the PSU with a PC style one?
>
Hello Simon,

Of course it is possible (electricity is electricity). You will have
to make sure you deliver the same voltages, polarities, and minimum
amperages along the same wires as before, so it may not be a simple
plug-in operation. But it is possible.

Galen

858. Wanted: iFusion

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 03:40:55 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <epn78.4784$vd4.653913@news11-gui.server.ntli.net>
Source record: 38310

Please, someone tell me where I can get this program? It seems no-one in the
UK sells it :(

Simon

859. Re: Graphic cards for MegaST4?

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 04:27:24 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1103_1012796844@news1.on.sympatico.ca>
Source record: 38311

goto http://gem.win.co.nz/mb/atarihw/galaxy.html

On Sun, 3 Feb 2002 22:48:17 -0000, "Christopher Thorley" <chris_thorley@lineone.net>
wrote:
> Hi everyone,
> I have heard that it's possible to fit an alternate
> graphics card to a MegaST4. Can anyone confirm this and tell me if they're
> still available?
> Many Thanks,
> Chris Thorley.
>
k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
Toronto Atari Federation - TAF.atari.org - welcome.to/taf
16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB

860. WTB: Atari ST 720K External Disk Drive

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 05:09:12 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <YHo78.427$S7.3393@typhoon2.jacksonville.attbi.net>
Source record: 38314

I have a 520STM, and I need a resonably priced disk drive for it. Anybody?
(US)

861. Need a schematic for ST Monitor --> Composite

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 05:12:13 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <NKo78.429$S7.3613@typhoon2.jacksonville.attbi.net>
Source record: 38315

I was wondering if anybody had a schematic for making a converter from Monitor Out to Composite Video. I'd like for the schematic to be based on a not obsolete chip (i.e. not MC1377).

Let me know,

Krystian

862. Re: Graphic cards for MegaST4?

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 05:15:38 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <1Oo78.5364$vd4.690946@news11-gui.server.ntli.net>
Source record: 38312

"Ken Seumas" <k_seumas@sympatico.ca> wrote in message
news:1103_1012796844@news1.on.sympatico.ca...
> goto http://gem.win.co.nz/mb/atarihw/galaxy.html

That only works on VME systems. AFAIK, the original mega didnt have VME but Megabus.

You can either use a Crazy dots or a Panther Chris, the Panther is still available but I think it's in kit form.

Si

863. Re: WE NEED A Atari show please Preside

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 05:19:09 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <kRo78.5386$vd4.692167@news11-gui.server.ntli.net>
Source record: 38313

"Mark Branson" <mark.branson@lineone.net> wrote in message
news:3c586d35_3@mk-nntp-1.news.uk.worldonline.com...
> |On 20 Jan 2002 16:41:30 , Mark Nias wrote:
>
> |i'd be interested too... if it's not too far away...
>
> |mark
>
> You can add me to the list! I thoroughly enjoyed the Goodmans
> (London) and the Stafford shows. So if anybody has any ideas as to a
> venue for a UK show please speak up.

I would like to have a show too!

I was thinking, if we all put out heads together on this one, we could get something out of it. Maybe get Myatari involved? There must be some Atarians out there who know of a place we could have it? It doesnt have to be Earls court or anything! A church hall would be good, like what some user groups use.

Or, find a village hall with a bar :)

I'm serious about this though!

Simon

864. UK Atari Show

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 05:26:22 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <5Yo78.5432$vd4.693684@news11-gui.server.ntli.net>
Source record: 38316

It seems quite a few people would like an Atari show in the UK. Since Sharward stopped doing the Stafford show, we have been completely stuck with anything to do.

The main question is, where do we hold it? I was thinking along the lines of Village/church hall kind of thing. Keep it small, and friendly.

A regular show, even once a year, would give Atarians the chance:

To meet fellow Atarians
To exchange ideas, help and tips
The buying and selling of software and hardware that isnt quite so easy to get these days
The chance to try out new and old pieces of software
And, most importantly, the feeling that there is still an Atari scene, even if a little small!

Now, I would dearly love to help in any way I can, but unfortunately I can't help with a location. It would be good if the location was in a place where it is pretty much central to the UK, and easy for people to get to.

I'm sure some of you people can help with this? Atari supporting companies? User groups? Publications? Users?

We need to do this!

Simon

865. Re: Mega ST2 with TOS 1.02?

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 05:41:51 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <a3l7nh$2coo$1@news.comnet.co.nz>
Source record: 38317

"JT" <smeg_007@nospam.hotmail.com> wrote ...
> TOS 1.02 was written for the Mega ST, and all early models had this
TOS. All
> Megas have blitter chips, though I dont think that you can turn it
off in
> the GUI without using a desk accessory.

There is a "Blitter" option added to the bottom of the "Options"
menu - click it and you will toggle the blitter off/on.

TOS 1.02 also added the Blitmode() XBIOS call to configure the
blitter.

(Based on my experience of owning a Mega 4 bought at the start of
1990 - NZ$4500 for the Mega, and NZ$2000 for a Megafile 60 HDD. I
still have the HDD - although it has been inactive for the last five
years or so)

There may have been a few very early Megas without blitters, or some
with erratic or nonfunctional blitters, which may cause TOS to fail to
detect it, and hence not add the "Blitter" option to the menu.

--

Quote for the month

"Stupid boy"
(Captain Mainwaring, "Dads Army", circa 1972)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

866. MiNTnet CAB.OVL 1.8604

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 07:43:24 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <wYq78.24005$663.7533398@typhoon.we.rr.com>
Source record: 38318

Sigh. Two revs in 24 hours, not good.

Integrating CAB's cookie functions has caused problems logging into
yahoo.com. Yahoo uses cookies with domain=.yahoo.com and CAB never processes
these.
(At least on my CAB 2.71, CAB ignores any cookie with a leading '.' in the
domain.) So I've had to go back to always using the OVL's cookie management,
as in 1.8602 and earlier. There are some other idiotic bugs I created in
1.8603 as well, so you should throw that away and get 1.8604 instead.

Download -> http://highlandsun.com/hyc/ovl18604.tgz
>
>Fixes a memory leak in the gzip interface, integrates CAB's cookie
>mangement, fixes a couple other bugs with datestamps.
>
> -- Howard Chu
> Chief Architect, Symas Corp. Director, Highland Sun
> http://www.symas.com http://highlandsun.com/hyc
> Symas: Premier OpenSource Development and Support
>
>
>

867. Re: Need a schematic for ST Monitor --> Composite

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 07:54:37 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <17r78.24067$663.7541063@typhoon.we.rr.com>
Source record: 38319

Here's a good place to start, talking about VGA to TV converters:
http://www.hut.fi/Misc/Electronics/circuits/vga2tv/index.html

There's a link from there listing VGA to TV ICs. The ST video is not VGA,
but
perhaps some of these chips can handle the ST resolutions.
http://www.epanorama.net/links/videochips.html

-- Howard Chu
Chief Architect, Symas Corp. Director, Highland Sun
http://www.symas.com http://highlandsun.com/hyc
Symas: Premier OpenSource Development and Support

Krystian Sergiejew wrote in message ...
>I was wondering if anybody had a schematic for making a converter from
>Monitor Out to Composite Video. I'd like for the schematic to be based on a
>not obsolete chip (i.e. not MC1377).
>
>
>
>Let me know,
>
>Krystian
>
>
>

868. Re: Wanted: iFusion

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 07:58:58 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5sfosevpaeefe@corp.supernews.com>
Source record: 38320

Simon \(PNC\) wrote:

> Please, someone tell me where I can get this program? It seems no-one in
> the UK sells it :(
>
> Simon
>
>

Simon,

You get it with a late version of Fiffi from ASH I believe.

Mark
http://atari-source.com

869. Re: STBook owners united

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 07:59:59 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5sfqpjuhagu0b@corp.supernews.com>
Source record: 38321

Jos Vlietstra wrote:

> Hi
> I just owns a STBook in mint condition. I would like to know if there are
> more guys or girls who owns one too.Let's hear you and.....
> mailto:jo.vlie@12move.nl
>
> Jos

Give it to me now ;)

Mark
http://atari-source.com

870. Re: Lighthouse tower question

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 08:01:56 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5sfuesa24v62d@corp.supernews.com>
Source record: 38322

Simon \(PNC\) wrote:

> Hello,
>
> Can anyone tell me if it's possible to replace the PSU with a PC style
> one?
>
> Simon
>

Absolutely,

Depending on which machine you want to replace for, the degree of difficulty is varying. I remember going through an absolute total PAIN on my mega ste. I bought the board from toad, with no idea what voltages go to what pins. I don't remember WHAT I did to get them, but supposedly toad had already thrown away all of their tech manuals and atarian employees! I guess that's why I picked up a Mega STe board for so cheap. Anyway, the Falcon is extremely easy and I think the TT isn't so bad. ST could be worse but I don't know.

Mark
http://atari-source.com

give more specifics and we might be able to help more

871. Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 08:15:16 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5sgnesfmqsu33@corp.supernews.com>
Source record: 38323

Hey guys,

This post addresses two subjects. The first being that I have searched desperately and have found a Genius E3000-II pocket ethernet adapter, the kind that is sold with Elmar Hilgarte's no longer existent package. Much to my amusement, I hear several people have these adapters or can get them but have no romport adapter. Needless to say I will be manufacturing several of these using press-n-peel paper and my etching kit. The electronics are available from mouser for <$1.00 per board. Since I must buy a 30 pack of press-n-peel sheets I have the possibility to manufacture many of these romport adapters. Please email me if you would like one. Ordinarily I would just buy from Elmar, but he has trouble answering his e-mail ;-) It is worth noting that I live in the US whereas elmar is overseas. Also worth noting that I do not have ANY spares of the Genius LAN adapter. This is the _HARD_ part to get ahold of.

My second question is... Is there any diagrams out there ready for printing of Nova card or Panther card. I woud like to manufacture these boards if I can. The Nova only has one or two little chips on there but my roomate who owns the TT claims it's a specialized IC. I haven't peered into it yet. Aside from that, it's just traces that connect VME to ISA bus.

I have never etched anything using press-n-peel sheets yet, so don't count on me yet, but I am curious how much interest there would be for me to produce things that are free for me to produce, and charge minimal cost (supplies).

Thanks
Mark
http://atari-source.com

872. MyMAIL 1.54

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 08:17:44 UTC
From: epkerha@epk.ericsson.se
Message-ID: <a3lg38$f1n$1@newstoo.ericsson.se>
Source record: 38325

Hi all !

New version of MyMail (1.54) at my homepage.
http://www2.tripnet.se/~erikhall/programs/mymail.html

New in this version:
- Support for Vacation message.
- Auto forward of mail
- Added logging for POP3 (for debugging)
- Total redesign of the binhex support.
- Editable fields is now configurable and can have 3D style.
- Spam filter files is now not included in the zip files
but can be downloaded separatly from my homepage.
- Please read more in the history and docs regarding
bugfixes, new functions, known bugs, limits and changes.

You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html
The mailinglist are handled by MyMAIL automaticly.

If you find any problems with MyMAIL please let me know.

Best Regards
Erik Hall

--

Erik Hï¿½ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
ICQ 53094908 ------------------------ /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html
---

873. Re: Need a schematic for ST Monitor --> Composite

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 08:22:19 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <%wr78.24128$663.7561255@typhoon.we.rr.com>
Source record: 38324

This data sheet describes a chip that will probably work for the ST.
http://www.rohm.com/products/databook/mm/pdf/ba7230ls.pdf
It is used in VCRs and other consumer video gear to superimpose an on-screen
menu onto a video display. It will take an RGB input that uses
NTSC-compatible timing; i.e., it will handle ST resolutions but not VGA.
-- Howard

Krystian Sergiejew wrote in message ...
>I was wondering if anybody had a schematic for making a converter from
>Monitor Out to Composite Video. I'd like for the schematic to be based on a
>not obsolete chip (i.e. not MC1377).
>
>
>
>Let me know,
>
>Krystian
>
>
>

874. Re: Graphic cards for MegaST4?

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 09:51:32 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0202040151.7d37d148@posting.google.com>
Source record: 38326

I have a Mega ST -> ISA adapter card and an ET4000 graphics card which I believe was working on a Mega. Unfortunately Ive never been able to find the drivers for this - NVDI doesnt recognise it. PT

875. Atari on Front Cover of Edge

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 12:07:35 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0202040407.426518fa@posting.google.com>
Source record: 38328

Hi,

Anyone spot the big holographic? Atari logo on
the front cover of the UK edition of Edge magazine
(February 2002) (www.edge-online.com)?

There's the usual 'history of Atari' type article
inside :-)

PT.

876. Re: Lighthouse tower question

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 12:45:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4123_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38327

In uno strano messaggio del 04 Feb 02 Mark Duckworth (2:333/608.1) scrisse al
povero All :
>> Can anyone tell me if it's possible to replace the PSU with a PC style
>> one?

Worked straight putting in a PC PSU for my MegaSTE. After few years I changed
it with a TT in the same tower case, adapting it a bit for holes in the back
and used again the PC PSU without wiring or modifications, just plug it in.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
MIPS - Meaningless Indication of Processor Speed

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

877. IDE to Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 12:51:56 UTC
From: mewis@btopenworld.com
Message-ID: <1a744012.0202040451.53b1ab08@posting.google.com>
Source record: 38329

Hi

I have a PC 1 Gig Hard drive with power supply and a ribbon cable. Can
I hot wire this (like you can with a VGA monitor) to use with my STE?
or am I dreaming
here?

Thanks

Spud

878. Re: Need a schematic for ST Monitor --> Composite

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 12:53:50 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a3m0dl$dr3$1@newsreader.mailgate.org>
Source record: 38330

Do you have a TV with a scart socket (RGB input), if so you can wire the ST to a scart socket. I did this successfuly in 1995 with my philips TV at the time.

Krystian Sergiejew <kriss@alphavibes.com> wrote in message news:NKo78.429$S7.3613@typhoon2.jacksonville.attbi.net...
> I was wondering if anybody had a schematic for making a converter from
> Monitor Out to Composite Video. I'd like for the schematic to be based on a
> not obsolete chip (i.e. not MC1377).
>
>
>
> Let me know,
>
> Krystian

..

879. Re: IDE to Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 12:55:23 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a3m0gidsq1@newsreader.mailgate.org>
Source record: 38331

Youre dreaming.

You need an IDE adapter from someone like Mario Becroft
(http://gem.win.co.nz/mario/hardware/)

Spud <mewis@btopenworld.com> wrote in message
news:1a744012.0202040451.53b1ab08@posting.google.com...
> Hi
>
> I have a PC 1 Gig Hard drive with power supply and a ribbon cable. Can
> I hot wire this (like you can with a VGA monitor) to use with my STE?
> or am I dreaming
> here?

..

880. [GAME] Nuq v0.5

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 13:37:05 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <1q2m3a.fnf.ln@127.0.0.1>
Source record: 38332

Hello,

- About SDL:

I just finished a new version of SDL, in which I added an IKBD driver for keyboard and mouse. It should be better than gemdos and bios drivers. I also added timer support via vbl_queue vector.

I sent these latest patches to SDL maintainers, so they should be integrated in a future official release.

If you wonder why I made sources available, it is simple: on one hand, the licence enforces this, and on the other hand, I can stop working on it at anytime, for any reason. So it is better if someone else can continue to work on it.

The other big work to do is audio support for all Atari and clones, which is lesser available than video in system functions. Gonna be a huge fun to do it.

- About Nuq/quake:

Well, with the new SDL drivers, it still works good. Now fullscreen is default (under GEM), and double-buffer too (under XBIOS). Read the doc if you need to disable them.

The benchmark page is also on my web site:
http://www.multimania.com/pmandin/fr/nuqbench.html

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

881. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 14:30:32 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8840538.1F3C%atarilp@hotmail.com>
Source record: 38333

in article u5sgnesfmqsu33@corp.supernews.com, Mark Duckworth at mduckworth@anti-spam.atari-source.com wrote on 2/4/02 3:15 AM:

> My second question is... Is there any diagrams out there ready for
> printing of Nova card or Panther card. I woud like to manufacture these
> boards if I can. The Nova only has one or two little chips on there but my
> roomate who owns the TT claims it's a specialized IC. I haven't peered
> into it yet. Aside from that, it's just traces that connect VME to ISA
> bus.

I used to have a Nova VME card, there was one chip on it that appeared to be a GAL, other than that it was just a few diodes and resistors and maybe a cap. I'm not sure if the chip was a GAL to be honest. The other thing worth noting is the one I had was for TT only use. Some have jumpers and can be fitted into a MegaSTE.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

882. Re: Atari 520 STe

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 15:16:00 UTC
From: william sayers <william_the_sex_god@hotmail.com>
Message-ID: <pBx78.11512$XS6.1498452@news2-win.server.ntlworld.com>
Source record: 38334

```
There is now an auction for this item at
http://page.auctions.shopping.yahoo.com/uk/auction/61089280?aucview=user
anyone who's interested in purchasing can bid on there :) happy bidding
```

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:%Ne68.138$gv1.165134@newsfeed.slurp.net...
> Those 2 ports are standard on an STe. I bought an STe and 2 mono monitors
> for about ?10 which was a steal in my opinion. Depending on the software
> bundled with it, the price can varie from ?10 - ?50.
>
> Joshua.
>
> "william sayers" <william_the_sex_god@hotmail.com> wrote in message
> news:99e68.2387$IY1.525624@news2-win.server.ntlworld.com...
> > Hi,
> >
> > I have an atari 520STe which i'm looking to sell, it has all the normal
> > ports, is fully working. It also has 2 ports that I think may be
> extensions,
> > added by a previous owner, seeing as I can't see them on any diagrams
i've
> > looked up. They are, 2 speaker plugs (left and right) at the back,
> directly
> > under the power switch, anyways what im wondering, is how much is this
> > system worth?? I got it originally for ?4, but i'd want a reasonablish
> > amount of profit in order to sell, otherwise I'll just keep it and make
> use
> > of it. I also have a few programs such as 1st Word Plus that would be
> > bundled with it (I only have the backup of this, the original disk was
> > destroyed) and a few file transfer programs and utilitys, and a
> programming
> > language, GBASIC I think.
> >
> >
>
>

883. Re: STBook owners united

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 15:33:56 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <qRx78.217$Pg5.91423@newsfeed.slurp.net>
Source record: 38335

I'll be getting one soon. (I hope)

Joshua.

"Jos Vlietstra" <jo.vlie@12move.nl> wrote in message
news:a3k7m9$k6v$1@reader1.tiscali.nl...
> Hi
> I just owns a STBook in mint condition. I would like to know if there are
> more guys or girls who owns one too.Let's hear you and.....
> mailto:jo.vlie@12move.nl
>
> Jos
>
>
>

884. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 15:39:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c5ea044489720@madasafish.com>
Source record: 38345

Hi Mark,

>I have never etched anything using press-n-peel sheets yet, so don't count
>on me yet, but I am curious how much interest there would be for me to
>produce things that are free for me to produce, and charge minimal cost
>(supplies).

Hmm, I doubt press and peel can do the fine pitch of Elmars design (SMD).
If you really want to use press and peel (biggest waste of time IMO)
you'll have to change your design. There is 99% chance NOVA does use some
sort of GALs or similar logic. Unless they were not locked, you have
little chance reverse engineering this. You'd also be breakign copyright
laws. And the Panther is made by http://www.wrsonline.de unless they
stopped stock. Again, is this not copyrighted? You'd be better doing a
modification of the ET4000. I was going to have a go with it on my
Falcon, should move across easy enough. But really, the ET4000 doesn't
have good enough specs against Videl considering the compatibility drop.
--
Lyndon Amsdon

885. Re: IDE to Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 15:42:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c5ea044489721@madasafish.com>
Source record: 38246

Hi Spud,

>I have a PC 1 Gig Hard drive with power supply and a ribbon cable. Can
>I hot wire this (like you can with a VGA monitor) to use with my STE?
>or am I dreaming
>here?

Almost! Check out http://www.joogn.de in the Atari section. A few chips
and it will work. You'll need to partition it though.
--
Lyndon Amsdon

886. Re: IDE to Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 15:56:48 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Bcy78.9365$BU3.1568724@news6-win.server.ntlworld.com>
Source record: 38336

"JT" <smeg_007@nospam.hotmail.com> wrote in message
news:a3m0gidsq1@newsreader.mailgate.org...
> You're dreaming.
snip.

Or the IDEal IDE interface from Keychange Music.

Barrie at Keychange. www.keychange.co.uk

887. Re: Graphic cards for MegaST4?

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 16:13:30 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <Tqy78.11740$XS6.1538314@news2-win.server.ntlworld.com>
Source record: 38337

"purpleT3K" <purpletwilight3000@yahoo.co.uk> wrote in message
news:2bfabd3.0202040151.7d37d148@posting.google.com...
> I have a Mega ST -> ISA adapter card and an ET4000
> graphics card which I believe was working on a
> Mega. Unfortunately Ive never been able to find the
> drivers for this - NVDI doesnt recognise it. PT

If it's the Panther ISA interface, I have the drivers!

Simon

888. Re: Wanted: iFusion

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 16:13:57 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <dry78.11743$XS6.1538775@news2-win.server.ntlworld.com>
Source record: 38338

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
news:u5sfosevpaeefe@corp.supernews.com...
> Simon \(PNC\) wrote:
>
> > Please, someone tell me where I can get this program? It seems no-one in
> > the UK sells it :(
> >
> > Simon
> >
> >
>
> Simon,
>
> You get it with a late version of Fiffi from ASH I believe.
>
> Mark
> http://atari-source.com
>

Ahhhhhh, thats worth checking out, cheersie

Simon

889. Re: IDE to Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 17:02:13 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <t8z78.12071$XS6.1579616@news2-win.server.ntlworld.com>
Source record: 38339

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:Bcy78.9365$BU3.1568724@news6-win.server.ntlworld.com...
>
> "JT" <smeg_007@nospam.hotmail.com> wrote in message
> news:a3m0gidsq1@newsreader.mailgate.org...
> > You're dreaming.
> snip.
>
> Or the IDEal IDE interface from Keychange Music.
>
> Barrie at Keychange. www.keychange.co.uk
>

Which is cheaper (thanks for the tip Barry!)

BTW does this work on STFM?

Si

890. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 17:05:41 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <Ibz78.12098$XS6.1582969@news2-win.server.ntlworld.com>
Source record: 38340

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
news:u5sgnesfmqsu33@corp.supernews.com...
> Hey guys,
> My second question is... Is there any diagrams out there ready for
> printing of Nova card or Panther card. I woud like to manufacture these
> boards if I can. The Nova only has one or two little chips on there but
my
> roomate who owns the TT claims it's a specialized IC. I haven't peered
> into it yet. Aside from that, it's just traces that connect VME to ISA
> bus.
>

There is info about the Panther here: http://www.wrsonline.de/gals.html

It seems possible to make

Simon

891. linux on atari?

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 17:06:21 UTC
From: William Gates <aon.912567536@aon.at>
Message-ID: <3c5ebf51$0$34124$5039e797@newsreader01.highway.telekom.at>
Source record: 38342

hi folks!

maybe/possibly i'm absolutely wrong, but i remember an iX-magazine article two or three years ago about running linux on various computer systems. and i think the article said something about porting linux to a 1040st. is this possible?

greetings
artur stransky

892. Re: Atari on Front Cover of Edge

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 17:07:11 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <7dz78.12109$XS6.1584600@news2-win.server.ntlworld.com>
Source record: 38341

"purpleT3K" <purpletwilight3000@yahoo.co.uk> wrote in message
news:2bfabd3.0202040407.426518fa@posting.google.com...
> Hi,
>
> Anyone spot the big holographic? Atari logo on
> the front cover of the UK edition of Edge magazine
> (February 2002) (www.edge-online.com)?
>
> There's the usual 'history of Atari' type article
> inside :-)
>
>
> PT.

Spot it? I'm gonna buy it. That is one cool looking cover

Si

893. Re: Atari on Front Cover of Edge

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 18:29:58 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C5ED2E4.F88AC052@ataritimes.com>
Source record: 38344

purpleT3K wrote:

> Anyone spot the big holographic? Atari logo on
> the front cover of the UK edition of Edge magazine
> (February 2002) (www.edge-online.com)?
>
> There's the usual 'history of Atari' type article
> inside :-)

Gee, I wonder how many factual errors are in this one?

--
Gregory D. George

=-=-=-

894. Re: Need a schematic for ST Monitor --> Composite

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 19:33:39 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <nmB78.780$S7.3149@typhoon2.jacksonville.attbi.net>
Source record: 38247

> Do you have a TV with a scart socket (RGB input), if so you can wire the
ST
> to a scart socket. I did this successfuly in 1995 with my philips TV at
the
> time.

Nope... I am in the US, there are no SCARTs :(

895. Re: Atari on Front Cover of Edge

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 21:09:17 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10202042208140.8366-100000@kairos>
Source record: 38249

On Mon, 4 Feb 2002, Gregory D. George wrote:

> purpleT3K wrote:
>
> > Anyone spot the big holographic? Atari logo on
> > the front cover of the UK edition of Edge magazine
> > (February 2002) (www.edge-online.com)?
> >
> > There's the usual 'history of Atari' type article
> > inside :-)
>
> Gee, I wonder how many factual errors are in this one?

its all about atari games, not atari the computer really, they do mention
the ST and falcon but only briefly. Not worth buying imho.

Fredrik.

896. Re: linux on atari?

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 21:50:37 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C5F022D.68A44027@a.a>
Source record: 38251

William Gates wrote:

> hi folks!
>
> maybe/possibly i'm absolutely wrong, but i remember an iX-magazine article
> two or three years ago about running linux on various computer systems. and
> i think the article said something about porting linux to a 1040st. is this
> possible?
>
> greetings
> artur stransky

You maybe able to port Linux to a 1040ST as long as you have a 68020 or
higher CPU replacement. There had been some work on a uclinux
port to the 520ST, but not much has been done with it. The original
author booted STonX. I have tested it with a real 1Meg 520ST and
that also works.

Here is the link:

http://www.esat.kuleuven.ac.be/~pcoene/atari.html

uclinux can be found here:

http://www.uclinux.org/

Of course, debian-68k already works on a TT or Falcon.

--Chris Martin

http://jybolac.virtualave.net
"All programmers are playwrights and all computers are lousy actors."

897. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 22:06:32 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0202041406.5e118d2a@posting.google.com>
Source record: 38252

I'm getting so close!

I set the jumper to "term. power to SCSI bus". The LED on the Link2 is
now lit so I know it's getting power. Also, I no longer get the error:

No ICD host adapter -Caching disabled

The drive is recognized on bootup as:

ID 0 Seagate ST32550N

But when I run the ICD SCSI Hard Disk Installation Program
(INSTALL.PRG) I get the following error:

Install found no hard disks... check all connections on power and
signal cables. Make sure your hard disk starts when power is applied.

Do I need to set a jumper for this as well?
I tried setting "Enable motor start" but this did not help.
I can hear the drive starting and stopping at random.

Any help appreciated!

Derryck Croker <derryck@.NOSPAMCRAPcix.co.uk> wrote in message
news:<1012654880-503647AEicMi@ntlworld.com>...
> From: Bill Freeman <flipflapco@home.com>
> Date: Fri, 01 Feb 2002 09:14:01 -0500
>
> >There is nothing wrong with posting this sort of problem here.
>
> Absolutely.
>
> >It sounds to me like there could be a problem in the Link itself.
> >Isn't there an LED in the Link that lights up when it is getting power?
>
> Only on the LinkII. On mine, the LED forms the dot in the I of ICD.
>
> I wouldn't mind betting that the OP's problem with garbled directory names
> on floppy disks is connected with this problem. I'd try unplugging the Link
> from the rear of the ST and trying again. Then move on to sorting out
> Termpwr, which is most likely a mis-configured jumper on the drive. It must
> be set to "provide TERMPWR to external bus".
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/

> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

898. Re: *.TTP option examples

Newsgroup: comp.sys.atari.st
Date: 2002-02-04 23:32:04 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <SdC78.62834$E4.2524281@e3500-atl2.usenetserver.com>
Source record: 38248

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f6i4s9.vwn6evschfxqN%northstar2010@_I-hate-spam_yahoo.no...
> Now that I've solved the problem of decompressing .LZH and .ZIP files
> from the TOS 2.06 desktop by double clicking them I need some other
> examples of .TTP files for the TOS 2.06 documentation project.
>
> I basically want to show an example of a situation where a .TTP
> (or .GTP) program is used and "arguments" are used.
> An example which would be of practical use for everybody would be even
> better!
>
> Anyone have such examples?
> Perhaps something missing from the TOS 2.06 desktop which could be
> solved with a TTP program.
>

If IRC, one can use the ST/STE VideoMaster Video player as a TTP.
The Video Player is Free to distribute.
BTW, there are 2 versions of the player. One for the VideoMaster Falcon
(Falcon version) and one for ST/STE VideoMaster.
However finding video/films to view may be a problem. There are some on
various CDs but I haven't seen any on the FTP sites.
Real Shame since the VideoMaster will record the Audio of the Video you are
recording if you want.
The Falcon version is really Cool! With 256 color picture support in the
Video and 16-Bit Stereo Sound support.

I'm rambling on but if someone who knows how to code would take a look at
VideoMaster ST and the Falcon version, I'd bet
one could use them for something like real time video and audio transfer
over the Net and other uses.

In other NEWS, YES I bought a VAIO NoteBook and NO I am not selling my
ATARI's. They are much better than PC's
the problem is that not enough folks are programming for them. REAL SHAME.

phantomm@bellsouth.net

899. WTB: WAND and FLATBED GREYSCALE SCANNER by MIAGRAPH or other Company for ATARI ST/STE/MEGA ST(E)

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 00:13:27 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <jHC78.70870$Up4.3246943@e3500-atl1.usenetserver.com>
Source record: 38250

Looking for these (See Subject) must be in good working condition. Software would be nice but not a must.
Got one or more? The E-Mail me with price in US Dollars please.

Thanks,
phantomm@bellsouth.net

900. Re: linux on atari?

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 00:37:59 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202041637.18aaae13@posting.google.com>
Source record: 38253

"William Gates" <aon.912567536@aon.at> wrote in message
news:<3c5ebf51$0$34124$5039e797@newsreader01.highway.telekom.at>...
> hi folks!
>
> maybe/possibly i'm absolutely wrong, but i remember an iX-magazine article
> two or three years ago about running linux on various computer systems. and
> i think the article said something about porting linux to a 1040st. is this
> possible?

It is possible, but no one has done it yet. Regular Linux uses a MMU
for multitasking, ans the 68000 chip has no MMU. (The 68030 chip DOES
have an MMU, which is why Linux works fine on the Falcon and TT.) A
non-MMU version of Linux called uClinux exists, but this has not yet
been ported to the Atari. If the port is ever done, you can expect
the speed to be rather slow.

See http://www.esat.kuleuven.ac.be/~pcoene/atari.html for more
information.

Galen

901. Re: WTB: Atari ST 720K External Disk Drive

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 01:06:38 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202041706.6fc6475c@posting.google.com>
Source record: 38254

"Krystian Sergiejew" <kriss@alphavibes.com> wrote in message
news:<YHo78.427$S7.3393@typhoon2.jacksonville.attbi.net>...
> I have a 520STM, and I need a resonably priced disk drive for it. Anybody?
> (US)

I do have an spare and I'm in California. Or you could bid on one of
the three drives on Ebay. The cost either way is likely to be
similar.

Galen

902. Re: WAND and FLATBED GREYSCALE SCANNER by MIAGRAPH or other Company for ATARI ST/STE/MEGA ST(E)

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 06:56:22 UTC
From: disciple7 <tcarman@telusplanet.net>
Message-ID: <qmL78.59502$M3.9251135@news1.telusplanet.net>
Source record: 38255

I have a Migraph greyscale hand scanner if that's of any interest to you.

Tom Carman <><

"Phantom" <phantomm@bellsouth.net> wrote in message
news:jHC78.70870$Up4.3246943@e3500-atl1.usenetserver.com...
> Looking for these (See Subject) must be in good working condition.
Software
> would be nice but not a must.
> Got one or more? The E-Mail me with price in US Dollars please.
>
> Thanks,
> phantomm@bellsouth.net
>
>
>
>
>

903. Re: OT: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 07:16:20 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C5F86C4.8B278109@siemens.at>
Source record: 38256

Steve Sweet wrote:

> | SS>Sinclap, we hate you.
> | That's not true, I'd prefer you'd leave off this group Steve!!
> | Shut up finally!
>
> Your a lonely voice in the void, Sinclap /is/ universally hated, except by
> you it seems.

I, for example, don't hate anybody in this group. I just would prefer
not to read _any_ hate mails and insults, regardless from whom to whom.

Gerhard

904. Re: linux on atari?

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 09:00:37 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C5F9F35.F6123C56@seimet.de>
Source record: 38257

Galen wrote:

> It is possible, but no one has done it yet. Regular Linux uses a MMU
> for multitasking, ans the 68000 chip has no MMU. (The 68030 chip DOES

The PMMU is not required for multitasking (remember that MiNT and MagiC
can do multitasking with the 68000) but only for memory management.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

905. Re: UK Atari Show

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 11:11:51 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <a3oem4jnn1@news7.svr.pol.co.uk>
Source record: 38258

Agreed an Atari show is a must, problem is a lot of the software has gone nowdays, i loved the old days at Stafford when all that software was available

"Simon (PNC)" <pnc@mail.portland.co.uk> wrote in message news:5Yo78.5432$vd4.693684@news11-gui.server.ntli.net...
> It seems quite a few people would like an Atari show in the UK. Since
> Sharward stopped doing the Stafford show, we have been completely stuck with
> anything to do.
>
> The main question is, where do we hold it? I was thinking along the lines of
> Village/church hall kind of thing. Keep it small, and friendly.
>
> A regular show, even once a year, would give Atarians the chance:
>
> To meet fellow Atarians
> To exchange ideas, help and tips
> The buying and selling of software and hardware that isnt quite so easy to
> get these days
> The chance to try out new and old pieces of software
> And, most importantly, the feeling that there is still an Atari scene, even
> if a little small!
>
> Now, I would dearly love to help in any way I can, but unfortunately I can't
> help with a location. It would be good if the location was in a place where
> it is pretty much central to the UK, and easy for people to get to.
>
> I'm sure some of you people can help with this? Atari supporting companies?
> User groups? Publications? Users?
>
> We need to do this!
>
> Simon
>

906. Need CUBASE Stereo AIF

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 12:40:45 UTC
From: swampfax@atlantic.net
Message-ID: <hpQ78.1$j34.4921@news1.atlantic.net>
Source record: 38259

Hi All,
Anyone here have a small sized Cubase Stereo AIF ? The ideal would be only one hit of an instrument on the left and a different instrument on the right (Ex: snare on the left and a bell on the right). To be used to test L/R Falcon outputs using Cubase.
Please E-mail it to me (above) if someone has something similer.
Thanks,
John G.

907. YM to MIDI converter

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 13:58:19 UTC
From: Stephane Perez <Stephane.Perez@imag.fr>
Message-ID: <3c5fe454$0$208$626a54ce@news.free.fr>
Source record: 38260

Hi there,

I'm looking for an YM to MIDI converter please.
Where could I find this software?

Thanks

/|\ Atari Falcon 030 - Using MiNT, the free OS
HomePage: http://strider.atari.org
Toxic Mag Live : http://toxicmag.atari.org
---

908. Re: READ THE WEB-SITE THAT THE KIKES TRY TO CENSOR

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 15:42:26 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <D1T78.1446$ib2.838280285@news.inreach.com>
Source record: 38261
Cross-posted to: comp.sys.atari.st,soc.history.what-if

This A**Hole is spamming all of the newsgroups with his trash. Wish someone would feed'm to the Gaters!

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

www.starlords.org

"Estefana" <AVOLPY@amerf.tn.us> wrote in message
news:e50fd077.dd8a095a@amerf.tn.us...
> WWW.GIWERSWORLD.ORG
> THE SITE WHERE ALL KIKES ARE LAMPSHADES
>
> PROUDLY PRESENTED BY
>
> MATTHIAS GIWER
> 14205 N. NEBRASKA AVE
> TAMPA FLORIDA
>
> 813-977-7380
>
>
> jull43@tampabay.rr.com
> matt@giwersworld.org
>
>
> PROUDLY HOSTED BY:
>
> DREAMHOST WEB HOSTING
>
> 213-947-1032
>
>
>
> Plenty of quiet think diets will tamely jump the figs. Some
> elbows seek, arrive, and believe. Others weekly excuse. For
> Steven the paper's pathetic, on me it's wide, whereas throughout you it's
> rejecting cosmetic. Generally Sheri will help the shopkeeper, and if
> Bernice cruelly promises it too, the teacher will pull below the
> rich bathroom. Try climbing the stable's lower dose and Francis will
> taste you! Who walks quietly, when GiGi lifts the long sticker
> between the shore? I am wistfully good, so I measure you.
>

> Try not to irritate the walnuts fully, cook them hourly. The
> upper fork rarely kills Valerie, it attempts Beth instead. Quincy!
You'll
> expect cars. Little by little, I'll love the sauce. Will you
> talk inside the bedroom, if Brion wickedly irrigates the jug? As
> wanly as Lawrence solves, you can behave the shirt much more
> wrongly.
>
> Geoffrey, still creeping, likes almost subtly, as the pool lives
> around their porter.
>
> If you'll judge Susanne's obelisk with potters, it'll strongly
> mould the hen.
>
> She can will monthly clean throughout Edwin when the active dryers
> explain below the short mirror. He will dine once, move hatefully, then
> burn around the jacket in front of the river. Otherwise the
> unit in Joey's ointment might attack some new grocers. It should
> change gently if Marla's candle isn't handsome. To be dry or
> open will recommend blunt games to biweekly look. She'd rather
> play steadily than grasp with Mary's sad card. Some fat frames
> on the dirty corner were caring beneath the filthy office. Fucking don't
> dream a case!
>
> Hardly any envelopes will be humble difficult cats.
>
> He will wastefully smell light and nibbles our lean, noisy goldsmiths
> alongside a station. Until Josef fears the eggs badly, Roxanne won't
> dye any inner cafes. She wants to depart full bandages before
> Johnny's lake.
>
> Simon's floor learns through our cup after we sow on it.
>
>
>

909. Epson Custom Modules

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 16:20:18 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <PCT78.124$Yt6.115359@newsfeed.slurp.net>
Source record: 38262

This is a long shot but is there a source where one could acquire an ECM for the ST Book? ECM is the LCD screen Atari used for the ST Book. I'm in the process of getting a functional ST Book with a partly damaged LCD. Thanks.

Joshua.

910. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 16:34:02 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <a3p1sqpts1@newsg4.svr.pol.co.uk>
Source record: 38263

<rezx0x@yahoo.com> wrote in message
news:5851020c.0202041406.5e118d2a@posting.google.com...

> I can hear the drive starting and stopping at random.

This doesn't sound good. Check the power connection to the drive to make
sure it is not intermittent.

Otherwise it may be that the drive is not successfully coming up to the
right speed and the controller is attempting to get over this by
starting/stopping.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/2002

911. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 17:24:46 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u6059i1rlun619@corp.supernews.com>
Source record: 38264

> Hmm, I doubt press and peel can do the fine pitch of Elmars design (SMD).
> If you really want to use press and peel (biggest waste of time IMO)
> you'll have to change your design. There is 99% chance NOVA does use some
> sort of GALs or similar logic. Unless they were not locked, you have
> little chance reverse engineering this. You'd also be breakign copyright
> laws. And the Panther is made by http://www.wrsonline.de unless they
> stopped stock. Again, is this not copyrighted? You'd be better doing a
> modification of the ET4000. I was going to have a go with it on my
> Falcon, should move across easy enough. But really, the ET4000 doesn't
> have good enough specs against Videl considering the compatibility drop.

Lyndon,

Alright I am listening, how did he manufacture his design then? I am kind of new to this so I don't know if he had professional manufacturer do it or what. Why do you think press-n-peel is a big waste of time. Yeah I figured that was a GAL on the Nova, and I realized I would be breaking copyright laws. But I think it's kind of silly for them to be charging $800 for a $40 video card and a $1 IC on a 50 cent board. I can understand everyone needs to make money, but greed definately took it's toll on those prices. And they gave the drivers out for free, so they can't claim that that's where the cost was. If I created a second Nova board, it wouldn't be for anything except my own personal use and it'd never be sold.

Lyndon,

Noticed the chips I can get are LS374N and LS374S, do you know what the difference is? Is that just the packaging and mounting, S being surface mount?

Mark

912. Re: Lighthouse tower question

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 17:27:22 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u605ech0nbvk4a@corp.supernews.com>
Source record: 38265

>
> Worked straight putting in a PC PSU for my MegaSTE. After few years I
> changed it with a TT in the same tower case, adapting it a bit for holes
> in the back and used again the PC PSU without wiring or modifications,
> just plug it in.

Mike,

That _should_ be impossible. I looked at the schematics, the wiring scheme
was different. Did I chop up a power supply and resolder wires back down
to the connector in the exact same place I chopped?
I'll surely have to kill myself ;)

Mark

913. Re: Epson Custom Modules

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 18:10:59 UTC
From: baldrick <baldrick@netset.com>
Message-ID: <3c601dd3$0$1596$f9c63844@news.axom.com>
Source record: 38266

Joshua Kaijankoski wrote in message ...
>This is a long shot but is there a source where one could acquire an ECM
for
>the ST Book? ECM is the LCD screen Atari used for the ST Book. I'm in the
>process of getting a functional ST Book with a partly damaged LCD. Thanks.
>
>Joshua.
>

My understanding is no. Unless you find someone that has an STBook with
a good screen but bad guts. The screen was made by Epson or Cannon or
someone
as a test and no one else in the planet choose to use them. So basically
they
only exist for the ST Book. If you work out a hardware mod to use some
other
sort of laptop screen in an ST Book you would probably quadruple the number
of working ST Books.

Dan
aka baldrick

914. Re: Epson Custom Modules

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 18:20:30 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c6018b65ac620@madasafish.com>
Source record: 38267

Hi,

>only exist for the ST Book. If you work out a hardware mod to use some
>other
>sort of laptop screen in an ST Book you would probably quadruple the number
>of working ST Books.

I have a couple of 386 laptop screens kept after the laptop was so rubbish. They're 640*480 AFAIK, black+white. They use same/very similar pinouts and timing. Seeing as you say the old ST Book ones were Canon or similar, almost all old laptops are Japanese. I have a Sanyo and Sharp I think. Data sheets are difficult but I worked out the pins just by inspecting the board and screen. I think they use 8 bits and divide the screen into 2 or something. I haven't tried to interface to my LCD screens, although, something I will do.

If anyone has an ST Book with dead screen, please email me!!
--
Lyndon Amsdon

915. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-05 18:27:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c6018b65ac621@madasafish.com>
Source record: 38268

Hi Mark,

>Alright I am listening, how did he manufacture his design then?

Professional PCB makers.

>I am kind
>of new to this so I don't know if he had professional manufacturer do it or
>what. Why do you think press-n-peel is a big waste of time.

Been there done that. It left tracks that were bitty and in tight places
the plastic didn't pull off board. You heat the stuff onto the copper
clad board, pulling it off always made a mess of the design. Fine for designs
where tracks don't run between IC pins.

>Yeah I
>figured that was a GAL on the Nova, and I realized I would be breaking
>copyright laws. But I think it's kind of silly for them to be charging
>$800 for a $40 video card and a $1 IC on a 50 cent board. I can understand
>everyone needs to make money, but greed definately took it's toll on those
>prices. And they gave the drivers out for free, so they can't claim that
>that's where the cost was. If I created a second Nova board, it wouldn't
>be for anything except my own personal use and it'd never be sold.

$800? Where was that!! I'd say that was a rip off, I though Nova was a
complicated board. Maybe I was wrong, ah, this is ISA right? Did they ever
do PCI, PCI is more of a challenge ;)

>Noticed the chips I can get are LS374N and LS374S, do you know what the
>difference is? Is that just the packaging and mounting, S being surface
>mount?

Yes, I guess so. The important parts for TTL is the LS (determines speed
grade, power consumption etc) and the number afterward is the actual chip
function. eg, you could use HCT374 if you want, but better to stick to
what it says. The letter afterward is sometimes just manufacter branding, I
never looked into that.
--
Lyndon Amsdon

916. Re: Lighthouse tower question

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 00:07:10 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013021994.10738.1@iapetus.uk.clara.net>
Source record: 38295

Hi Mark

| > Worked straight putting in a PC PSU for my MegaSTE. After few years I
| > changed it with a TT in the same tower case, adapting it a bit for holes
| > in the back and used again the PC PSU without wiring or modifications,
| > just plug it in.
|
| Mike,
|
| That _should_ be impossible. I looked at the schematics, the wiring
scheme
| was different. Did I chop up a power supply and resolder wires back down
| to the connector in the exact same place I chopped?

Its a straight swap with the correct type of PSU.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.320 / Virus Database: 179 - Release Date: 31/01/02

917. Re: UK Atari Show

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 01:08:30 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.450fe0ab.221e1820.doyene@zetnet.co.uk>
Source record: 38269

PNC\) wrote:
>It seems quite a few people would like an Atari show in the UK. Since
>Sharward stopped doing the Stafford show, we have been completely stuck with
>anything to do.

>The main question is, where do we hold it? I was thinking along the lines of
>Village/church hall kind of thing. Keep it small, and friendly.

I think the problem is not the deprivation from Sharward of Stafford, as this was
an ideal venue for all Atari and Amiga(Cough) sorry. But our family the 68000 club
could join together in a show in Stafford. What do I mean.?

1.Well the venue at Stafford must still have shows all year round of various displays.

2.It is only a question of who or what local computer organisers can book the Bingley Hall.

3.I ask any local Atari owner in Stafford near Beaconside or around 3 site 16mu to be
exact.

4.To tell us of local shows due in the next couple of months, this will allow us time to
make
some form of offer.

5. I note in some of the pc(botcholism) mags of shows called All Format shows around the
country,
does this not cover us as well surely.

I would still plump for Stafford for nostalgic reasons memories of an old flame can still
burn sometimes
kim mu sar be. But the idea is still sound and I would vote yes in a poll for Stafford.

Regards pinning to be let out of this sleep.

JNO

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

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918. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 03:13:25 UTC
From: duwolf@hotmail.com
Message-ID: <4cd3b1ba.0202051913.2a6e523c@posting.google.com>
Source record: 38270

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3c6018b65ac621@madasafish.com>...
> Hi Mark,
>
> >Alright I am listening, how did he manufacture his design then?
>
> Professional PCB makers.
>
> >I am kind
> >of new to this so I don't know if he had professional manufacturer do it or
> >what. Why do you think press-n-peel is a big waste of time.
>
> Been there done that. It left tracks that were bitty and in tight places
> the plastic didn't pull off board. You heat the stuff onto the copper
> clad board, pulling it off always made a mess of the design. Fine for designs
> where tracks don't run between IC pins.
>

Alright, and I don't really feel like redesigning anything, and plus
Elmar emailed me today so perhaps I will purchase several through him.
I would like to get the press-n-peel stuff anyway for production of a
vme card perhaps or something else I like to toy with ;)

> >Yeah I
> >figured that was a GAL on the Nova, and I realized I would be breaking
> >copyright laws. But I think it's kind of silly for them to be charging
> >$800 for a $40 video card and a $1 IC on a 50 cent board. I can understand
> >everyone needs to make money, but greed definately took it's toll on those
> >prices. And they gave the drivers out for free, so they can't claim that
> >that's where the cost was. If I created a second Nova board, it wouldn't
> >be for anything except my own personal use and it'd never be sold.
>
> $800? Where was that!! I'd say that was a rip off, I though Nova was a
> complicated board. Maybe I was wrong, ah, this is ISA right? Did they ever
> do PCI, PCI is more of a challenge ;)
>

The homa systems webpage sold Nova cards for $350 in upwards of $800 I
believe. They were always extremely expensive. I don't know why. my
roomate bought his Mach 64 ISA card for $20 or maybe less. Just that
silly board full of traces and 1 GAL was the expensive part.

> >Noticed the chips I can get are LS374N and LS374S, do you know what the
> >difference is? Is that just the packaging and mounting, S being surface
> >mount?

>
> Yes, I guess so. The important parts for TTL is the LS (determines speed
> grade, power consumption etc) and the number afterward is the actual chip
> function. eg, you could use HCT374 if you want, but better to stick to
> what it says. The letter afterward is sometimes just manufacter branding, I
> never looked into that.

Well I might produce one just to say i did. I honestly don't care how
large my board would end up being so perhaps I will design a different
PCB suitable for press-n-peel. Though I wonder if I can pick up those
chips in non SMT packaging. I think I will order them and see how
they arrive, since they are only $1 for all of them.

Mark
http://atari-source.com

919. Re: Graphic cards for MegaST4?

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 03:46:08 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1103_1012967168@news1.on.sympatico.ca>
Source record: 38271

I'm sorry.
I thought he was asking about a MegaSTe?
my mistake
ken

On Mon, 4 Feb 2002 05:15:38 -0000, "Simon \(PNC\)" <pnc@mail.portland.co.uk>
wrote:
>
> "Ken Seumas" <k_seumas@sympatico.ca> wrote in message
> news:1103_1012796844@news1.on.sympatico.ca...
> > goto http://gem.win.co.nz/mb/atarihw/galaxy.html
>
> That only works on VME systems. AFAIK, the original mega didnt have VME but
> Megabus.
>
> You can either use a Crazy dots or a Panther Chris, the Panther is still
> available but I think it's in kit form.
>
> Si
>
k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
Toronto Atari Federation - TAF.atari.org - welcome.to/taf
16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB

920. moniterm monitor

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 04:20:21 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1104_1012969221@news1.on.sympatico.ca>
Source record: 38272

I have a 19" moniterm monitor, previously used for a megaST,
will it work on a TT or Falcon?

k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
Toronto Atari Federation - TAF.atari.org - welcome.to/taf
16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB

921. Atari-source Problems

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 08:50:30 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u61rh4ogsltb77@corp.supernews.com>
Source record: 38273

Hey all,

For those of you who visit regularly, you may have noticed some connectivity problems with atari-source lately. With 48 hits in the last 2 days combined, I know I have. Unfortunately what happened is we accidentally let our domain expire due to an incorrect email address. The root-servers seem to have been reupdated now and queries should execute properly now. I apologize for this and welcome everyone who visited before back again. I should also note, that I hear atari.org should be working again by tomorrow as well.

Thank you,
Sincerely,
Mark Duckworth
atari-source.com webmaster

922. Re: "PCB designer" files

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 08:53:04 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u61rluo3s6dkb6@corp.supernews.com>
Source record: 38274

Hallvard,

I once upon a time owned what I believe to be an Imagic double sided double density ST external disk drive. This drive had a track indicator similar to what you speak of. I always thought it was the absolute most interesting feature I have ever seen. Unfortunately it seems to have gotten lost in the shuffle of one of my many moves, or perhaps it was broken. I would definately like to know more about this if you find more.

Mark
http://atari-source.com

Hallvard Tangeraas wrote:

> I just received a file which shows how to design a disk-drive track
> indicator. It also includes the circuit layout files apparently, but
> they're in a format which a program called "PCB designer" uses, with
> ".BRD", ".CRT" and ".LIB" extensions.
>
> Has anyone got this program? I assume it's a commercial program which
> isn't available any longer.
> I was hoping that someone might be able to help me convert these files
> into a common graphic format of some sort (.GIF, .IMG or whatever) which
> would be more useful to me.
>
>
> Hallvard

923. WWW.ATARI.ORG

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 09:29:06 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3C60F762.3D382D44@ief.u-psud.fr>
Source record: 38275

Hi,

Since yesterday, the domain http://www.atari.org and
subdomains atari.org are not working. I tried today
and it's not much better. Is there something to be
done ?

Thanks for any help,

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

924. Re: WWW.ATARI.ORG

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 11:34:25 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3C6114C1.F6ECD376@ief.u-psud.fr>
Source record: 38276

Hi again,

E-mail forwarding and atari.org services are not working
either (counters etc ...). It seems that there's big problems.
Does someone hear me ?

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

925. Kryboard for Mega-STE?

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 11:53:58 UTC
From: Saeid Cedighi <Saeid.Cedighi@uab.ericsson.se>
Message-ID: <3C611956.9876E576@uab.ericsson.se>
Source record: 38277

Hi,

I have a Mega STE with a broken keyboard.
Is there anybody who knows where I can
find a Keyboard, or a PC-keyboard emulater
(if there is any) as near Sweden as possible.

Thanks in advance for answers.

Regards,
Saeid.

926. Re: WWW.ATARI.ORG

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 12:15:21 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1103_1012997721@news1.on.sympatico.ca>
Source record: 38278

I beleive I saw on this group a message saying that atari.org's ISP had a problem (as in no longer in business?) and that atari.org was looking for a new ISP
ken

On Wed, 06 Feb 2002 12:34:25 +0100, Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr> wrote:
> Hi again,
>
> E-mail forwarding and atari.org services are not working
> either (counters etc ...). It seems that there's big problems.
> Does someone hear me ?
>
> Best regards,
>
> -- Franï¿½ois LE COAT
> Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org
> mailto:lecoat@atari.org
k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
Toronto Atari Federation - TAF.atari.org - welcome.to/taf
16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB

927. Re: Kryboard for Mega-STE?

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 12:33:22 UTC
From: Axel Jakob Scherer <design@agentur-scherer.de>
Message-ID: <a3r7v1rji00$1@news.t-online.com>
Source record: 38279

Hi!
There is s great Shop in Hamburg. They have a good and cheap Adapter and old Keyboards too.
They Ship worldwide!
http://www.atari-fachmarkt.de/

Bye
Axel
www.agentur-scherer.de/atari

"Saeid Cedighi" <Saeid.Cedighi@uab.ericsson.se> schrieb im Newsbeitrag news:3C611956.9876E576@uab.ericsson.se...
> Hi,
>
> I have a Mega STE with a broken keyboard.
> Is there anybody who knows where I can
> find a Keyboard, or a PC-keyboard emulater
> (if there is any) as near Sweden as possible.
>
> Thanks in advance for answers.
>
> Regards,
> Saeid.

928. Vidbase....

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 12:37:56 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013026548-902484AEicMi@xs4all.nl>
Source record: 38199

Does anyone know how I can get my hands on Vidbase, a
videocatalogueing program? It is shareware AFAIK...It
is hard to find (mainly because it is quite old)

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

929. Re: WWW.ATARI.ORG

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 12:39:11 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3C6123EF.869476F@ief.u-psud.fr>
Source record: 38280

Hi Ken,

Ken Seumas wrote:
> I beleive I saw on this group a message saying that atari.org's ISP had a problem
> (as in no longer in business?) and that atari.org was looking for a new ISP
> ken

Well, if it is the case, it's a real big problem. I must not be the
only person that is deeply involved with atari.org. But my WEB page
is in trouble with this. I don't still receive E-mails ... It is
a real bad trick for me. I wish it'll be soon resolved. Bad news ...

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

930. Biodata Bionet II

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 12:40:27 UTC
From: Gereon Wenzel <wenzel@ibh.rwth-aachen.de>
Message-ID: <3C61243B.2337E033@ibh.rwth-aachen.de>
Source record: 38281

Connectors:
1x Ethernet AUI and BNC
2x unknown Sub D 17
1x Power 15V DC
(Power supply not included)

Don't know what it is, but maybe someone can use it
For free pick up or costs of shipping.

Gereon W.
Aachen/Germany

Anschluesse:
1x Ethernet AUI und BNC
2x unbekannt 17polig Sub-D
1x Stromversorgung 15V
(netzteil ist keines dabei)

Fragt mich bitte nicht was das ist, eine Google Recherche brachte
zumindest
das Biodata mal Ethernet Zubehoer zum Atari hergestellt hat.
Wer glaubt damit was anfangen zu koennen kanns sich gern abholen oder
gegen Portoerstattung zuschicken lassen.

Gereon W.
Aachen

931. Re: UK Atari Show

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 12:42:37 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a3r8a4ir1@pegasus.csx.cam.ac.uk>
Source record: 38282

Sorry, its a bit of a long one this so take a beep breath....

The NEC would be a good location as it fairly central and has good access by both Road and Rail,
Parking and even good access by Air for any potential overseas visitors/traders.
There are two obvious problems with this, the first it that any stand alone Atari event would probably be rather lost in even the smallest hall, the second is the price. Although I don't know what it is it's probably more than those attanding could afford.
One option would be for someone from an atari supporting company (as this would give more credability than just a plain user) to contact the organisers of another event and try to blag a small corner somewhere thus letting the big guns cover the cost, a look at the NEC web site shows several events which might be applicable, these are...

The Spring Fair (Trade)
Electronic Retailing exhibition and
NEPCON

The first two are not practical this year, however NEPCON is is August and so there would still be time to arrange something for this year.

Another thing in favour of the NEC is that its a little closer to people like 16/32 Systems, Atari Workshop and Telegames than Stafford. Speaking of which, before we all get carried away with venues shouldn't someone canvas these and other Atari related outlets to see if they would still be interested in turning up?.

Ok, so the NEC is probably not a realistic option but I just though I would throw it in for consideration.

BTW, I have not noticed this thread on other newsgroups, if we are going to have a show shouldn't the VCS, Jag/Lynx and 8-bitters also be included in this discussion?. If the asnwer is yes then the question becomes how and where?, as you cannot sencibly carry on one thread over several newsgroups simultaniously.
Sadly this hightlights the self destructive, fragmentary nature of an already small community, perhaps we should look at trying to de-fragment ourselves a little before doing anything else, then there might be enough potential vistors going to a trade show to make one worth while.

Stephen Moss

932. Re: Kryboard for Mega-STE?

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 12:49:06 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <2G988.585$jL6.293022@news6-win.server.ntlworld.com>
Source record: 38284

Hello.

"Saeid Cedighi" <Saeid.Cedighi@uab.ericsson.se> wrote in message
news:3C611956.9876E576@uab.ericsson.se...
> Hi,
>
> I have a Mega STE with a broken keyboard.
> Is there anybody who knows where I can
> find a Keyboard, or a PC-keyboard emulater
> (if there is any) as near Sweden as possible.

I have unused Mega STE kbrds price each is £25 sterling plus post.

They have various language keycaps, (Spanish, German etc.) but take the
machines' TOS language.

I will sell the PCB/keys on its own for £10 sterling plus post, the cable
for £5 sterling plus post.

Barrie at Keychange.

www.keychange.co.uk

933. Re: Epson Custom Modules

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 12:50:34 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a3r8qqkmd1@draco.stochastik.rwth-aachen.de>
Source record: 38283

In article <3c6018b65ac620@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>I have a couple of 386 laptop screens kept after the laptop was so
>rubbish. They're 640*480 AFAIK, black+white. They use same/very similar
>pinouts and timing. Seeing as you say the old ST Book ones were Canon or

We managed to attach a 640*480 b/w PC LCD to a STBook - the problem ist, the displays are split in two halves, so you have 200 lines at the top, then 40 lines of garbage (mirrored from some other area of the display), then the bottom 200 lines of the ST display, then again 40 lines of garbage.

Worked fine to verify that the 4MB STBook was working, but is not useable for real work.

cu
Michael

934. Re: Lighthouse tower question

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 13:22:57 UTC
From: sf0218@aol.com
Message-ID: <20020206082257.23206.00002580@mb-mq.aol.com>
Source record: 38285

Where can one living in the U.S.A. get a lighthouse tower from?
Thanks
Sam F.
Seattle Seahawks fan & Atari Computer nut

935. What is it?

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 13:38:32 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <joa88.655$jL6.327401@news6-win.server.ntlworld.com>
Source record: 38286

Hello.

I recently acquired a SoundStreamer cartridge port expander.

It's marked Composers Desktop Project and Atari ST Cartridge Port Expander.

It's cream and brown, about the same size as a Midex without the midiout
ports branch
and has 3 cartridge ports named SoundSTreamer, port 1 and port 2.

It has a select switch for the ports.

Anyone know anything about it?

I also acquired a Cubeat dongle with no software/manual.
I've never seen Cubeat so if anyone knows where I can download it from
please post.

Barrie at Keychange Music.

936. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 14:33:53 UTC
From: J�r�me Ginestet <jerome.ginestet@freesbee>
Message-ID: <3c613cb4$0$23523$626a54ce@news.free.fr>
Source record: 38287

"Hallvard Tangeraas" <northstar2010@_l-hate-spam_yahoo.no> a �crit dans le message news: 1f76kal.eia3v96fm534N%northstar2010@_l-hate-spam_yahoo.no...

> Among the many selectable options there I don't quite understand how the
> following work and need some detailed explanation of this:
>
> Default Dir: [Application] [Top Window]
> Parameter : [File Path] [Full Name]

That's [Full Path] [File Name]

> Having experimented with the installation of many programs I still can't
> find any consistent pattern and thus a complete understanding of the
> above other than they both have something to do with which location to
> look for files or something. I'm not sure.
> Anyone care to fill me in?

Default dir is the directory where the application will look for files.
Parameter defines the way the filename of the work file (azerty.zip for ex.)
is transmitted to the application : file path only sends the name of the file
Possible configs:
Application & Full path (1)
Top window & file name (2)
Application & file name (3)
Top window and full path (4)

Let's take an example with stzip.prg in C:\STZIP and x.ZIP in C:\
Double click on X.ZIP in top window C:\

confg (1):
stzip's default dir is C:\STZIP, but it receives C:\X.ZIP as a parameter
so it has no problem finding the file.

config (2):
stzip's default dir is C:\ which is the directory of the top window
and it receives X.ZIP as a parameter : no problem since it is in C:\.

config (3):
stzip's default dir is C:\STZIP, and it receives X.ZIP as a parameter
so it will not the file because it is not in C:\STZIP.

config (4)
stzip's default dir is C:\ which is the directory of the top window
and it receives C:\X.ZIP as a parameter : no problem

IIRC setting default dir to "top window" causes problems with
applications which have .RSC, or config files.

So I think the only really useable setup is "Application & full path"

> Also, when installing a program, these settings appear as default (which
> can of course be changed for that program).
> Can anyone confirm this?

I think that's right

--

J<unk>r<unk>me

937. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 14:43:29 UTC
From: J�r�me Ginestet <jerome.ginestet@freesbee>
Message-ID: <3c613ef7$0$23527$626a54ce@news.free.fr>
Source record: 38288

"J�r�me Ginestet" <jerome.ginestet@freesbee> a �crit dans le message news: 3c613cb4$0$23523$626a54ce@news.free.fr...

```
> Default dir is the directory where the application will look for files.
> Parameter defines the way the filename of the work file (azerty.zip for ex.)
> is transmitted to the application : file path only sends the name of the file
```

```
I meant :
file name only sends the name of the file (azerty.zip) while full path sends
the path + the name (d:\zipfiles\fr\azerty.zip)
```

```
--
```

J�r�me

938. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 14:56:22 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B886AE46.1FE4%atarilp@hotmail.com>
Source record: 38289

in article 4cd3b1ba.0202051913.2a6e523c@posting.google.com, Mark Duckworth
at duwolf@hotmail.com wrote on 2/5/02 10:13 PM:

> The homa systems webpage sold Nova cards for $350 in upwards of $800 I
> believe. They were always extremely expensive. I don't know why. my
> roomate bought his Mach 64 ISA card for $20 or maybe less. Just that
> silly board full of traces and 1 GAL was the expensive part.

My Nova cost me over $500 and after looking inside the blackbox I felt
ripped off. Indeed a cheap common ISA card was in there. ;-)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

939. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 16:56:41 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0202060856.3fca51f1@posting.google.com>
Source record: 38290

"Roger Cain" <roger@cainr.freeserve.co.uk> wrote in message
news:<a3p1sqpts1@newsg4.svr.pol.co.uk>...
> <rezx0x@yahoo.com> wrote in message
> news:5851020c.0202041406.5e118d2a@posting.google.com...
>
> > I can hear the drive starting and stopping at random.
>
> This doesn't sound good. Check the power connection to the drive to make
> sure it is not intermittent.
>
> Otherwise it may be that the drive is not successfully coming up to the
> right speed and the controller is attempting to get over this by
> starting/stopping.
>
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).

Could the problem be that this is a 7200 RPM drive as opposed to 5400 RPM?

Lemmeknow!
> Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/2002

940. Atari Falcon (Still Wanted!)

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 17:09:20 UTC
From: jagcube@prodigy.net
Message-ID: <15334f98.0202060909.47b1e095@posting.google.com>
Source record: 38291

Hi,

Still looking for an Atari Falcon stock system as follows:

4MB or more preferably...
MultiTOS (if possible)
80MB Internal HD or ++
Comes with SC1224 or better color monitor _or_ VGA monitor adaptor.
Any extras a plus.

Please contact me at jagcube@prodigy.net send pics if you can! =)

Thanks,

Clint Thompson
http://jagcube.atari.org

Does anyone have one for sell?! :-/

941. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 17:46:12 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a3rq52$77c$1@news.tpi.pl>
Source record: 38292

On 6 Feb 2002 13:36:02 G, Hallvard Tangeraas wrote:

> So.... getting back to the TOS 2.06 desktop I single-click "ZIPJR.TTP"
> and adjust the settings as follows:
>
> Application name: ZIPJR.TTP
> Arguments : -xrg
> Document type : ZIP
>
> But this doesn't work!!!
[...]
> But enough about the above examples (even though I would like some sort
> of explanation of why it won't work and what I'd need to do in order to
> make it work properly)....
> ....what I really need is an example of a .TTP (or .GTP) file being
> installed, with something filled in in the "Arguments" field so that I
> can show people a practical example of how the "Arguments" are being
> used. Preferrably an example which most people can find a use for
> (that's why I was hoping for a solution with .ZIP files as most people
> run into them).
>
>
> If someone can clear up all of the above I can finally release the
> documentation for TOS 2.06.

I have tried this with TOS 3.06 (it is almost the same as 2.06... ;-))
and it *does* work perfectly.
You have to set "Default dir: Top window" (so the doubleclicked ZIP
file will be extracted to the folder where the EXAMPLE.ZIP archive
is located). When you set it to Application, it will be extracted
into the folder where ZIPJR.TTP is located.
You must set "Parameter: Full path", because otherwise ZIPJR.TTP
will not find the EXAMPLE.ZIP file.
In "Arguments" you set -xrg (with one space at the end, it is essential)
and "Document type" is ZIP.
I have checked this with TOS 3.06, but I couldn't check it with
2.06 since I don't have it ;-(
If it does not work with 2.06 than it must be a bug in this version
of TOS.
If it does work, than it is a perfect example of an installed
TTP program ;-)

BTW. I may send you a simple PRG that will display the command line
(parameters) that are passed to it, so that you will be able to play
around with these, seeing exactly what is passed to the application.

--
Grzegorz Pawlik
http://gregory.atari.pl/mjm.htm

942. Re: moniterm monitor

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 18:26:18 UTC
From: Jean-Francois Lemaire <jflemaire@belgacom.net>
Message-ID: <3c6174ff$0$75166$ba620e4c@news.skynet.be>
Source record: 38293

Hi,

Ken Seumas a ï¿œcrit:

> I have a 19" moniterm monitor, previously used for a megaST,
> will it work on a TT or Falcon?

Definitely not. I tried it, and got a completely screwed display. I then asked the same question as yours on the French newsgroup, and a guy from OXO Systems answered me that the two monitors were different and that in the worst case scenario trying the Mega ST monitor on the TT could break the graphics controller.
As for the Falcon, I don't know but I doubt it very much.

J-F.

943. Re: Epson Custom Modules

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 18:41:10 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <OMe88.130$5z.172095@newsfeed.slurp.net>
Source record: 38294

That's very interesting. I wonder if it would've worked on a 640x400 screen. The old Apple PowerBooks have a 640x400 screen in 4bit greyscale. I wonder if they would work? Also, I found an www page mentioning about an Epson 640x400 screen. http://www.woe.onlinehome.de/lcddata.htm check out that link to see a listing of various models and the schematics as well.

Joshua.

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in message news:a3r8qqkmd1@draco.stochastik.rwth-aachen.de...
> In article <3c6018b65ac620@madasafish.com>,
> Lyndon Amsdon <bindon@madasafish.com> wrote:
> >I have a couple of 386 laptop screens kept after the laptop was so
> >rubbish. They're 640*480 AFAIK, black+white. They use same/very similar
> >pinouts and timing. Seeing as you say the old ST Book ones were Canon or
>
> We managed to attach a 640*480 b/w PC LCD to a STBook - the problem ist, the
> displays are split in two halves, so you have 200 lines at the top, then 40
> lines of garbage (mirrored from some other area of the display), then the
> bottom 200 lines of the ST display, then again 40 lines of garbage.
>
> Worked fine to verify that the 4MB STBook was working, but is not useable
> for real work.
>
> cu
> Michael

944. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 19:14:32 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <a3s41grdt1@news8.svr.pol.co.uk>
Source record: 38201

<rezx0x@yahoo.com> wrote in message
news:5851020c.0202060856.3fca51f1@posting.google.com...
> "Roger Cain" <roger@cainr.freeserve.co.uk> wrote in message
news:<a3p1sqpts1@newsg4.svr.pol.co.uk>...
> > <rezx0x@yahoo.com> wrote in message
> > news:5851020c.0202041406.5e118d2a@posting.google.com...
> > Otherwise it may be that the drive is not successfully coming up to the
> > right speed and the controller is attempting to get over this by
> > starting/stopping.

> Could the problem be that this is a 7200 RPM drive as opposed to 5400 RPM?
>
> Lemmeknow!

No, that shouldn't make any difference. But the fact that is goes at 7200
means it is fairly new so my next hint of putting a drop of light oil on the
lower HD bearing ceases to be relevant.

Remove the data cable from the HD and listen when it powers up. It should
get up to speed then do its Power On Self Test (a bit of head chattering)
then go quiet. If this doesn't happen then the prob. is somewhere in the
data cable or the driver you are using.

Roger

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/2002

945. What are the attack and release times of an LA2A?

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 19:15:18 UTC
From: garthrr@aol.com
Message-ID: <20020206141518.05720.00001973@mb-mg.aol.com>
Source record: 38196

And do they change with the amount of gain reduction? Just curious.

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

946. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 19:23:57 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0202061123.6c9f510c@posting.google.com>
Source record: 38197

lp <atarilp@hotmail.com> wrote in message news:<B886AE46.1FE4%atarilp@hotmail.com>...
> in article 4cd3b1ba.0202051913.2a6e523c@posting.google.com, Mark Duckworth
> at duwolf@hotmail.com wrote on 2/5/02 10:13 PM:
>
> > The homa systems webpage sold Nova cards for $350 in upwards of $800 I
> > believe. They were always extremely expensive. I don't know why. my
> > roomate bought his Mach 64 ISA card for $20 or maybe less. Just that
> > silly board full of traces and 1 GAL was the expensive part.
>
> My Nova cost me over $500 and after looking inside the blackbox I felt
> ripped off. Indeed a cheap common ISA card was in there. ;-)
>
> ---
> Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

:) I remember the original cost well.... And people wonder why you
want so much for a re-sell:)
The required version of the Mach 64 card is inexpensive now, but takes
a while to find one. Not impossible. There's a GAL on the card, not
likely locked, it isn't that type AIRC. One could make a NOVA adapter
just by bread boarding...Gehard use to have some adapters in stock,
cheap, surely beats spending many hours of your own time. I doubt you
would be breaking any copy right laws reading anything within the GAL,
it's likely just some bus logic right out of the manual. The software
drivers have been hacked several times for the Afterburner and other
applications and no one seemed to mind then, why would they now? Once
you go NOVA on a Falcon, you won't go back:) Maybe the Eclipse is a
better performer, I don't know it's actual availability.

I just bought a SCSI-PC card reader from Kodak online stores
(www.kodak.com) for $30.00. I don't have any cards to test it out with
yet. Just seemed like to good of a deal to pass on.
Are there BSD drivers for ethernet SCSI? Think a PC card to ethernet
adapter would work?
Mike

947. New game in automn

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 19:42:21 UTC
From: yves.rogne@free.fr
Message-ID: <3c61871c$0$4614$626a54ce@news.free.fr>
Source record: 38198

Hello everybody,

We're making an adventure game. We're making it with a F30 and an Had�s but
would like to know if it is possible to make it compatible with ST.
But for that we need your opinion dear Atari users !

The game will have an heavy graphic part : minimal 100 Mo. So we're planning to
put it on a CD, but... is it possible to connect a CDrom with a ST ?
I think that with a Link xx cable and a SCSI CDrom it may work, but I'm not
sure.

Does all ST owners have a monochrome monitor ?
It would be less work for us to make a monochrome version for ST users, but if
you're many that only have a color monitor, we will do something for you.
How many would prefer a 640x200x4 instead of a 320x200x16 colors ?

How many TT users would like to use the 320x480x256 colors (TTlow) and how many
would prefer the wonderfull 320x480x256 grey mode ?
Hom many for 640x480x16 ?

As we have a good musician, no CDrom would mean no sound, sorry.

The game will be freeware : you'll just pay the postage + 2 Euros for the
CDr itself and we will send the CD werever you will be. If you send 2 inter-
-national reply coupons, you wont need the postage fee.

Questions ? Suggestions ? Advices ? Write to us --> jeu.tos@free.fr (THIS EMAIL
WILL START AT 7 f�buary noon, not before please).

Regards

948. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 20:33:36 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a3s433$vg5$1@news6.svr.pol.co.uk>
Source record: 38202

If a drive does not spin up cleanly it is usually a drive fault.

<rezx0x@yahoo.com> wrote in message
news:5851020c.0202060856.3fca51f1@posting.google.com...
> "Roger Cain" <roger@cainr.freeserve.co.uk> wrote in message
news:<a3p1sqpts1@newsg4.svr.pol.co.uk>...
> > <rezx0x@yahoo.com> wrote in message
> > news:5851020c.0202041406.5e118d2a@posting.google.com...
> >
> > > I can hear the drive starting and stopping at random.
> >
> > This doesn't sound good. Check the power connection to the drive to make
> > sure it is not intermittent.
> >
> > Otherwise it may be that the drive is not successfully coming up to the
> > right speed and the controller is attempting to get over this by
> > starting/stopping.
> >
> >
> >
> >
> > ---
> > Outgoing mail is certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
>
> Could the problem be that this is a 7200 RPM drive as opposed to 5400 RPM?
>
> Lemmeknow!
> > Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/2002

949. Re: Ten Trivia Questions (SIO2PC, ST vs Falcon,CD/ Zip)

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 22:45:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <%li88.17428$TI3.167504@typhoon.sonic.net>
Source record: 38203
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Mike Stepansky <design3d@2-scale.com> wrote:

: 4) What is the CPU/RAM specs for the Falcon? (Im confused: is it only 030
: or 040 or maybe it is both options?)

: 5) Who still sells MegaST and Falcon and also CD-RW drive for it? (beside
: myatari.com/B&C Computervision dealer and beside ebay)

: 6) Is it possible to use Zip drive for the MegaST/Falcon? (scsi or
: parallel?)

: 7) How many Falcon-based games and Falcon-based 'graphic' demos are
: available for the Falcon (roughly)? (it would be nice if you could tell us
: the name of the FTP site that might have ST/Falcon "cool" graphics demos)

: 8) Are ST games compatible with the Falcon? If so, what percentage? If
: not, why not? (knowing that will allow me to decide to order MegaST4 as the
: high-end ST system rather than Falcon).

: 10) What is the standard graphics mode (color bit planes as well) for the
: Falcon?

Try comp.sys.atari.st for your Falcon questions (this resp. crossposted
there)

Good luck!

-bill!

950. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 22:49:07 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0202062343450.120-100000@easymint>
Source record: 38204

It looks like soon YOU will be THE TOS 2.06 expert here ;-)

Good luck with your project !

951. Re: Ten Trivia Questions (SIO2PC, ST vs Falcon,CD/ Zip)

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 23:55:19 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <Mnj88.3459$jL6.850783@news6-win.server.ntlworld.com>
Source record: 38205

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:%li88.17428$TI3.167504@typhoon.sonic.net...
> Mike Stepansky <design3d@2-scale.com> wrote:
>
> : 4) What is the CPU/RAM specs for the Falcon? (Im confused: is it only
030
> : or 040 or maybe it is both options?)

Motorola 68030 running at 16MHz

> : 5) Who still sells MegaST and Falcon and also CD-RW drive for it?
(beside
> : myatari.com/B&C Computervision dealer and beside ebay)

Atari Workshop in the UK sell Falcons

> : 6) Is it possible to use Zip drive for the MegaST/Falcon? (scsi or
> : parallel?)

Yes, but SCSI only.

> : 7) How many Falcon-based games and Falcon-based 'graphic' demos are
> : available for the Falcon (roughly)? (it would be nice if you could tell
us
> : the name of the FTP site that might have ST/Falcon "cool" graphics
demos)

Probably about 10 commercial Falcon games, lots and lots of shareware and
demos etc

Best starting place: www.dhs.nu

> : 8) Are ST games compatible with the Falcon? If so, what percentage?
If
> : not, why not? (knowing that will allow me to decide to order MegaST4 as
the
> : high-end ST system rather than Falcon).

Some can run no problem, most need the use of an program called Backwards

> : 10) What is the standard graphics mode (color bit planes as well) for
the
> : Falcon?

Standard GEM is 320x200x16color. The Falc can do higher resolutions upto
24bit color, but you loose pixels the more colours you get, unless you use a
screen expander like Videlity for example (I may be wrong here)

Si

952. Re: New game in automn

Newsgroup: comp.sys.atari.st
Date: 2002-02-06 23:57:53 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202061557.779d1968@posting.google.com>
Source record: 38206

yves.rogne@free.fr (M?gamodeste) wrote in message
news:<3c61871c$0$4614$626a54ce@news.free.fr>...
> Hello everybody,
>... is it possible to connect a CDrom with a ST ?
Yes.

> Does all ST owners have a monochrome monitor ?
No. However, you could verify that it runs under Sebra, the freeware
monochrome emulator for STs.

> How many would prefer a 640x200x4 instead of a 320x200x16 colors ?
It depends on the game. Which is needed more, resolution or colors?
You decide this one.

> How many TT users would like to use the 320x480x256 colors (TTlow) and how
> many would prefer the wonderfull 320x480x256 grey mode ?
> How many for 640x480x16 ?
I'd like to note that the Falcon, while it can do 320x480x256 rarely
has software in that resolution. 640x480x16 is more typical.

> The game will be freeware : you'll just pay the postage + 2 Euros for the
> CDr itself and we will send the CD werever you will be. If you send 2 inter-
> -national reply coupons, you wont need the postage fee.
>
Sounds interesting. Best of luck to you!

Galen

953. Re: moniterm monitor

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 00:07:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202061607.3d2cbdcb@posting.google.com>
Source record: 38207

Ken Seumas <k_seumas@sympatico.ca> wrote in message
news:<1104_1012969221@news1.on.sympatico.ca>...
> I have a 19" moniterm monitor, previously used for a megaST,
> will it work on a TT or Falcon?
No. (ECL vs. VGA.)

Galen

954. Re: moniterm monitor

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 00:08:13 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202061608.78c4c369@posting.google.com>
Source record: 38208

Ken Seumas <k_seumas@sympatico.ca> wrote in message
news:<1104_1012969221@news1.on.sympatico.ca>...
> I have a 19" moniterm monitor, previously used for a megaST,
> will it work on a TT or Falcon?

Well, I take my previous post back. It can't work on the Falcon, but
the TT is perhaps possible. I had forgotten the TT has ECL circuitry.
Anyone ever try it?

Galen

955. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 00:14:32 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202061614.4fc5fa89@posting.google.com>
Source record: 38209

rezx0x@yahoo.com (rezx0x@yahoo.com) wrote in message
news:<5851020c.0202041406.5e118d2a@posting.google.com>...
> I'm getting so close!
>
> I set the jumper to "term. power to SCSI bus". The LED on the Link2 is
> now lit so I know it's getting power. Also, I no longer get the error:
>
> No ICD host adapter -Caching disabled
>
> The drive is recognized on bootup as:
>
> ID 0 Seagate ST32550N
>
The Link2 is now working, and it appears to be getting the ID from the
drive's circuitry.

> But when I run the ICD SCSI Hard Disk Installation Program
> (INSTALL.PRG) I get the following error:
>
> Install found no hard disks... check all connections on power and
> signal cables. Make sure your hard disk starts when power is applied.
>
> Do I need to set a jumper for this as well?
> I tried setting "Enable motor start" but this did not help.
> I can hear the drive starting and stopping at random.
>
The drive should not be stopping. I suspect a bad power supply or a
bad motor. Put a voltimeter across your 5V line and see if it
fluctuates. If it does, it's probably the power supply. If not, the
drive is terminally ill.

Galen

956. Re: linux on atari?

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 00:21:51 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202061621.31415fc5@posting.google.com>
Source record: 38210

Uwe Seimet <us__nospam__@seimet.de> wrote in message news:<3C5F9F35.F6123C56@seimet.de>...
> Galen wrote:
>
> > It is possible, but no one has done it yet. Regular Linux uses a MMU
> > for multitasking, ans the 68000 chip has no MMU. (The 68030 chip DOES
>
> The PMMU is not required for multitasking (remember that MiNT and MagiC
> can do multitasking with the 68000) but only for memory management.

Hmmm,

You would likely know better than I, Uwe. But then why is Linux so
dependent on keeping its memory managed?

Galen

957. Re: moniterm monitor

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 02:58:20 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1103_1013050700@news1.on.sympatico.ca>
Source record: 38211

thanks for the replies!
I remembered trying it on my falcon a few years ago.
blew the video.
very expensive mistake!!
I am more cautious now, I ask here first!! :-)
but I wondered about the TT because the hi-res mono monitor for that beast is ECL also.
thanks for the feedback!
ken

On Wed, 06 Feb 2002 19:26:18 +0100, Jean-Francois Lemaire
<jflemaire@belgacom.net> wrote:
> Hi,
>
>
> Ken Seumas a ï¿½crit:
>
> > I have a 19" moniterm monitor, previously used for a megaST,
> > will it work on a TT or Falcon?
>
>
> Definitely not. I tried it, and got a completely screwed display. I then
> asked the same question as yours on the French newsgroup, and a guy from
> OXO Systems answered me that the two monitors were different and that in
> the worst case scenario trying the Mega ST monitor on the TT could break
> the graphics controller.
> As for the Falcon, I don't know but I doubt it very much.
>
>
> J-F.

958. Re: Ten Trivia Questions (SIO2PC, ST vs Falcon,CD/ Zip)

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 03:04:25 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1104_1013051065@news1.on.sympatico.ca>
Source record: 38212

On Wed, 6 Feb 2002 23:55:19 -0000, "Simon \(PNC\)" <pnc@mail.portland.co.uk>
wrote:
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:%li88.17428$TI3.167504@typhoon.sonic.net...
> > Mike Stepansky <design3d@2-scale.com> wrote:
>-snip-
> > : 10) What is the standard graphics mode (color bit planes as well) for
> the
> > : Falcon?
>
> Standard GEM is 320x200x16color. The Falc can do higher resolutions upto
> 24bit color, but you loose pixels the more colours you get, unless you use a
> screen expander like Videlity for example (I may be wrong here)
> Si

all three ST resolutions plus
mono (2^1)
4 colour (2^2)
16 colour (2^4)
256 colour (2^8)
32,000 colur (2^15)
65,000 colour (2^16)
resolution up to approx 800x600
unless you have Blow-up hard, videlity, or some other resolution expander or speeder.
hope this helps your quest
ken

Kenneth J Macdonald, k_macdonald@sympatico.ca
-----Parkdale-HighPark NDP Riding Assoc.-----
-----http://www.phpndp.com 416-537-5001-----
Suite 227, 365 Roncesvalles Ave., Toronto, ON

959. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 05:15:38 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88777A9.201B%atarilp@hotmail.com>
Source record: 38213

in article fc53daf3.0202061123.6c9f510c@posting.google.com, rustynutt at rustynutt@hotmail.com wrote on 2/6/02 2:23 PM:

> :) I remember the original cost well.... And people wonder why you
> want so much for a re-sell:)
> The required version of the Mach 64 card is inexpensive now, but takes
> a while to find one. Not impossible.

Yup, I found a Mach64 on ebay for my Hades060 for a wopping $10 USD.
Far more reasonable.

> I just bought a SCSI-PC card reader from Kodak online stores
> (www.kodak.com) for $30.00. I don't have any cards to test it out with
> yet. Just seemed like to good of a deal to pass on.

I have several Microtech units on my Atari's, they work very nicely.

> Are there BSD drivers for ethernet SCSI? Think a PC card to ethernet
> adapter would work?

I recall someone working on a SCSI ethernet solution, perhaps 2 people
actually, but so far neither are completed.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

960. Re: linux on atari?

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 08:19:01 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C623875.142FF739@seimet.de>
Source record: 38214

Galen schrieb:

> You would likely know better than I, Uwe. But then why is Linux so
> dependent on keeping its memory managed?

Virtual memory, virtual address spaces and memory protection all require
a PMMU. Unix/Linux make heavy use of these features and in particular
memory protection and virtual address spaces are an inherent, important
features of these operating systems.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

961. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 08:41:47 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u64fcjhs252380@corp.supernews.com>
Source record: 38215

rustynutt wrote:

> lp <atarilp@hotmail.com> wrote in message
> news:<B886AE46.1FE4%atarilp@hotmail.com>...
>> in article 4cd3b1ba.0202051913.2a6e523c@posting.google.com, Mark
>> Duckworth at duwolf@hotmail.com wrote on 2/5/02 10:13 PM:
>>
>> > The homa systems webpage sold Nova cards for $350 in upwards of $800 I
>> > believe. They were always extremely expensive. I don't know why. my
>> > roomate bought his Mach 64 ISA card for $20 or maybe less. Just that
>> > silly board full of traces and 1 GAL was the expensive part.
>>
>> My Nova cost me over $500 and after looking inside the blackbox I felt
>> ripped off. Indeed a cheap common ISA card was in there. ;-)
>>
>>

>> Lonny Pursell Atari AT bright.net DOT net
>> www.bright.net/~atari/
>
> :) I remember the original cost well.... And people wonder why you
> want so much for a re-sell:)
> The required version of the Mach 64 card is inexpensive now, but takes
> a while to find one. Not impossible. There's a GAL on the card, not
> likely locked, it isn't that type AIRC. One could make a NOVA adapter
> just by bread boarding...Gehard use to have some adapters in stock,
> cheap, surely beats spending many hours of your own time. I doubt you
> would be breaking any copy right laws reading anything within the GAL,
> it's likely just some bus logic right out of the manual. The software
> drivers have been hacked several times for the Afterburner and other
> applications and no one seemed to mind then, why would they now? Once
> you go NOVA on a Falcon, you won't go back:) Maybe the Eclipse is a
> better performer, I don't know it's actual availability.
>
> I just bought a SCSI-PC card reader from Kodak online stores
> (www.kodak.com) for $30.00. I don't have any cards to test it out with
> yet. Just seemed like to good of a deal to pass on.
> Are there BSD drivers for ethernet SCSI? Think a PC card to ethernet
> adapter would work?
> Mike
>

Mike,

That is an interesting proposition that I have not yet thought of. I know Lonny's Hades has 4 PC card slots in it, so if anyone could tell you anything about them, he could. HD Driver seems to support the CF cards really well as they are "standard IDE controllers" or whatnot (at least that's what it says in M$ boxes). I wonder though if it would use SCSI <-> ethernet or SCSI <-> PC card <-> ethernet drivers. I'd think once you had the appropriate scsi to pc card driver built, it'd be a simple matter of porting a bsd/linux driver for the same PCMCIA device. An interesting prospect....

As for the Nova, if anyone undertakes this project, I would seriously like to have one for my Mega STe. Unfortunately, I can't really disassemble the board I have and desolder everything off of it as it isn't mine. I would think the easiest procedure would be to desolder all components, scan the board, touch it up and then you could produce your own with print-n-peel or whatever else you had in mind. Then each of your atari's can have their own Nova ;)

Mark
http://atari-source.com

962. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 08:43:46 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u64fgbs45g6qba@corp.supernews.com>
Source record: 38216

lp wrote:

> in article fc53daf3.0202061123.6c9f510c@posting.google.com, rustynutt at
> rustynutt@hotmail.com wrote on 2/6/02 2:23 PM:
>
>> :) I remember the original cost well.... And people wonder why you
>> want so much for a re-sell:)
>> The required version of the Mach 64 card is inexpensive now, but takes
>> a while to find one. Not impossible.
>
> Yup, I found a Mach64 on ebay for my Hades060 for a wopping $10 USD.
> Far more reasonable.
>
>> I just bought a SCSI-PC card reader from Kodak online stores
>> (www.kodak.com) for $30.00. I don't have any cards to test it out with
>> yet. Just seemed like to good of a deal to pass on.
>
> I have several Microtech units on my Atari's, they work very nicely.
>
>> Are there BSD drivers for ethernet SCSI? Think a PC card to ethernet
>> adapter would work?
>
> I recall someone working on a SCSI ethernet solution, perhaps 2 people
> actually, but so far neither are completed.
>
>

> Lonny Pursell Atari AT bright.net DOT net
> www.bright.net/~atari/
>
>
>

Lonny,

I was actually one person working on something. If you look under my personal notes in the articles section of atari-source, I have reasons of why I gave up the project. It's important to note though, for those that do not feel like visiting the site, I will give away this Asante EN/SC adapter to anyone else who is willing to try, with free shipping. I can't even get it to return a SCSI ID and according to asante it must be addressed at 1.5Mbps. I.E. my powerbook with an 040 has too fast of a scsi bus to use it and it crashes it.... Pretty bad if the adapter doesn't work on it's native environment, how are we supposed to hope to write a driver for it!?

Mark
http://atari-source.com

963. Re: Atari Falcon (Still Wanted!)

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 08:48:07 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u64foftmtnsk2f@corp.supernews.com>
Source record: 38217

Clint!

You may have missed the boat,
there was 3 of them for sale on ebay, US recently.

Mark
http://atari-source.com

Clint Thompson wrote:

> Hi,
>
> Still looking for an Atari Falcon stock system as follows:
>
> 4MB or more preferably...
> MultiTOS (if possible)
> 80MB Internal HD or ++
> Comes with SC1224 or better color monitor _or_ VGA monitor adaptor.
> Any extras a plus.
>
> Please contact me at jagcube@prodigy.net send pics if you can! =)
>
> Thanks,
>
> Clint Thompson
> http://jagcube.atari.org
>
>
> Does anyone have one for sell?! :-/
>

964. Re: New game in automn

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 09:00:41 UTC
From: yves.rogne@free.fr
Message-ID: <3c624238$0$4609$626a54ce@news.free.fr>
Source record: 38218

Hi Galen,

>... is it possible to connect a CDrom with a ST ?
Yes.

Great, so the game will be definately not spread on ZPI disquettes, only CD.

> Does all ST owners have a monochrome monitor ?
No. However, you could verify that it runs under Sebra, the freeware
monochrome emulator for STs.

Well we want a fast game that we make a sp cial release for each kind of screen
and that it is so big.

> How many would prefer a 640x200x4 instead of a 320x200x16 colors ?
It depends on the game. Which is needed more, resolution or colors?
You decide this one.

I always prefer resolution, but anybody had different taste so we would enjoy
that people who like a kind of screen send us an email then we will make
statistics.

> How many TT users would like to use the 320x480x256 colors (TTlow) and how
> many would prefer the wonderfull 320x480x256 grey mode ?
> How many for 640x480x16 ?
I'd like to note that the Falcon, while it can do 320x480x256 rarely
has software in that resolution. 640x480x16 is more typical.

Ok
Each users are welcome in sending there choice at jeu.tos@free.fr.

Thanks for your opinion.

M gamodeste

965. Re: Vidbase....

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 09:02:01 UTC
From: yves.rogne@free.fr
Message-ID: <3c624288$0$4609$626a54ce@news.free.fr>
Source record: 38219

>Raoul Teulings
>3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

Interesting ! How many hands to use all that computers (-;

966. Re: What is it?

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 10:11:40 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <xss88.457$YA2.140873@news11-gui.server.ntli.net>
Source record: 38220

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in
message
news:joa88.655$jL6.327401@news6-win.server.ntlworld.com...
> Hello.
>
> I recently acquired a SoundStreamer cartridge port
expander.
>
> It's marked Composers Desktop Project and Atari ST
Cartridge Port Expander.
>
> It's cream and brown, about the same size as a Midex
without the midiout
> ports branch
> and has 3 cartridge ports named SoundSTreamer, port 1 and
port 2.
>
> It has a select switch for the ports.
>
> Anyone know anything about it?

http://www.bath.ac.uk/~masjpf/CDP/CDP.htm

This is where it is, thanks to John for the info. The box is
for sale so read the page, it seems interesting.
>
> I also acquired a Cubeat dongle with no software/manual.
> I've never seen Cubeat so if anyone knows where I can
download it from
> please post.
>
> Barrie at Keychange Music.
>
>
>

967. Re: YM to MIDI converter

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 11:32:39 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0202071229450.108-100000@easymint>
Source record: 38221

On Tue, 5 Feb 2002, Stephane Perez wrote:

> Hi there,
>
> I'm looking for an YM to MIDI converter please.
> Where could I find this software?
>
What exactly do you mean ?
YM (you mean the Yamaha soundchip?) has nothing to do with MIDI,
so what kind of conversion do you have in mind ? Explain your question.

Martin Tarenskeen

968. Re: linux on atari?

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 12:31:20 UTC
From: ebaiz@skyenet.net
Message-ID: <ssu88.44$kL1.74590@newsfeed.slurp.net>
Source record: 38222

On 4 Feb 2002 18:06:21 +, "William Gates" wrote:
>hi folks!
>
>maybe/possibly i'm absolutely wrong, but i remember an iX-magazine article
>two or three years ago about running linux on various computer systems. and
>i think the article said something about porting linux to a 1040st. is this
>possible?
>
>greetings
>artur stransky

Hello,

From what I understand, unless things have changed, you need a 68030
CPU or better to run Linux on an Atari. Now, another option is NetBSD,
which is another Unix environment. This will work on a 1040. I know, I
saw it for myself.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

969. Re: linux on atari?

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 12:35:23 UTC
From: ebaiz@skyenet.net
Message-ID: <fwu88.46$kL1.76027@newsfeed.slurp.net>
Source record: 38223

On 4 Feb 2002 18:06:21 +, "William Gates" wrote:
>hi folks!
>
>maybe/possibly i'm absolutely wrong, but i remember an iX-magazine article
>two or three years ago about running linux on various computer systems. and
>i think the article said something about porting linux to a 1040st. is this
>possible?
>
>greetings
>artur stransky

Hello,

From what I understand, unless things have changed, you need a 68030
CPU or better to run Linux on an Atari. Now, another option is NetBSD,
which is another Unix environment. This will work on a 1040. I know, I
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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

970. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 14:51:08 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a3u48qdme1@news.tpi.pl>
Source record: 38224

On 7 Feb 2002 11:26:25 G, Hallvard Tangeraas wrote:
> > You must set "Parameter: Full path", because otherwise ZIPJR.TTP
> > will not find the EXAMPLE.ZIP file.
>
> OK. This is where things start getting a little more unclear with me,
> but I'll read your other posting and experiment a bit to fully
> understand it.

"Full path" is eg. C:\gemsys\magic\start\test.zip, so the application
knows exactly where the clicked file is located.

"File name" is just "test.zip", so the application cannot know
where it is located.

Do some experiments with that tiny prg I sent you :-) Install
it as an application, change the settings, click on its "documents"
and see what is passed. Have fun. ;-))

> > In "Arguments" you set -xrg (with one space at the end, it is essential)
> > and "Document type" is ZIP.
>
> Yes!!! It worked!
> That space at the end did all the difference, but why? What does the
> space represent?

Nothing. It's just a space ;-)
Without the space ZIPJR.TTP gets something like "-xrgFILENAME.ZIP",
which is incorrect, and with the space it gets "-xrg FILENAME.ZIP",
which is correct.
Try that with that little prg I sent you to see it for yourself.

--
Grzegorz Pawlik
http://marijuana.atari.org/

971. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 15:12:52 UTC
From: gregory@spam.off_atari.pl
Message-ID: <a3u5hjpml1@news.tpi.pl>
Source record: 38225

On 6 Feb 2002 13:36:02 G, Hallvard Tangeraas wrote:
> If someone can clear up all of the above I can finally release the
> documentation for TOS 2.06.

BTW will this documentation be available on your webpage?
If so, would you mind if I download it, translate into Polish and
put on my webpage as well? ;-)

--
Grzegorz Pawlik
http://marijuana.atari.org/

972. Help finding John Richardson

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 15:31:24 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4302_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 38228

Please help to find this guy, I had no luck with any email address nor searching the web or news. He modified Semper to work over tcp/ip connections, and had to send me the sources the next day, but never heard again from him.

His addresses were:

I> So sorry Mike, I've been working the the last weekend. I'm off mon/tues
I> this week I'll definitely send it tomorrow.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
MACINTOSH - Most Applications Crash; If Not, The Operating System Hangs

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

973. Is something up with the newsgroup posts?

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 15:53:29 UTC
From: garthrr@aol.com
Message-ID: <20020207105329.11860.00000011@mb-mq.aol.com>
Source record: 38226

All of the sudden I am getting only a few posts. This morning when normally hundereds would show up I only got two...

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

974. Re: "Xcontrol" and reserved CPX slots

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 19:30:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200202072030.a7302@su2.maus.de>
Source record: 38148

Hi Hallvard,

HT>it had an option for how many "slots" should be reserved.
I never found that option.

HT>My question is then: with the latest version (1.31) of "XCONTROL.ACC",
I've been running German XCONTROM.ACC (1.31 modified) for many years,
and I never encountered the option 'number of slots'.

HT>I tried the German version of the control panel (can't remember which
HT>version) and it had an option for how many "slots" should be reserved.
I'm interested in finding this option.

Und TTschï¿½
ps

975. Wanted: ICD Link or compatible please UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 21:29:04 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <HkC88.4732$as2.755756@news6-win.server.ntlworld.com>
Source record: 38229

As above, I really need to get a Link for my hard drive.

Anyone selling please?

Simon

976. Re: *.TTP option examples

Newsgroup: comp.sys.atari.st
Date: 2002-02-07 22:19:29 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <oiA88.9532$P6.558807@e3500-atl1.usenetserver.com>
Source record: 38227

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f73os4.52od6sspa03kN%northstar2010@_I-hate-spam_yahoo.no...
>
> I think you've misunderstood a little bit, or I wasn't as clear as I
> should be.
> What I'm looking for is the use of a .TTP where I add an option of some
> sort (i.e. the UNIX like "switches" or "options" that usually start
> with a "-") so I can take a screenshot of it and include in my TOS 2.06
> user-guide.

I missed the original message and some of the replies.

If someone hasn't already suggested it, the ARC.TTP should have lots of
options for extraction and adding files and etc.

If you haven't already you might want to mention that one can install a
program such as a text editor many times to view
different file types such as DOC, TXT, ASC and etc. I'm not sure if there is
a limit on the number of times one can install
a program as a .TTP to view different filename extensions.
However some OS replacements allow you to setup many filename extensions to
a program so that you don't have to
re-install the same program over and over as a TTP to use different filename
extensions. I know that Geneva allows this,
not sure if TOS 2.06 does as I don't use normal TOS 2.06 very often.

.TTP is a very interesting subject, an area that I think has been under-used
on Ataris. I'll try to dig up some better examples.

phantomm@bellsouth.net

> The idea is to show people in practice how to use TOS 2.06's various
> features. So far I haven't been able to make any TTPs work properly with
> switches from the desktop as I have within a command-line shell.
> But I'm sure there must be a use for the "argument" field when
> installing a program, or else it wouldn't be there.
>
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

977. FS: Atari bits UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 00:53:50 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <CkF88.6051$as2.932956@news6-win.server.ntlworld.com>
Source record: 38230

Offers please on these (UK)

Vidi ST 12 (hardware and software)
Romantic Robot multiface ST (plus manual)
Hisoft Truepaint (plus manual)
Hisoft Trueimage (plus manual)
Original atari mouse
Original atari mouse
Quickshot mouse (ST/Amiga)
Zydec mouse (ST/Amiga)

Manchester, UK

Simon

978. repair info needed

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 02:56:27 UTC
From: Kate Slaminko <krslam@netscape.net>
Message-ID: <3C633E5B.B32838E8@netscape.net>
Source record: 38232

I've got 3 defective STs that I'd like to fix if possible:
520 - turns on with screen full of colored garbage.
1040 - screen fills up with black & white vertical bars.
Mega ST4 - no sign of life, fan doesn't even run. Fuse is OK. Bad power supply?
On the 1st 2, I tried the usual unplugging and reseating all the socketed chips without effect. Any help would be appreciated. Please reply directly since I only occasionally scan the NG. Thanks!
-Ron

979. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 04:15:31 UTC
From: puffpuffin@aol.com
Message-ID: <20020207231531.02004.00000171@mb-dh.aol.com>
Source record: 38233

>I just bought a SCSI-PC card reader from Kodak online stores
>(www.kodak.com) for $30.00. I don't have any cards to test it out with
>yet. Just seemed like to good of a deal to pass on.

Mike,

I bought one of those Accent card readers from Kodak too, but I couldn't get either Atari (MegaST4 and Falcon) to recognize it. Upon bootup, the computer would just freeze and the busy light on the Accent would stay lit. I'm using HD Driver 7. It worked fine on my PC though. I ended up returning it. :(

Keep me/us up to date if you can get it to work on your Ataris. Maybe I'm not doing something right...

-Phil

980. Re: WAND and FLATBED GREYSCALE SCANNER by MIAGRAPH or other Company for ATARI ST/STE/MEGA ST(E)

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 04:17:45 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <fyF88.11332$P6.690876@e3500-atl1.usenetserver.com>
Source record: 38231

"disciple7" <tcarman@telusplanet.net> wrote in message
news:qmL78.59502$M3.9251135@news1.telusplanet.net...
> I have a Migraph greyscale hand scanner if that's of any interest to you.
>
> Tom Carman <><
>
Thanks for the offer, but I'm really looking for the Wand and FlatBed
Models.

Actually, I've never seen the Wand Model but I know it was made for the
Ataris.

If anyone reading this has seen one for the Ataris, can you give a
discription.

phantomm@bellsouth.net

981. Re: Ethernet Boards

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 05:38:03 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B888CE6B.2084%atarilp@hotmail.com>
Source record: 38236

in article 20020207231531.02004.00000171@mb-dh.aol.com, PuffPuffin at puffpuffin@aol.com wrote on 2/7/02 11:15 PM:

> I bought one of those Accent card readers from Kodak too, but I couldn't get
> either Atari (MegaST4 and Falcon) to recognize it. Upon bootup, the computer
> would just freeze and the busy light on the Accent would stay lit. I'm using
> HD Driver 7. It worked fine on my PC though. I ended up returning it. :(
>
> Keep me/us up to date if you can get it to work on your Ataris. Maybe I'm not
> doing something right...

Interesting. I found the microtech readers work fine. In fact I have 2 dual units in my hades060, that's 4 pcmcia slots. Got them all loaded with smartmedia. According to one of the manuals these card readers only read cards or the ibm microdrives, and will not work with pcmcia modems or other pcmcia style devices. I'm assuming the firmware is basically hard coded to mimick a SCSI HD in these units. Perhaps that's just microtech card readers that have this limitation.

I dunno anything about PCI. Ozk is the man when it comes to PCI and the hades. ;-)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

982. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 05:39:57 UTC
From: k_neno@hotmail.com
Message-ID: <73dba6e3.0202072139.27d7a075@posting.google.com>
Source record: 38234

I've tried Aranym on Linux (on Windows version I could not get MiNT to run) and when finished (or at least when it leaves the beta-testing stage) it will be excellent... I am eager to try set it up to auto start on some bare-bones-linux setup.

However, this doesn't mean I wouldn't like to see xTOS succeed.

983. XaAES menus

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 05:58:40 UTC
From: k_neno@hotmail.com
Message-ID: <73dba6e3.0202072158.3b576d8c@posting.google.com>
Source record: 38235

How do I make menus in the new version of XaAES appear in the old-fashioned style and not in this illogical and unfunctional scroll manner? I hope you can do this somehow :\

Also, I tried the new XaAES on Aranym on Linux and to be honest I was not very impressed with its window management speed. AES4.1 (GEM.SYS) is much faster and has a better responsiveness in that regard. That was strange since I've heard that the reason XaAES was written is beacause of the speed problem with AES4.1. Do I notice this only 'cause the setup I tried it on was Aranym (some beta version) or I would get the same feeling if I was running it on an original Atari? Anyone out there with the same observation?

984. Re: linux on atari?

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 08:19:12 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0202080913550.120-100000@freemint>
Source record: 38237

Hello!

> From what I understand, unless things have changed, you need a 68030
> CPU or better to run Linux on an Atari. Now, another option is NetBSD,
> which is another Unix environment. This will work on a 1040. I know, I
> saw it for myself.

NetBSD need for sure a MMU too (like Linux). So the minimum processor
requirement is a 68030 or 68020+external MMU (the 68030 is just an 68020
with integrated MMU).

The uLinux is a Linux port to hardware architectures without MMU. It's
main purpose is for embedded architectures and it will not work like the
regular Linux (the very important fork() system call is not supported).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

985. Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 09:47:50 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0202080142350.19602-100000@shell.pacifier.com>
Source record: 38238
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new ST Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.pacifier.com/~atari/numbers.htm Phone contact info and Hours!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

986. Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 09:48:39 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <3C639EF7.D6279464@uci.agh.edu.pl>
Source record: 38239

I'm looking for screenblaster (external or internal). Is it still
posibility to buy it.

best regards

Piotr Mietniowski

987. [UPDA]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 12:22:06 UTC
From: laurent <laurent.favard@HETSPAM.libertysurf.fr>
Message-ID: <3C63C2EE.DDC98BB4@HETSPAM.libertysurf.fr>
Source record: 38240

I updated my web pages about Eiffel, a PS/2 interface
for Atari. Somes news keys are now mapped and a small bug
fixed.

http://eiffel.atari.org

Laurent

988. Re: Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 15:11:32 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a40pr4$6pp$1@snipp.uninett.no>
Source record: 38241

Piotr Mietniowski <mietniow@uci.agh.edu.pl> wrote:
> I'm looking for screenblaster (external or internal). Is it still
> posibility to buy it.

I don't know if it's still available, but instead of bying an internal
Screenblaster, you should instead buy a cheap oscillator and use Videlity.
The oscillator is just as easy to install, and much, much cheaper. Also,
you have a much wider variety of clocks to choose from. Take a look in the
hardware-section on http://atari.nvg.org/

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

989. Re: XaAES menus

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 16:12:29 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u67u5e4r24rj4b@corp.supernews.com>
Source record: 38242

Nenad,

You aren't crazy. I find XaAES to run a little slower then say NAES or maybe even GEM.SYS. However, XaAES is still in development so it's an unfair comparison. He may be using write and optomize later methods.

Mark
http://atari-source.com

Nenad wrote:

> How do I make menus in the new version of XaAES appear in the
> old-fashioned style and not in this illogical and unfunctional scroll
> manner? I hope you can do this somehow :\
>
> Also, I tried the new XaAES on Aranym on Linux and to be honest I was
> not very impressed with its window management speed. AES4.1 (GEM.SYS)
> is much faster and has a better responsiveness in that regard. That
> was strange since I've heard that the reason XaAES was written is
> beacause of the speed problem with AES4.1. Do I notice this only
> 'cause the setup I tried it on was Aranym (some beta version) or I
> would get the same feeling if I was running it on an original Atari?
> Anyone out there with the same observation?
>

990. FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 17:42:08 UTC
From: ACE <software_acenospam@yahoo.co.uk>
Message-ID: <a413cs$1boha6$1@ID-111735.news.dfncis.de>
Source record: 38243

email me at software_ace@yahoo.co.uk for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

991. Re: Atari bits UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 18:15:03 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <HAU88.115356$i3.918972@news.easynews.com>
Source record: 38244

"Simon (PNC)" <pnc@mail.portland.co.uk> wrote in message
news:CkF88.6051$as2.932956@news6-win.server.ntlworld.com...
> Offers please on these (UK)
>
> Vidi ST 12 (hardware and software)
> Romantic Robot multiface ST (plus manual)
> Hisoft Truepaint (plus manual)
> Hisoft Trueimage (plus manual)
> Original atari mouse
> Original atari mouse
> Quickshot mouse (ST/Amiga)
> Zydec mouse (ST/Amiga)
>
> Manchester, UK
>
> Simon
>

£8 or so for one of the original Atari mouse?

spacedmonkeys@yahoo.co.uk if you are interested

992. Re: *.TTP option examples

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 19:59:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200202082059.a7784@su2.maus.de>
Source record: 38158

Hi Phantom,

P>.TTP is a very interesting subject, an area that I think has been under-
P>used on Ataris.
that's quite normal for I think that the TTP handling was a concession
to people using 'real' computers (console based) (e.g. mainframes,
workstations, PCs etc.) when GUI based computers (e.g. Mac, Amiga, ST)
came up.

I actually _never_ use TTPs on the desktop for eventual error messages
vanish too fast to be read (at least by me). I prefer a command line
shell like BASH.

Und TTschï¿½
ps

993. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 23:23:06 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c645e1280ce1d0@pandora.be>
Source record: 38166
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**

ftp://chapelie.rma.ac.be/atari/emulators/steem_v2_1.zip
(544.862 bytes): ST emulator for pc

ftp://chapelie.rma.ac.be/atari/emulators/xsteem_v2_1-3-i386.tar.gz
(355.398 bytes): STe emulator for X

**internet**

ftp://chapelie.rma.ac.be/atari/internet/mymail-154.zip
(1.131.103 bytes): GEM based mail reader for STik/STing/Gluestik

**mathematics**

ftp://chapelie.rma.ac.be/atari/mathematics/eurka202.zip
(827.110 bytes): 2D Graph Describer, 3D Modeller

**mint**

ftp://chapelie.rma.ac.be/atari/mint/www/cab-for-mint_ovl/ovl18604.tgz
(380.055 bytes): Cab overlay for MiNTnet

**utilities**

ftp://chapelie.rma.ac.be/atari/utilities/decoc152.zip
(24.629 bytes): Decorative Pocket Calculator and Multitos ALERTs display.

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
```

** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

994. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 23:31:05 UTC
From: tos4ever@pandora.be
Message-ID: <1f7bapo.1ygg7x1102ggn4N%tos4ever@pandora.be>
Source record: 38245
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**

ftp://chapelie.rma.ac.be/atari/emulators/steem_v2_1.zip
(544.862 bytes): ST emulator for pc

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ftp://chapelie.rma.ac.be/atari/internet/mymail-154.zip
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(827.110 bytes): 2D Graph Describer, 3D Modeller

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ftp://chapelie.rma.ac.be/atari/mint/www/cab-for-mint_ovl/ovl18604.tgz
(380.055 bytes): Cab overlay for MiNTnet

**utilities**

ftp://chapelie.rma.ac.be/atari/utilities/decoc152.zip
(24.629 bytes): Decorative Pocket Calculator and Multitos ALERTs display.
```

995. Re: monitor questions, was Re: ST --> Mac monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-02-08 23:42:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013264983.6770.1@iapetus.uk.clara.net>
Source record: 38153

Hi anarkissed

Before you do anything else do a manual degauss, if that improves it try it a few times until it cured, but leave a gap between each attempt, if that doesnt make any difference then investigate the degaus circuitry.

| I have a ACER 17" svga monitor on my falcon, and it is starting to give me too mucg
| green, and it looks like the convergence is going.
| the effect is a lot of fuzzy greenish text.
| is there anything I can do that could fix this? or is it on its last legs?

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

996. Re: XaAES menus

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 00:07:20 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C64681D.EB99412B@chello.nl>
Source record: 38146

Hi

Nenad wrote:
>
> How do I make menus in the new version of XaAES appear in the
> old-fashioned style and not in this illogical and unfunctional scroll
> manner? I hope you can do this somehow :\
>

Remove the line
popscroll 6
from your xaaes.cnf

This setting was only provided to demonstrate the power of the concept
(and to have a laugh of course ;-)
All menus are equal in XaAES.
The feature is not entirely illogical nor unfunctional.
When a menu doesnt fit on the screen the menu is automagically made scrolling.
Such a thing might happen with dynamic size popups or submenus in lower resolutions.

> Also, I tried the new XaAES on Aranym on Linux and to be honest I was
> not very impressed with its window management speed. AES4.1 (GEM.SYS)
> is much faster and has a better responsiveness in that regard. That
> was strange since I've heard that the reason XaAES was written is
> beacause of the speed problem with AES4.1.

That might have been the case in the very beginning of XaAES.
Now that it is getting more and more complete (and correct) it will execute more
instructions.

Nowadays XaAES most important function is to be free and have source available.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

997. Re: XaAES menus

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 00:58:15 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C64740A.7C5CB515@chello.nl>
Source record: 38147

Mark Duckworth wrote:
>
> Nenad,
>
> You aren't crazy. I find XaAES to run a little slower then say NAES or
> maybe even GEM.SYS. However, XaAES is still in development so it's an
> unfair comparison. He may be using write and optomize later methods.
>

That is correct.
There is absolutely no redraw optimization in XaAES.
Not until the last glitches are repaired will I undertake such operations.
There is nothing to gain by optimizing code that in the end may have to be replaced.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

998. Re: "Xcontrol" and reserved CPX slots

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 08:57:26 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a42o9l$872$1@news.tpi.pl>
Source record: 38149

On 7 Feb 2002 20:30:00 +, Peter Schneider wrote:
> Hi Hallvard,
>
> HT>it had an option for how many "slots" should be reserved.
> I never found that option.
>
> HT>My question is then: with the latest version (1.31) of "XCONTROL.ACC",
> I've been running German XCONTROM.ACC (1.31 modified) for many years,
> and I never encountered the option 'number of slots'.
>
> HT>I tried the German version of the control panel (can't remember which
> HT>version) and it had an option for how many "slots" should be reserved.
> I'm interested in finding this option.

It was only available in the ancient 1.0 version, which is to be found
eg. here: http://insel.heim.at/mainau/330287/binary/misc/XCONTROL.LZH

--
Grzegorz Pawlik
http://marijuana.atari.org/

999. Re: "Xcontrol" and reserved CPX slots

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 10:48:30 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a42upr$bd7$1@news.tpi.pl>
Source record: 38150

On 9 Feb 2002 10:24:17 G, Hallvard Tangeraas wrote:
> > It was only available in the ancient 1.0 version, which is to be found
> > eg. here: http://insel.heim.at/mainau/330287/binary/misc/XCONTROL.LZH
>
> Yes, that sounds about right, though I can't remember off-hand which
> version it was.
> The above website seemed to be down as nothing happened when trying to
> access it.

Oh.
It's in your mailbox then. ;-)

> By the way, this option of being able to determine how many modules to
> load at once is useful -I've often got an error message along the lines
> of "can't load any more modules at this time"), which that older version
> would probably bypass if configured right.
> Any (significant) advantages with the newer (1.31) version over the
> older one? Also, does anyone know if the old one is available in English
> as well, and if so -where can it be found?
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>
> .

--
Grzegorz Pawlik
http://marijuana.atari.org/

1000. Going, going, ...

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 11:43:42 UTC
From: Brian Maskell <bmaskell@rushmoor.org.uk>
Message-ID: <WPg0XWAutQZ8Ewjc@ntlworld.com>
Source record: 38151

I have been watching the Life Laundry and all of this has got to go. If there is anything here you can use speak now; the skip beckons!
Hardware:
Computer ST-FM 1 MB
Monitor SM 124 (intermittent fault)
Geniscan hand-held scanner
Joystick

Software:
Steinberg Pro-24
Steinberg Masterscore
Tristan music score printer
Universal Item Selector III
ST Basic
Superbase personal database
Lattice C
C-Breeze
Microsoft Write
Hyperpaint
Hisoft WERCS
Fontkit Plus 3
Protext version 5
VIP Professional spreadsheet
Quick ST 3 software accelerator
SpiritWare 2.0 Bible Concordance
F19 Stealth Fighter
Lotus III
Starglider 2

Magazines:
ST Applications 1-75
--
Brian Maskell bmaskell@rushmoor.org.uk

1001. Cubase Volume Question

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 12:06:12 UTC
From: swampfax@atlantic.net
Message-ID: <Ug898.2$L6.1409@news1.atlantic.net>
Source record: 38152

Hi All,
Anyone know how to maximize the volume of an audio waveform (not the
MIDI velocity but the sound on an Audio track) using Cubase 2.06?
John G.
P.S. Is 2.06 the latest for Atari?

1002. Re: Epson Custom Modules

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 14:53:26 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a43d56$b3d$1@draco.stochastik.rwth-aachen.de>
Source record: 38154

In article <OMe88.130$5z.172095@newsfeed.slurp.net>,
Joshua Kaijankoski <gaiyan@atari.org> wrote:
>That's very interesting. I wonder if it would've worked on a 640x400 screen.
>The old Apple PowerBooks have a 640x400 screen in 4bit greyscale. I wonder

Probably. The displays in that range have a very similar interface
(excluding pinout), and grayscales are usually implemented using some kind
of PWM. The display we used was actually spec'd at 640*480 and 16 gray
levels.

So if you manage to get a 640*400 monochrome LCD display (with separate
4-bit data for upper and lower half), chances are good that it will work.

cu
Michael

1003. magic pc question

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 15:24:51 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u6ah1ksnp3u828@corp.supernews.com>
Source record: 38155

I have had the answer b4 but lost it

what file contains all the resoloutions you set up
thanks

1004. Re: "PCB designer" files

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 15:47:06 UTC
From: "Derryck Croker"
Message-ID: <1013267390-401230AEicMi@ntlworld.com>
Source record: 38157

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Tue, 05 Feb 2002 19:39:59 GMT

>Has anyone got this program? I assume it's a commercial program which
>isn't available any longer.
>I was hoping that someone might be able to help me convert these files
>into a common graphic format of some sort (.GIF, .IMG or whatever) which
>would be more useful to me.

I have a copy of PCB Designer right here ;-)

What I don't have is the master disk, so it runs only as a demo. IIRC the
only restriction is in the size of PCB or number of connections, forget
which. It runs in ST high only.

I also have BRD -> Postscript and BRD -> IMG converters.

Email me with the address that you'd like the archive sent, I'll respond next
week or so as I'm a little busy ATM.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1005. Atari Times Updates - 2-9-2002

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 15:53:01 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C65458B.E8CC4061@ataritimes.com>
Source record: 38156
Cross-posted to: rec.games.video.classic,rec.games.vide.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

New at TAT!

* NEW! Out on a Moon Patrol
* NEW! Should you give Fight for Life a second chance?
* NEW! TAT Webcam, who knows what you'll see? ;-)
* NEW! Poll, If released, which Jaguar games would you buy?

And other stuff you may have missed!

http://www.ataritimes.com

--
Gregory D. George

=-=-=-

1006. Looking for in on Omniswitch by Talon Tech.

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 18:37:34 UTC
From: djg@world.std.com
Message-ID: <GrA3qn.Mvv@world.std.com>
Source record: 38159

Hi, I'm looking for any info on this box. It doesn't seem to need any power supply, but I do need a m to m video cable to connect to the ST. I saw one at B&C for $20. Anyone know of a cheaper source, or is that pretty much it?
It has what looks like a svga(15 pin) and vga(9 pin) port. Any possibility I could just plug a regular pc monitor in?

It also has what I assume is composite video out, and audio, and sockets for both color and monochrome atari monitors, with a corresponding switch on the front. Also a floppy drive in, and a drive b, and c socket, again with corresponding switch on the front.

Thanks for any info,
Dan

1007. fVDI Homepage

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 18:43:30 UTC
From: BMaedicke@t-online.de
Message-ID: <1f7cs1k.dtiida9dvi9kN%BMaedicke@t-online.de>
Source record: 38160

Hi,

Is the homepage from Johan Klockars down?
The url <http://rand.thn.htu.se/> is not reachable since a long time. Is
there a new url?

Ciao, Bernd
--
Url: http://home.t-online.de/home/BMaedicke/

1008. Lots of computers (was: Re: Vidbase....)

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 18:54:04 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c65571e376a5f1@tripnet.se>
Source record: 38161

On Thu 07-02-2002 09:02 (GMT) Mï¿½gamodeste wrote:

>ï¿½Raoul Teulings
>ï¿½3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x
>Jaguar, 1 x Lynx.
>
>Interesting ! How many hands to use all that computers (-;

I guess quite a few Atari users here have many computers. It's easy to
become a collector by misstake :-)

I have:

3 x TT, 1 x MSTe, 1 x Mega4, 1 x Mega2, 2 x STFM, 1 x STacy, 1 x Portfolio,
1 x Lynx.

Add to that two Windows PC's and a Win-CE2 Cassiopeia pocket computer and
one realises that the room more or less looks like a computer museum.

Normally all except the Portfolio and Lynx are connected to a slightly
complicated TCP/IP network with a combination of Ethernet and nullmodem
cables.

Some might be interested to know that it works well to network the Win-
CE2 computer to an Atari STinG network by only using the sync cable. I
have written a text on the subject and will put it up on my homepage when
I get the time...

Right now three are 3 up and running: 1st TT (on 24/7) as main router and
running the webserver, 2nd TT for writing this and one of the PC's
because I did some surfing earlier today.

When all 11 computers are up and running it _is_ sometimes a bit hard to
remember which mouse/keybord goes to which monitor.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1009. Re: XaAES menus

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 19:10:56 UTC
From: Axel Jakob Scherer <design@agentur-scherer.de>
Message-ID: <a43sch$3ve$00$1@news.t-online.com>
Source record: 38162

"Hi Henk!

> This setting was only provided to demonstrate the power of the concept
> (and to have a laugh of course ;-)

Thats the reason why YaAES is so sympathic!! :-)

Bye
Axel
www.agentur-scherer.de/atari

1010. Re: Is something up with the newsgroup posts?

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 19:20:46 UTC
From: wordworks@greeleynet.com
Message-ID: <fb0a1f23.0202091120.11a05544@posting.google.com>
Source record: 38163

garthrr@aol.com (Garthrr) wrote in message
news:<20020207105329.11860.00000011@mb-mq.aol.com>...
> All of the sudden I am getting only a few posts. This morning when normally
> hundereds would show up I only got two...
>
> Garth
>
>
> "I think the fact that music can come up a wire is a miracle."
> Ed Cherney

Ed,

I noticed this starting about a month ago for me. This morning I emailed my ISP about it, got a couple of thoughts from him, but no answer yet. He did say his servers only retain the previous 30 days of messages. He has just installed new newsgroup servers and they are not fully functional, so my problem may only be at his end.

The most interest thing and piece of information I received was this URL- http://groups.google.com/. What a find!

Google has a 20 year archive of USENET messages. What does that mean to us? They have over 141,000 posts for THIS GROUP ALONE!!!!!! I think that's amazing.

You can read and post replies there. Not as nice as using a dedicated reader, but still a plus to be able to get to old messages. In fact, I'm posting this after registering with Google. It seems to have just basic functions, but sure looks like a great resource for old information. It does have a search function, and it appears to search the entire database. I searced on "neon" and was pulling up messages from 1995.

It doesn't seem to have a means of automatically adding a signature, tho'. But having the old messages is worth that minor inconvenience. <G>

Ken Springer

1011. PC Mice

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 19:35:17 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3c657961_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 38164

Hi all,
I have heard its possible, with suitable driver software, to use a
PC mouse on an STe. Can anyone tell me if the driver software is still
available?

Chris Thorley.

1012. Re: Lots of computers (was: Re: Vidbase....)

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 19:42:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013291702-101305AEicMi@xs4all.nl>
Source record: 38168

>I guess quite a few Atari users here have many
>computers. It's easy to
>become a collector by misstake
You're right: some of them could not be refused by
me. They were sometimes so cheap and still in mint
condition...Other ones costs a fortune but it is
worth it: Atari made some very peculiar machines!
Even up till today you still can find enthousiastic
people when they got their hands on a STBook...

>When all 11 computers are up and running it _is_
>sometimes a bit hard to
>remember which mouse/keybord goes to which monitor.
And not to mention the electricity bill....

About the collection: in my case can the same be said
about the software. I've got about everything (except
some real rare and exotic software), all in original
boxes and with original manuals. It's a great sight!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1013. Re: fVDI Homepage

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 19:49:37 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c657d4f$0$29605$4c56ba96@master.news.zetnet.net>
Source record: 38165

On 9 Feb 2002 19:43:30 +, Bernd Maedicke wrote:
>Is the homepage from Johan Klockars down?
>The url <http://rand.thn.htu.se/> is not reachable since a long time. Is
>there a new url?

I think he had a problem with that site - he changed job or something
and can no longer access the site, looks like it's now been removed if
you can't get into it.

Try this instead: http://www.vianet.ca/~joshua/ - it's the 'official'
Eclipse/fVDI support page and contains a forum that Johan contributes
to.

--
Chris Simon
osian@UNDERWEARzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/
** Remove UNDERWEAR to reply **

1014. Re: XaAES menus

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 21:19:58 UTC
From: k_neno@hotmail.com
Message-ID: <73dba6e3.0202091319.a8506ad@posting.google.com>
Source record: 38167

Henk Robbers <h.robbers@chello.nl> wrote in message news:<3C64681D.EB99412B@chello.nl>...

> Remove the line
> popscroll 6
> from your xaaes.cnf

D'oh... now I remember I changed this myself. Sorry for that.

> This setting was only provided to demonstrate the power of the concept
> (and to have a laugh of course ;-)
> All menus are equal in XaAES.
> The feature is not entirely illogical nor unfunctional.
> When a menu doesnt fit on the screen the menu is automagically made scrolling.
> Such a thing might happen with dynamic size popups or submenus in lower resolutions.

Yes you are right. Illogical and unfunctional was a bad choice of words... I knew right away that this feature could be useful for small screens but was wondering why did it default to that... and it did because I changed the CNF file. This feature should defintely be kept, and its purpose in the future shouldn't be just to have a laugh. For example, really long menus that wouldn't fit on the screen could show in that way, whereas the rest of the menus show normal, as you already said.

I might as well use this chance to ask a theoretical question anybody out there who knows internals of AES. Would it also be possible to program the menus to be non-blocking? For instance, I beleive there is a new fileselector call in recent versions of MagiC, that displays the file selector as a window, hence other GEM operations in the background aren't interrupted. Could you program the menus in the similar way, so that applications could choose whether or not to continue redrawing their windows for example. If the application needs to continue redrawing the content of its windows, this new AES would ensure the right redraw rectangles are sent when wind_get() with WF_NEXTXYWH flag is called.

Nenad

1015. Re: PC Mice

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 22:20:50 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <ghh98.14877$as2.3006021@news6-win.server.ntlworld.com>
Source record: 38169

"Christopher Thorley" <chris_thorley@lineone.net> wrote in message
news:3c657961_2@mk-nntp-1.news.uk.worldonline.com...
> Hi all,
> I have heard its possible, with suitable driver software, to use a
> PC mouse on an STe. Can anyone tell me if the driver software is still
> available?
>
> Chris Thorley.

it is possible with some software, but it's a bit flakey, and ties up your
serial port.

You could buy a mouse adapter from ASP, top bloke he is, and then you can
use any PC mouse you like

Simon

1016. Re: PC Mice

Newsgroup: comp.sys.atari.st
Date: 2002-02-09 23:40:49 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <3vi98.27491$H37.3250364@news2-win.server.ntlworld.com>
Source record: 38170

Hello.
> > I have heard its possible, with suitable driver
software, to use a
> > PC mouse on an STe. Can anyone tell me if the driver
software is still
> > available?
> it is possible with some software, but it's a bit flakey,
and ties up your
> serial port.
Yup, no more serial port midi out......
> You could buy a mouse adapter from ASP, top bloke he is,
and then you can
> use any PC mouse you like

Or you can buy an Atari mouse from Keychange, 01925 266120
and stay origional.

Barrie at Keychange. www.keychange.co.uk

1017. Re: XaAES menus

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 00:33:20 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C65BF9E.6AB0D60C@chello.nl>
Source record: 38171

Hi

Nenad wrote:
>
> I knew right away that this feature could be useful for small
> screens but was wondering why did it default to that... and it did
> because I changed the CNF file. This feature should defintely be kept,
> and its purpose in the future shouldn't be just to have a laugh. For
> example, really long menus that wouldn't fit on the screen could show
> in that way, whereas the rest of the menus show normal, as you already
> said.
>
It is a permanent feature already. The popscroll 6 gave me the opportunity to test
its working with the menus that are practically always there.
And then I decided to leave the command in.

> I might as well use this chance to ask a theoretical question anybody
> out there who knows internals of AES. Would it also be possible to
> program the menus to be non-blocking?

That is already done. Anything that has a slider in XaAES is implemented as a window.
I didnt have the desire to reinvent sliders.

Scrolling menus are in fact windows. So it was a small step to implement all menus
as windows. But because this was so new, I didnt want to make it the default.
Also it is difficult to forcast how existing programs may react.

You can play around with non blocking menus by adding the option nolocking to the
menu command in the cnf. When specified, windowed menus will play their role
in the window and rectangle lists and not lock the screen.

Nothing is guaranteed however, because it isnt yet official.
There can be undesired effects. I left it because more important bugfixing was waiting.

BTW. You may want to read the history file. It is primary directed towards programmers.
But not everything is unreadable for humans.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

1018. Word Up v2.0

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 02:11:00 UTC
From: sf0218@aol.com
Message-ID: <20020209211100.27086.00000436@mb-mh.aol.com>
Source record: 38172

Does anyone know where I can get a copy of this word processor? I had it, but my files got corrupted in storage. Anyone have any ideas?

Thanks
Sam F.
Seattle Seahawks fan & Atari Computer nut

1019. Re: Word Up v2.0

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 03:52:43 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C65EE8B.EC2F3964@greeleynet.com>
Source record: 38173

SF0218 wrote:
>
> Does anyone know where I can get a copy of this word processor? I had it, but
> my files got corrupted in storage. Anyone have any ideas?
>
> Thanks
> Sam F.
> Seattle Seahawks fan & Atari Computer nut

If you (or anyone else) is interested in buying a copy of 3.0 (original
disks and manual) drop me a line in email.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1020. Re: PC Mice

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 08:23:02 UTC
From: yves.rogne@free.fr
Message-ID: <3c662de5$0$16580$626a54ce@news.free.fr>
Source record: 38174

Hi Christopher,

> I have heard its possible, with suitable driver software, to use a
>PC mouse on an STe. Can anyone tell me if the driver software is still
>available?

Will try to send you this freeware ASAP.

Regards

1021. Re: Mega ST2 with TOS 1.02?

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 13:36:11 UTC
From: Dennis van der Burg <d.w.vanderburg@student.tudelft.nl>
Message-ID: <3C66774A.43C42E0@student.tudelft.nl>
Source record: 38175

Hi all,

thanks a lot for the feedback.
I now know the MegaST2 I picked up, with TOS 1.02, has no BLITTER chip. I tested it with an old demo (from Atari(?)) 'bird.zip' which I got from an ftp-site. The demo shows a bird flying across the screen, and it flies approximately twice as fast on my MegaST with BLITTER that on the MegaST2 with TOS 1.02 or on a plain STf.

So this MegaST2 must be an early one, since it has:
-no BLITTER
-TOS 1.02 (the original TOS for the Mega) instead of 1.04
-a cooler fan.

best regards,
Dennis

Kenneth Medin schreef:

> On Sun 03-02-2002 14:09 (GMT) Jt wrote:
>
> >TOS 1.02 was written for the Mega ST, and all early models had this TOS. All
>
> Yes, that's right!
>
> >Megas have blitter chips, though I dont think that you can turn it off in
>
> Early Mega 2 did come without the blitter chip. I bought mine in late
> 1987 with English TOS 1.2 as there were no Swedish TOS ready. When I
> bought it the dealer clearly stated that he would later put in the
> blitter chip without cost.
>
> >the GUI without using a desk accessory.
>
> Without blitter no blitter enable menu entry was present in the desktop.
> When I got the blitter chip this entry appeared so I guess this
> functionality to sense if a blitter is present is built into TOS.
>
> >Dennis van der Burg <d.w.vanderburg@student.tudelft.nl> wrote in message
> >news:3C5D36BF.BB55EEDD@student.tudelft.nl...
>
> >> I also noticed that this Mega ST has a cooler fan, whereas my other Mega
> >> ST (with TOS 1.04) has not got one ... is the fan typical for an early
> >> Mega ST?
>
> Afaik all Mega ST have a fan built into the power supply. I also have a

> newer Mega 4 (with TOS 1.4) with fan.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

1022. Re: Word Up v2.0

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 16:07:31 UTC
From: sf0218@aol.com
Message-ID: <20020210110731.21671.00000472@mb-mp.aol.com>
Source record: 38176

After I sent my post it occurred to me that maybe the program may be too old to run from a hard drive on a Falcon and take advantange of NVDI. Tell me about v3.0 and how much your asking.

Thanks
Sam F.
Seattle Seahawks fan & Atari Computer nut

1023. Hades and Milan owner

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 16:11:18 UTC
From: sf0218@aol.com
Message-ID: <20020210111118.21671.00000473@mb-mp.aol.com>
Source record: 38177

I'm looking to buy either a Milan040 motherboard kit or a Hades motherboard kit, but I first want to get some critiques of these machines from people who use them on a daily basis. Stuff like how compatible are these machines to falcons and st's, what OS's will they run well, etc..

Thanks,

Sam F.
Seattle Seahawks fan & Atari Computer nut

1024. Atari Systems

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 17:53:32 UTC
From: Clavis <intent@usa.net>
Message-ID: <a46c37$77f6$1@evans.scvmaxonline.com.sg>
Source record: 38178

Hello all, this is the first and I post in this forum. I am surprised that they are still so many Atari users out there. I have thought that since Atari Corp was closed down, there's nothing new out there, that Atari is a thing of the past. In view of this committee, perhaps I will take up my old Falcon030 again. What I would like to know is, anyone knows how to network the Falcon on to a Ethernet network? At best Atari system is good as a hobby machine. Are there any new applications software for these computers? Are there any new hardware for an Atari? Any USB adapters for the Atari?

Technology moves on. Without a company to implement new hardware, it is difficult to really use an Atari computer for any serious applications. I will readily admits that I have lost touch with the Atari community. So I welcome any and all to help me get up to speed with this arena.

Thank you.

By the way, I am posting from Singapore. There is absolutely no more support for the Atari computer. Please point me to any web site where I can find information for hardware and software upgrade for a venarable Falcon 030. :-)

Regards.

1025. Re: Hades owner (long, take a beer)

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 20:08:37 UTC
From: yves.rogne@freeAENLEVER.fr
Message-ID: <3c66d343$0$16587$626a54ce@news.free.fr>
Source record: 38179

Hello,

I'm looking to buy either a Milan040 motherboard kit or a Hades motherboard kit

I own an Had s60 and use it 12 hours a day minimal, everydays.
I never be sorry about my computer.

but I first want to get some critiques of these machines from people who

Bad things at first :

ISA ports are buggy : you can use it as 'rom port' (don't know what it mean) but as far I know it's not possible to use them as some signals are common for both slots. The ISA soundblaster never be used on Had s (h las !!) even with the heavy work of Erik Haal because of that.

Linked to this, the only sound output you can get are Yamaha ym2149 (same as 1984 ST...), or parallel sound (soundcard that plugs in parralel port as is sold for a ridiculous low price by Loic Sebald) that will bring you a good 8 bit soundblaster sound (free sound driver made by Didier Mequignon), and PCI soundcards with only 1 chip because of lack of doc.

We have PCI slots and are able to use about any pci card (except those who do direct pci to pci transfers) but manufacturers don't release any doc, so the drivers must be made from an heavy reverse engeneering of Linux drivers. That means lots of works and few drivers.
The author of Fvdi did a lots of work and managed to release free drivers for a couple of graphic cards.

Optimistic point of view : the productor of VODOO cards is more intelligent than other and give infos for all his cards, but till now nobody ever made a driver for one of those great cards. Maybe it's too much difficult ? Remember that all cards are working like Intel fashion and we work like Motorola (fortunately). But it should be possible.

Modem 1 is ridiculously limited to 19200 bps : what use ?

Good sides :
I could write pages about them.

Modem2 is used here at 230400 bps everydays with this good German modem.

68060 is really fast, and after some weeks of use, we just ask how we could use slower computrer before.
Didier Mequignon and few others made software (mp3 encoding is pure 68060 assembler, POV68060, INSHAPE68060) and and that just blow out your hairs : each time you were use to go to wc or take a cup of coffee when the computer was doing something long (mp3 encoding, raytracing, d frags, making big ARJ, writing

a CD, etc) you have to forget quickly this things or you'll piss in your pants,
burn your lips with too hot coffee, etc (-:
Had�s 60 is writing fast CDrw at x10, datas CD at x12, and audio at x10 or x12
depending the memory you have.

Data transfer here are 5200 Ko/s with my UDM100 hd.

�Stuff like how compatible are these machines to falcons

about 0,1%

�st's

No software that use Atari graphics because of incompatible with graphic card.
That mean no action game at all.
No software who access directly the hardware (soundtrackers).

All software that use legal system calls work really faster (x10 mini) and using
Desktop publisher ST mean real time display, Calamus drawings are about real
time (except if you makes 24 bits pages).
That means lots of softwares.

�what OS's will they run well

Mint68040 was tested here, but I don't like complex stuff so I use only Tos in
roms.

If you buy and Had�s for playing you may be disappointed, but if you want to
work (even only archiving), you'll be very happy.

NB : Edward would talk far better that me about playing with an Had�s as he sign
as "Gamer" and it is really a great guy with more knoweledges than me on many
things. He had an Had�s 60 with 256 Mo of ram (lucky !!!)

Regards

1026. Re: Wanted: ICD Link or compatible please U

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 20:16:25 UTC
From: ebaiz@skyenet.net
Message-ID: <tyA98.247$va3.205480@newsfeed.slurp.net>
Source record: 38181

On 7 Feb 2002 21:29:04 -, PNC\ wrote:
>As above, I really need to get a Link for my hard drive.
>
>Anyone selling please?

Hello,

Try the sites below. I saw some for sale 2 months ago.

http://www.atari-workshop.co.uk/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1027. Re: Wanted: ICD Link or compatible please U

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 20:17:25 UTC
From: ebaiz@skyenet.net
Message-ID: <pzA98.248$va3.206178@newsfeed.slurp.net>
Source record: 38182

On 7 Feb 2002 21:29:04 -, PNC\ wrote:
>As above, I really need to get a Link for my hard drive.
>
>Anyone selling please?

Hello,

Try the sites below. I saw some for sale 2 months ago.

http://www.atari-workshop.co.uk/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1028. Re: Atari Systems

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 20:18:02 UTC
From: yves.rogne@AENLEVERfree.fr
Message-ID: <3c66d579$0$16587$626a54ce@news.free.fr>
Source record: 38180

�they are still so many Atari users out there. I have thought that since
�thing of the past
�hobby machine. Are there any new applications software for these computers?
�Are there any new hardware for an Atari?

Dear Sir, obviously you didn't heard about our Atari world for a looong time !

�Technology moves on.

We do that to on our boards (CT60 accelerator, newer Tos clones...)

�difficult to really use an Atari computer for any serious applications.

With newer hardwares and poor brain people become PC users (-;

�will readily admits that I have lost touch with the Atari community. So I
�welcome any and all to help me get up to speed with this arena.

Come back in our fantastic land : you see this NG, but there are about in any
country (fr.comp.sys.atari I.E.) and as much active as ever.

�By the way, I am posting from Singapore. There is absolutely no more
�support for the Atari computer.

Not only in Singapore unfortunately.

�Please point me to any web site where I can find information for hardware and
�software upgrade for a venarable Falcon �030. :-)

For a regular f30 I don't know, but for a v�n�rable one try
http://aniplay.atari.org and try the CT60 accelerator link (68060+SDRAM 133 for
f30 is curently developped).

Regards

1029. Re: "Xcontrol" and reserved CPX slots

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 20:42:46 UTC
From: vdjole@EUnet.yu
Message-ID: <a46m03$72l$1@news.eunet.yu>
Source record: 38183

On 5 Feb 2002 19:40:00 G, Hallvard Tangeraas wrote:

>One of the things I noticed in the readme file for the Xcontrol release
>was the following:
>
>---------------------------------------
>MINIMUM NUMBER OF SLOTS

>The computer has to know how much RAM to reserve for CPX basic
>information. When you set the Minimum Number of Slots, you are
>telling the computer to reserve enough RAM to be able to store basic
>information for that number of CPXs. If the number of active CPXs at
>startup time exceeds the Minimum Number of Slots, the computer will
>reserve enough RAM for that number of CPXs.
>[...]
>Well, this option is nowhere to be found! I searched everywhere
>until.... I tried the German version of the control panel (can't
>remember which version) and it had an option for how many "slots" should
>be reserved.
>
>My question is then: with the latest version (1.31) of "XCONTROL.ACC",
>the English version -is this option available in some hidden form, is it
>only available in older versions, or is it selectable in some other way?
>Was the readme file that came with it initially written for some other
>version perhaps?

IIRC the latest version of XCONTROL tries to do determine this number
automatically- and if you add many CPXes you may get a message that
"no more... can be loaded..." ... when you "save" and boot the next
time, XCONTROL loads more CPXes- i.e. those that it could not load
the first time. (maybe it doesn't work exactly like this, I don't
remember the details... but I think that "number of slots" is not
manually selectable in the latest XCONTROL).

cu

1030. Korg DS8 editor-librarian

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 21:45:16 UTC
From: Olivier <nospam.papa.est.fatigue@altavista.net>
Message-ID: <3c66fd7e$0$4965$7a628cd7@news.club-internet.fr>
Source record: 38185

```
Hello,
Ages ago I read about a (german ?) Korg DS8 editor-librarian for the ST, but
I cannot remember who sold it. I doubt anyone here knows about it, do you ?
Any clue welcome, thanks, Olivier
```

--
Avez-vous ?cout? "Papa est fatigu?", le disque pour les enfants d'Olivier ?
papa.est.fatigue@altavista.net
http://cmusique.com/olivier
Le site de Mammouth King Blues Band :
http://cmusique.com/mkbb

1031. Czuba Tech

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 22:45:53 UTC
From: Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk>
Message-ID: <a46teg$1q5$1@newsg4.svr.pol.co.uk>
Source record: 38184

has any one had problems logging on to http://www.czuba-tech.com/

error message gateway timeout was replied each time I tried to log on
tonight

regards

Thomas

1032. TUS, Veloce+

Newsgroup: comp.sys.atari.st
Date: 2002-02-10 23:47:49 UTC
From: Si <pnc@mail.portland.co.uk>
Message-ID: <KED98.25215$as2.4178271@news6-win.server.ntlworld.com>
Source record: 38186

hello

A mate of mine is having some problems with his Veloce+ and needs to get it seen to. However, he needs to get in contact with Dave Escott of TUS.

Can anyone help please?

Simon

1033. ST and Commodore 1902 Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 00:48:12 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <gxE98.1259$du6.3614@typhoon2.se.ipsvc.net>
Source record: 38187

Is it possible to connect Atari STF (no M) to a Commodore 1902 Monitor? What would be the pin configuration?

-krystian

1034. Re: Word Up v2.0

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 01:22:27 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C671CD3.99D36C50@greeleynet.com>
Source record: 38188

SF0218 wrote:
>
> After I sent my post it occurred to me that maybe the program may be too old to
> run from a hard drive on a Falcon and take advantange of NVDI. Tell me about
> v3.0 and how much your asking.

I don't know if 3.0 will run on a Falcon or not. Nor do I know about
using NVDI. That said...

I used the program with Neocept's Turbojet driver on a Mega 4 ST,
running it from the hard drive. The Turbojet driver let you print to HP
Laserjet II compatible printers. I used an old Fujitsu RX 7100. When
one of my sisters had the computer, she was using an SLM804. It uses
GDOS fonts. I used to own a Falcon, but never tried this word processor
there. This was my favorite word processor for a long time. I even
have a copy of Fontz by Neocept so I could add smiley faces and the like
to my default font. Since the Falcon does have ST High display
resolution, and NVDI will use GDOS fonts, it just might work.

If you are still interested, see me in email. We can discuss details
about the program there, as I currently have the Mega 4 ST up and
running for checking out my Spectre GCR and Mac software, and I can load
WordUp and test a few things if you'd like.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1035. Re: TUS, Veloce+

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 01:34:45 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1013391302.4529.0@eurus.uk.clara.net>
Source record: 38189

send me a mail or ring the old number

Dave

"Si" <pnc@mail.portland.co.uk> wrote in message
news:KED98.25215$as2.4178271@news6-win.server.ntlworld.com...
> hello
>
> A mate of mine is having some problems with his Veloce+ and needs to get
it
> seen to. However, he needs to get in contact with Dave Escott of TUS.
>
> Can anyone help please?
>
> Simon
>

1036. Re: Cubase Volume Question

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 01:40:21 UTC
From: xmusik@otenet.gr
Message-ID: <cfd8c831.0202101740.28dbfadf@posting.google.com>
Source record: 38190

swampfax@atlantic.net (John Garone) wrote in message
news:<Ug898.2$L6.1409@news1.atlantic.net>...
> Hi All,
> Anyone know how to maximize the volume of an audio waveform (not the
> MIDI velocity but the sound on an Audio track) using Cubase 2.06?
> John G.
> P.S. Is 2.06 the latest for Atari?

Yeah CAF 2.06 is the latest version (back in 1996)!
You can use the normalize function in Offline mode but go for
a cup of coffee,then...another option is...
...You can use in the audio mixer the AUX controls to maximize the volume
but it will not be a part of the final audio file.You must do a
"mixdown" but it's a little complicated...
Bye,Tony
Greece

1037. STFM IDE Interface & PAK

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 01:43:09 UTC
From: Si <pnc@mail.portland.co.uk>
Message-ID: <UkF98.26309$as2.4270746@news6-win.server.ntlworld.com>
Source record: 38191

Could anyone tell me if it would be possible for a PAK and a IDE interface to be fitted to an STFM at the same time? Would they work ok together?

Simon

1038. Re: TUS, Veloce+

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 01:44:17 UTC
From: Si <pnc@mail.portland.co.uk>
Message-ID: <YIF98.26316$as2.4271973@news6-win.server.ntlworld.com>
Source record: 38192

"Dave" <maccdave@ntlworld.com> wrote in message
news:1013391302.4529.0@eurus.uk.clara.net...
> send me a mail or ring the old number
>
>
> Dave

I'll get him to contact you.

Nice to see you anyway :)

Simon

1039. Re: Hades and Milan owner

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 02:10:01 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88C9229.2123%atarilp@hotmail.com>
Source record: 38193

in article 20020210111118.21671.00000473@mb-mp.aol.com, SF0218 at sf0218@aol.com wrote on 2/10/02 11:11 AM:

> I'm looking to buy either a Milan040 motherboard kit or a Hades motherboard
> kit, but I first want to get some critiques of these machines from people who
> use them on a daily basis. Stuff like how compatible are these machines to
> falcons and st's, what OS's will they run well, etc..

I have a Hades060 with MiNT-Net/NAes and never boot to plain TOS ROMs. With this much horsepower it only makes sense to run a tasking OS. It is very stable for me. One must stick to clean GEM apps, games and such that use directy video access generally will not work. I have a SoundBlaster PCI 128 and I can play MP3 while online, there are drivers for this card at least. As far as compatibility goes, it's much like a TT with a video card but it goes way faster. My TT feels like slow motion now, painful to use to be honest. I also am testing a beta driver for the common 10/100mbps ethernet cards. I don't regret getting the Hades060 for a moment, in fact I wish I had gotten it sooner. The Hades has a modified TOS 3.06 btw.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1040. Hybrid Arts Source Code Released

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 06:20:12 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0202102220.26e3eae3@posting.google.com>
Source record: 38194

Good news!

Calling Programmers!!

Got a BIG package in the mail with LOTS of discs from Tom Bajoras, ex-programmer for Hybrid Arts. He has released all the source code for his programs, and found the discs and sent them to me.

Go here:

http://groups.yahoo.com/group/atari-midi-archives/files/SOURCE/HybridArt/

For now, this includes:

CZ Android
DX Android (2 discs)
Ludwig
GenEdit (2 discs)

I still have to zip up about 4 to 5 discs of Easy Score Plus Source Code. This will come later.

Also included in his package are many templates and configurations for GenEdit. I still have to sort and Zip them up. I will post about it when I have completed this part.

I am pretty sure Tom Bajoras used magamax C to compile the source. What we really need is:

1. A unprotected version of DX Android, as we do not have a downloadable version even though Tom Bajoras has released it as freeware.

2. Unprotected Copies of ALL the programs, as the versions we have are all "libed" versions. The MCA dialogs have been removed, but a real version is much more preferable.Tom Bajoras has approved of these as downloads (of course)

3.Better versions of the programs...for example, a new version of Ludwig would be very nice!

I have also uploaded to the web master at Orphaned projects at Atari-source.com. Perhaps we will get some response there as well.

I think it is great that Tom Bajoras has decided to release the source code. It gives us another opportunuty to make things even better.If any programmers here can help, please contact me. We especially need #1 on the list above.

Tim Conrardy
tconrardy@hotmail.com

Tims Atari MIDI World
http://tamw.atari-users.net

1041. HD Driver detecting ghost IDE drive

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 07:33:48 UTC
From: puffpuffin@aol.com
Message-ID: <20020211023348.18476.00000001@mb-cu.aol.com>
Source record: 38195

Hi everyone. I'm having a problem with HD Driver 7.55.

I just formatted a new Syquest 270MB cart and I can't get it to boot with HD Driver. When I first boot up my MegaST4 w/TOS 1.4 and Link 97, it loads from disk first as normal. However, when it starts detecting drives attached, it displays the following:

IDE 0: ~-~-~-~[[--]] (other garbage characters)
ACSI 0: Syquest SQ270S

It looks like HD Driver is trying to find an IDE drive and trying to boot from it. However, I have no IDE drive connected. I only have my Syquest 270 is connected. It's ID0 and has been terminated.

To add to this, I also cannot access drive C:. When I try to install HD Driver on the Syquest, it only lists drive D:. I tried installing HD Driver on drive D and set it to boot from drive D under the General dialog box, but that didn't work. (I've ticked "ICD Compatible Host Adapter" too) Then I tried unselecting all the devices except ACSI 0 in the "Device Assignments" dialog box to no avail.

I even checked "IDE Drives" under Options, and the dialog box lists 2 IDE drives with negative sectors! Somehow the IDE drive checking in this version isn't working.

The funny thing is that I had this happen before, and I actually fixed it myself, but now I forgot what I did! Can anyone help? Uwe?

Thanks, Phil

1042. Re: Hades and Milan owner

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 08:03:06 UTC
From: epkerha@epk.ericsson.se
Message-ID: <a47trq$ab8$1@newstoo.ericsson.se>
Source record: 37982

In article <20020210111118.21671.00000473@mb-mp.aol.com>,
sf0218@aol.com (SF0218) writes:
> I'm looking to buy either a Milan040 motherboard kit or a Hades motherboard
> kit, but I first want to get some critiques of these machines from people who
> use them on a daily basis. Stuff like how compatible are these machines to
> falcons and st's, what OS's will they run well, etc..
>
> Thanks,
>
> Sam F.
> Seattle Seahawks fan & Atari Computer nut

I have a Hades060 with mint/mint-net and N.AES.
It works very well for me.
I am using the Hades:
- for program design (MyMAIL).
- as gateway to internet for my home network (8 systems is connected).
- for scanning with a SCSI flatbedscanner.
- PDF viewing/printing (Porthos) is faster than on my 800MHz PC

I have the folowing things in my Hades
1 CD-ROM (PLEXTOR ULTRAPLEX/40x)
1 CD-Writer (Yamaha)
1 Graphics card (ATI-Rage)
1 Harddisk (Fujitsu 20.4 GB IDE)
1 Harddisk (Fujitsu 9.1 GB SCSI/10000RPM)
1 Zip Drive (Iomega 100MB SCSI)
2 10Mb Ethernet cards
1 ISDN T/A (modem) (Connected to one serial port)
1 Flatbed scanner (SCSI)

Old games do not work on the Hades but newer like Doom and quake works
well and is possible to network.

/Erik Hall

Hiroshima 45, Tjernobyl 86, Windows 95,
Avoid the next disaster.....

Erik Hï¿½ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
ICQ 53094908 ------------------------ /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html

1043. HD Driver: Where to buy?

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 11:00:59 UTC
From: Si <pnc@mail.portland.co.uk>
Message-ID: <MvN98.28026$as2.4645740@news6-win.server.ntlworld.com>
Source record: 38096

Where can I buy the loverly HD Driver from?

Also, if I were to get hold of a version say 7.5 or something, am I able to upgrade it? How much would this cost?

Thanks

Simon Osborne

1044. Re: Atari Systems

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 11:04:32 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c6792b0@dnews.tpgi.com.au>
Source record: 38097

Try www.users.tpg.com.au/atari for some usefull links....

Mark

Clavis <intent@usa.net> wrote in message
news:a46c37$77f6$1@evans.scvmaxonline.com.sg...
> Hello all, this is the first and I post in this forum. I am surprised
that
> they are still so many Atari users out there. I have thought that since
> Atari Corp was closed down, there's nothing new out there, that Atari is a
> thing of the past. In view of this committee, perhaps I will take up my
old
> Falcon030 again. What I would like to know is, anyone knows how to
network
> the Falcon on to a Ethernet network? At best Atari system is good as a
> hobby machine. Are there any new applications software for these
computers?
> Are there any new hardware for an Atari? Any USB adapters for the Atari?
>
> Technology moves on. Without a company to implement new hardware, it is
> difficult to really use an Atari computer for any serious applications. I
> will readily admits that I have lost touch with the Atari community. So I
> welcome any and all to help me get up to speed with this arena.
>
> Thank you.
>
> By the way, I am posting from Singapore. There is absolutely no more
> support for the Atari computer. Please point me to any web site where I
can
> find information for hardware and software upgrade for a venarable Falcon
> 030. :-)
>
> Regards.
>
>
>

1045. Re: *.TTP option examples

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 12:10:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200202111310.a10665@su2.maus.de>
Source record: 38087

Hi Hallvard,

HT>If you can't find it, I'll check and see where I got it from.
no thanks, I prefer workin with my BASH adaptation to TOS.

Und TTschï¿½
ps

1046. Re: HD Driver detecting ghost IDE drive

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 12:19:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200202111319.a10666@su2.maus.de>
Source record: 38088

Hi Phil,

P>However, I have no IDE drive connected.
in _that_ case you may 'hide' both possible IDE drives from HDDRIVER.
Even more I use to hide all unused SCSI-IDs in order to speed up
booting (disadavantage: a newly attached drive won't be found at once)

The German version of HDDRUTIL provides this feature by the menu
'Einstellungen' / 'Geri¿½te und Partitionen' (my translation: 'options'
/ 'devices and partitions').

Und TTschi¿½
ps

1047. Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 12:50:21 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a48cmn$r96$1@pony.kenan.com>
Source record: 38098

You people should forget the ST, and remember and acknowledge that the Amiga always has and always will outperform the Atari...

So throw away those shite ST's and get an Amiga...you can get all the software on the Amiga, and better than the ST....

1048. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 14:05:48 UTC
From: epkerha@epk.ericsson.se
Message-ID: <a48j3s$3s5$1@newstoo.ericsson.se>
Source record: 37983

In article <a48cmn$r96$1@pony.kenan.com>,
"Darkling" <flump@hotmail.com> writes:
> You people should forget the ST, and remember and acknowledge that the Amiga
> always has and always will outperform the Atari...
>
> So throw away those shite ST's and get an Amiga...you can get all the
> software on the Amiga, and better than the ST....

What is better ?
Please tell us :-)

/Erik

1049. Re: HD Driver: Where to buy?

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 14:08:30 UTC
From: Paul CAILLET <paul.caillet@free.fr>
Message-ID: <3c67d047$0$4608$626a54ce@news.free.fr>
Source record: 38099

Hello Simon :-)

> Where can I buy the loverly HD Driver from?
>
> Also, if I were to get hold of a version say 7.5 or something, am I able
to
> upgrade it? How much would this cost?

It's very easy :-)

Go to http://www.seimet.de/updates_english.html , you can be sure to find
what you want :-))

Regards :-)

--
Paul CAILLET.
http://music-atari.org

1050. Re: STFM IDE Interface & PAK

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 14:12:18 UTC
From: Paul CAILLET <paul.caillet@free.fr>
Message-ID: <3c67d12b$0$4613$626a54ce@news.free.fr>
Source record: 38100

Hello Simon :-)

> Could anyone tell me if it would be possible for a PAK and a IDE interface
> to be fitted to an STFM at the same time? Would they work ok together?

Maybe you can find an answer at http://www.wrsonline.de/atari_index.html :-)

Regards :-)

--
Paul CAILLET.
http://music-atari.org

1051. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 15:48:01 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88D51E1.213D%atarilp@hotmail.com>
Source record: 38103

in article a48cmn$r96$1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/11/02 7:50 AM:

> You people should forget the ST, and remember and acknowledge that the Amiga
> always has and always will outperform the Atari...
>
> So throw away those shite ST's and get an Amiga...you can get all the
> software on the Amiga, and better than the ST....

It might have it's place, but not om my desk. Given the same CPU Atari
always out performs an amigo... perhaps you should spend more time getting
a ppc upgrade so your icons don't appear one by one, and spend less time
spewing in accurate information into usent groups you don't fit into...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1052. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 15:52:28 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88D52E4.213F%atarilp@hotmail.com>
Source record: 38101

in article a48cmn$r96$1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/11/02 7:50 AM:

> You people should forget the ST, and remember and acknowledge that the Amiga
> always has and always will outperform the Atari...
>
> So throw away those shite ST's and get an Amiga...you can get all the
> software on the Amiga, and better than the ST....

It might have it's place, but not on my desk. Given the same CPU Atari
always out performs an amigo... perhaps you should spend more time getting
a ppc upgrade so your icons don't appear one by one, and spend less time
spewing in accurate information...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1053. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 16:08:35 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C67EC32.22459853@ataritimes.com>
Source record: 38102

Darkling wrote:

> You people should forget the ST, and remember and acknowledge that the Amiga
> always has and always will outperform the Atari...
>
> So throw away those shite ST's and get an Amiga...you can get all the
> software on the Amiga, and better than the ST....

<sarcasm>

Wow! This miniscule post has convinced me and thousands of others to
dump hardware, software, and downright pride that they have in their
Atari's and spend more on an Amiga! Wow! You're so brilliant!

</sarcasm>

BTW, I just learned this in Spanish class, but do you know that "Amiga"
means "female friend?" Hehehehe...

--
Gregory D. George

=-=-=-

1054. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 16:39:30 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a48q4f$d1$1@pony.kenan.com>
Source record: 38105

>
>It might have it's place, but not on my desk. Given the same CPU Atari
>always out performs an amigo... perhaps you should spend more time getting
>a ppc upgrade so your icons don't appear one by one, and spend less time
>spewing in accurate information...

What unadulterated BULLSHIT....Givent he same CPU speed (ST and A500), the A500 outperforms the ST by miles, better sound, better graphics, can store more on a DSDD disk...Basically the ST was shite, designed as a mediocre games machine which never quite measured up to the maturity and speed of the Amiga...

The Joysticks went into some stupid place under the computer, how freaking lame....

The sound was shite 4 bit crap (listen to Speedball2 on ST and then on the Amiga, or even better listen to Xenon II, the AMiga sound is so much better)...

YOu chatting crap about the ICONS?? Have you even opened your eyes and taken off your lame polaroid glasses?? What the hell was that bollox green/yellow TOS system??

The Amiga had better sound/grafix, it was more upgradeable and ran faster, higher MIPs. The industry speaks for itself....COmpare the amount of software released for the AMiga rather than the S(hit) T(hing)...

Everything about the ST was lame and shite, there is NOTHING, not a single aspect n which the Amiga is not better...

LAMERS.

1055. AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 16:42:37 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a48qa7$d5$1@pony.kenan.com>
Source record: 38104

>
><sarcasm>
>
>Wow! This miniscule post has convinced me and thousands of others to
>dump hardware, software, and downright pride that they have in their
>Atari's and spend more on an Amiga! Wow! You're so brilliant!
>
></sarcasm>
>
>BTW, I just learned this in Spanish class, but do you know that "Amiga"
>means "female friend?" Hehehehe...
>

Jeez, no wonder there was such a number of Atari-owner jokes out there...You people are definitely a few currants short of a fruitcake....

So, despite the fact that the Amiga hardware was better tan the ST, the only thing you can pick up is the Spanish meaning of the name...

WHAT DO YOU DO IF AN ATARI OWNER THROWS A GRENADE AT YOU?

TAKE THE PIN OUT AND THROW IT BACK....

1056. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 17:14:05 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrna6fv34.nc.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 38106

Dear fellow Atarians,

just do not reply or followup to such idiots. It is not worth the time.
Real Amiga owners would be able to talk about good and bad things. These
crappy kids here just do not know what they are talking about.
I must admit the ST has many faults and is certainly not as good as the
Amiga in hardware respect. But making good effects without hardware support
requires emormous programming skill. Those Amiga kiddies just poked a few
bytes into their custom chips, a real ST user had to program this effect. And it
worked equally well.
If you don't like such posts here, just go to the next Amiga group and post
crap there.

ST owners, let those kiddies alone, they are not worth talking too,
especially as the Amiga vs ST debate is over for about 10 years with the
Amiga winning.

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321
PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

1057. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 17:35:52 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88D6B28.2146%atarilp@hotmail.com>
Source record: 38109

in article a48q4f$d1$1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/11/02 11:39 AM:

>YOu chatting crap about the ICONS?? Have you even opened your eyes and taken
> off your lame polaroid glasses?? What the hell was that bollox green/yellow
> TOS system??

You show your ignorance by the fact that ST's don't have such green desktops
anymore. There are tasking OS kernals, and several desktops, but you are
commenting about stuff you know nothing about. There are models with
different hardware, you seem to focus on the first machine. My neighbor has
an amigo, I've seen it up close so do not tell me what I KNOW, it is slower
and has less hardware than a Falcon. Anyway no body cares really, both are
just as dead hardware-wize. I won't bother with such posts any further,
but I will say lastly Commadore went belly up first. We all loose because
soon you will have a PC anyway...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1058. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 17:52:07 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <7xT98.157$RB3.129004@newsfeed.slurp.net>
Source record: 38107

No point in trying to prove one machine better than the other. It's just not possible. Where Atari excelled in music and DTP, Amiga did likewise in graphics and sound. We're not calling the Amiga shite, infact, we should team up as fellow M68K users against PC lamers.

Joshua.

"Darkling" <flump@hotmail.com> wrote in message news:a48q4f$d1$1@pony.kenan.com...
> >
> >It might have it's place, but not on my desk. Given the same CPU Atari
> >always out performs an amigo... perhaps you should spend more time getting
> >a ppc upgrade so your icons don't appear one by one, and spend less time
> >spewing in accurate information...
>
> What unadulterated BULLSHIT....Givent he same CPU speed (ST and A500), the
> A500 outperforms the ST by miles, better sound, better graphics, can store
> more on a DSDD disk...Basically the ST was shite, designed as a mediocre
> games machine which never quite measured up to the maturity and speed of the
> Amiga...
>
> The Joysticks went into some stupid place under the computer, how freaking
> lame....
>
> The sound was shite 4 bit crap (listen to Speedball2 on ST and then on the
> Amiga, or even better listen to Xenon II, the AMiga sound is so much
> better)...
>
> YOu chatting crap about the ICONS?? Have you even opened your eyes and taken
> off your lame polaroid glasses?? What the hell was that bollox green/yellow
> TOS system??
>
> The Amiga had better sound/grafix, it was more upgradeable and ran faster,
> higher MIPs. The industry speaks for itself....COmpare the amount of
> software released for the AMiga rather than the S(hit) T(hing)...
>
> Everything about the ST was lame and shite, there is NOTHING, not a single
> aspect n which the Amiga is not better...
>
> LAMERS.
>

>

1059. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 17:54:42 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <DzT98.159$RB3.129777@newsfeed.slurp.net>
Source record: 38108

Oh, oh! I wanna play this game too!! Just replace the subject of any good joke with 'Amiga' and you have a killer Amiga joke! ;)

Joshua.

> WHAT DO YOU DO IF AN ATARI OWNER THROWS A GRENADE AT YOU?
>
> TAKE THE PIN OUT AND THROW IT BACK....
>
>

1060. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 18:23:20 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88D7648.214B%atarilp@hotmail.com>
Source record: 38110

in article slrna6fv34.nc.matthias.arndt@jll.heim7.tu-clausthal.de, Matthias Arndt at matthias.arndt@tu-clausthal.de wrote on 2/11/02 12:14 PM:

> ST owners, let those kiddies alone, they are not worth talking too,
> especially as the Amiga vs ST debate is over for about 10 years with the
> Amiga winning.

M$ won. But lets not get into that. :P

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1061. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 18:26:05 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a490c7$2iu$1@pony.kenan.com>
Source record: 38112

Joshua Kaijankoski wrote in message
<7xT98.157$RB3.129004@newsfeed.slurp.net>...
>No point in trying to prove one machine better than the other. It's just
not
>possible. Where Atari excelled in music and DTP, Amiga did likewise in
>graphics and sound. We're not calling the Amiga shite, infact, we should
>team up as fellow M68K users against PC lamers.

Atari did not excel i music...Er isn;t Music really sound at the end of the day? With your crappy 8 bit sound channels (Amiga had 12), Music on the Amiga was always better....Just cos the ST has built in Midi ports, people assumed it'd be good for sound...In fact Amiga's software based Midi programs outperformed even the ST's hardware...what a shame...

ATARI excelling in DTP?? HAHAHAHA....

>We're not calling the Amiga shite, infact, we should
>team up as fellow M68K users against PC lamers.

You 68000 lamer, I have a PC and it runs WinSTon faster than a real Atari....I can emulate a Falcon faster then the actual FAlcon...

1062. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 18:32:43 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a490ol$2pc$1@pony.kenan.com>
Source record: 38111

Matthias Arndt wrote in message ...
>
>Dear fellow Atarians,
>
>just do not reply or followup to such idiots. It is not worth the time.
>Real Amiga owners would be able to talk about good and bad things. These
>crappy kids here just do not know what they are talking about.
>I must admit the ST has many faults and is certainly not as good as the
>Amiga in hardware respect. But making good effects without hardware support
>requires emormous programming skill.

I am not talking about the programmers, I am talking purely of the
hardware...Which you admit humbly that the ST doesn;t measure up to the
Amiga...A programmer would have to be exceptionally skilled to be able to
pull of something on the ST that can compare to what is easily done with the
Amiga....No doubt the programmers were skilled, they had to be...

Those Amiga kiddies just poked a few
>bytes into their custom chips, a real ST user had to program this effect.

Because the chipset was crap, yes....

>And it
>worked equally well.

*COUGH *COUGH

>If you don't like such posts here, just go to the next Amiga group and post
>crap there.

Go on then, they'll slag you off to kingdom come....

>
>ST owners, let those kiddies alone, they are not worth talking too,
>especially as the Amiga vs ST debate is over for about 10 years with the
>Amiga winning.

Thats right...

1063. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 18:51:42 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88D7CEE.2150%atarilp@hotmail.com>
Source record: 38113

in article a490c7$2iu$1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/11/02 1:26 PM:

> You 68000 lamer, I have a PC and it runs WinSTon faster than a real
> Atari....I can emulate a Falcon faster then the actual FAlcon...

Not possible, no Falcon emu to date can pull off DSP emulation.
I run an amigo emu on my ppc mac, goes pretty dam fast so what?
Everything has a pro or con, good or bad... I figured you had a PC.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1064. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 19:06:31 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <QCU98.176$RB3.148084@newsfeed.slurp.net>
Source record: 38114

Hm... I guess you're not settling this case. You'll have to go down in flames. You can't emulate a Falcon. There is no emulator for it's DSP which, by the way, kicked Amiga's ass. The Falcon killed any Amiga in sound.

Just ask someone about all the big hit bands of the '80s what they used to create music. Your answer will most likely be an ST. Nobody bothered using an Amiga for MIDI because you'd have to go through the trouble of getting additional hardware for it. ST has built-in MIDI ports and had the largest software base for MIDI than any other computer at the time. I still know of bands using the ST. Even the Falcon with it's direct-to-disk recording capabilities out-of-the-box was groundbreaking at the time.

DTP on the Atari was quite popular in Europe. Calamus was one of the most popular DTP programs and is still being developed for Atari. The TT030 in 1989 was a 32bit machine running an 030 at 32Mhz and a mono screen at 1280x960. Now tell me, was there an Amiga, that could top that at the time? I thought not. That was ideal for DTP especially paired with Atari's cheap but excellent laser printers.

I offered a truce by stating previously that both Atari and Amiga have their unique qualities. You'd be smart to accept that and not post anything stupid again.

Joshua.

"Darkling" <flump@hotmail.com> wrote in message
news:a490c7$2iu$1@pony.kenan.com...
>
> Joshua Kaijankoski wrote in message
> <7xT98.157$RB3.129004@newsfeed.slurp.net>...
> >No point in trying to prove one machine better than the other. It's just
> not
> >possible. Where Atari excelled in music and DTP, Amiga did likewise in
> >graphics and sound. We're not calling the Amiga shite, infact, we should
> >team up as fellow M68K users against PC lamers.
>
> Atari did not excel i music...Er isn;t Music really sound at the end of
the
> day? With your crappy 8 bit sound channels (Amiga had 12), Music on the
> Amiga was always better....Just cos the ST has built in Midi ports, people
> assumed it'd be good for sound...In fact Amiga's software based Midi
> programs outperformed even the ST's hardware...what a shame...
>
> ATARI excelling in DTP?? HAHAHAHA....
>
> >We're not calling the Amiga shite, infact, we should

> >team up as fellow M68K users against PC lamers.
>
> You 68000 lamer, I have a PC and it runs WinSTon faster than a real
> Atari....I can emulate a Falcon faster then the actual FAlcon...
>
>

1065. Re: Czuba Tech

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 19:18:21 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a495dv$e1k$1@news7.svr.pol.co.uk>
Source record: 38115

I have had no problems.

"Thomas Jordan" <Thomas@thomasrichard.freeserve.co.uk> wrote in message
news:a46teg$1q5$1@newsg4.svr.pol.co.uk...
> has any one had problems logging on to http://www.czuba-tech.com/
>
> error message gateway timeout was replied each time I tried to log on
> tonight
>
> regards
>
> Thomas
>
>

1066. SCSI problems "cannot install hard drive handler"

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 19:55:32 UTC
From: James <james5@nospam.com>
Message-ID: <UkV98.73155$Zc.20613718@news2.rdc1.mi.home.com>
Source record: 38116

I'm getting extremely frustrated with an atari mega st I bought recently. It came with an internal scsi hard drive. I would like to use a removable optical drive instead, however no matter what I do I can't get it to see any other drive on the bus. I simply unplug the minicontroller from the hard drive, and plug it into the scsi device I'm trying to use (i've tried several). I boot from the ICD floppy disk for my controller, and at bootup it gives the error:

cannot install hard drive handler
clock not present

then when I try to run any disk utilities such as ICDFMT or IDCHECK it finds no drives on the bus so I can't format or partition or anything. I have tried both ID0 and ID3, checked for proper termination. There is nothing wrong with my scsi drives they all work in other non-atari machines. I'm at a total loss what the problem might be, why is this not working? I'm assuming the problem is the controller driver is failing to load, but why is it failing to load? Only the internal hard drive seems to work, when it does it displays the current drive settings instead of the dreaded "cannot install hard drive handler" error.

Can anyone help me here?

1067. Re: Atari Systems

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 19:58:24 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a497p5mnu1@news6.svr.pol.co.uk>
Source record: 38117

> Are there any new hardware for an Atari? Any USB adapters for the Atari?

No USB yet but there is plenty of other stuff.

CT60 - nearly finished and should be real fast http://www.czuba-tech.com/

Eclipse - PCI Adaptor, there is only drivers for ATI GFX cards at present
http://www.cortex-design.co.uk/

ROM Port LAN Adaptor - http://www.asamnet.de/~hilgarte/ether_e.htm

The ANIPLAYER site has some good info http://perso.wanadoo.fr/didierm/

There is also MINT and Magic which are much nicer Multitasking OSs.

Elliot...

1068. Genius Pocket Adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 20:01:54 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a497vkjhh1@news8.svr.pol.co.uk>
Source record: 38118

Any know were I can get one of these, it must be the E3000II version (with the RT8012) chipset?

Elliot...

1069. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 20:21:49 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <23W98.9373$O5.21989@nntpserver.swip.net>
Source record: 38119

Thankyou for showing us the way, we are so lost and need someone like you to tell us what to do. Again, thankyou. Really.

1070. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 21:38:12 UTC
From: Gerald K&#65533;rner <koerner.g@t-online.de>
Message-ID: <a49dibvio02$1@news.t-online.com>
Source record: 38120

"Darkling" <flump@hotmail.com> schrieb im Newsbeitrag
news:a48q4f$d1$1@pony.kenan.com...
> >
> >It might have it's place, but not on my desk. Given the same CPU Atari
> >always out performs an amigo... perhaps you should spend more time
getting
> >a ppc upgrade so your icons don't appear one by one, and spend less time
> >spewing in accurate information...
>
> What unadulterated BULLSHIT....Givent he same CPU speed (ST and A500), the

==> This isn't right!! ATARI ST has 8 MHz CPU Speed, Amiga 500 "only" 7,1
MHz. !!!

> A500 outperforms the ST by miles, better sound, better graphics, can store
> more on a DSDD disk...Basically the ST was shite, designed as a mediocre
> games machine which never quite measured up to the maturity and speed of
the
> Amiga...
>

==> Disks were incompatible to DOS

> The Joysticks went into some stupid place under the computer, how freaking
> lame....

==> big external AMIGA power supply with build in power switch, this wasn't
nice

>
> The sound was shite 4 bit crap (listen to Speedball2 on ST and then on the
> Amiga, or even better listen to Xenon II, the AMiga sound is so much
> better)...
>
> YOu chatting crap about the ICONS?? Have you even opened your eyes and
taken
> off your lame polaroid glasses?? What the hell was that bollox
green/yellow
> TOS system??
>
> The Amiga had better sound/grafix, it was more upgradeable and ran faster,
> higher MIPs. The industry speaks for itself....COmpare the amount of
> software released for the AMiga rather than the S(hit) T(hing)...
>
> Everything about the ST was lame and shite, there is NOTHING, not a single
> aspect n which the Amiga is not better...

>
> LAMERS.
>

1071. Re: Genius Pocket Adaptor

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 21:51:26 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a49ehu$7kp$1@newsreader.mailgate.org>
Source record: 38121

Only Ebay perhaps, and if you find someone with a few, tell us here, as most of us are looking for one... Thanks.

Elliot <stuff@recycledsteel.co.uk> wrote in message news:a497vkjhh1@news8.svr.pol.co.uk...
>
> Any know were I can get one of these, it must be the E3000II version (with
> the RT8012) chipset?
>
> Elliot...
>
>

1072. Re: Wanted: ICD Link or compatible please U

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 21:59:04 UTC
From: ebaiz@skyenet.net
Message-ID: <I8X98.240$RB3.197468@newsfeed.slurp.net>
Source record: 38122

On 7 Feb 2002 21:29:04 -, PNC\ wrote:
>As above, I really need to get a Link for my hard drive.
>
>Anyone selling please?

Hello,

Try the sites below. I saw some for sale 2 months ago.

http://www.atari-workshop.co.uk/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1073. Re: repair info needed

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 21:59:11 UTC
From: ebaiz@skyenet.net
Message-ID: <P8X98.241$RB3.196976@newsfeed.slurp.net>
Source record: 38123

On 7 Feb 2002 18:56:27 -, Kate Slaminko wrote:
>I've got 3 defective STs that I'd like to fix if possible:
>520 - turns on with screen full of colored garbage.
>1040 - screen fills up with black & white vertical bars.
>Mega ST4 - no sign of life, fan doesn't even run. Fuse is OK. Bad
>power supply?
>On the 1st 2, I tried the usual unplugging and reseating all the
>socketed chips without effect. Any help would be appreciated. Please
>reply directly since I only occasionally scan the NG. Thanks!
>-Ron

Try the sites below for repair. On the 520 and 1040 you may try pusking
on all the chips (especially the ram chips). I had the same thing
happen and this worked for me.

http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1074. Re: New game in automn

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 22:00:36 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a49eu8mip1@newsg3.svr.pol.co.uk>
Source record: 38124

Maybe you could talk to the people making HighWire, if you make the game standard (i.e. 640x480x16 or something) then it can be translated into whatever res you are using (mono, colour) - it would be a kind of web based game (using HighWire code as a plug in).

If the game will be stills then maybe you could go to DHS (I think they have this code) and have a look at some of their 320x200x4096 code, you can get some very nice reproductions that would work on an STE up (maybe even an ST with 512 colours).

Elliot...

1075. Re: YM to MIDI converter

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 22:13:58 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a49fn8$n5o$1@newsg3.svr.pol.co.uk>
Source record: 38125

I think he means like what people have done manually, hmmm Klax is one I can think of - now available in both YM and MIDI format (but done manually).

As far as I know there are no apps to do this.

Elliot...

"Martin Tarenskeen" <nospam@telebyte.nl> wrote in message news:Pine.MNT.4.31.0202071229450.108-100000@easymint...
>
> On Tue, 5 Feb 2002, Stephane Perez wrote:
>
> > Hi there,
> >
> > I'm looking for an YM to MIDI converter please.
> > Where could I find this software?
> >
> What exactly do you mean ?
> YM (you mean the Yamaha soundchip?) has nothing to do with MIDI,
> so what kind of conversion do you have in mind ? Explain your question.
>
> Martin Tarenskeen
>

1076. CT60 news !!

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 22:31:27 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3c6846b7$0$209$626a54ce@news.free.fr>
Source record: 38126

STATUS : February 11th 2002
The CT60 is running at 66 MHz and the SDRAM controller is running at 66 and 80 MHz (!).
The 100 MHz boot is a success but the 060 stops after the white screen (videl initialization). It seems that the caches of the 060 can't run at 100 MHz (internal timing problems)...
It seems too that we have some internal problems at 80 MHz, even with a 60 MHz model...
Other tests coming soon...

CT60 at 66 MHz
SDRAM : READ (page Hit) : 133 MB/s - WRITE (page Hit) : 176 MB/s

People who have not yet order or pre-order should now wake up because the production of the CT60 is now being planned for the end of this month ! :-))))

I will produce a quantity = to the number of orders I received (122) + a little
(not enough for all late people !).

--
Rodolphe CZUBA
4, All&#65533;e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

1077. HP Scanjet 3P and Picture Editor

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 22:37:17 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a49h31$pj1$1@newsg4.svr.pol.co.uk>
Source record: 38127

I have an HP Scanjet 3P but the only software that I can find is Nova Scan (and that is only a Demo), is there any other software out there? and will the 3P do colour?.

I also need some software which will allow me to put text, etc over the top of the pictures and ideally print it off (to an HP DJ 1200C).

I have a TT and a Falcon, the scanner and printer (one running Mint and the other Magic), NVDI, N.AES are all around here somewhere too.

I have spent hundreds of pounds over the past 6 months or so on Atari stuff and I would like this to be as cheap (or free) as possible as I only want to do it a couple of times for my girl friend (some project or other, a book cover I think).

Elliot...

1078. Info Needed

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 23:10:12 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <W9Y98.101$w03.29887583@news.inreach.com>
Source record: 38128

OK, today a guy here in the trailer park cleaned out his work space, I collected all of the computer junk he had. I tore apart an old (1984) 8088 machine and got a good working power supply out of it, and it has a whole bunch of leans from it. I'll have to get me a multi-meter for sorting out the leads some time next month, now what I need is the order of the leads from the Falcon030 power supply, Mine is packed in a box, but I belive there's at lest 5 wires from it, I need to know their order and what power rating they are sppost to be.

I also got a ST-251-1, and a bunch of small 3.5 hard drives too.

Also, on my 1040ST I've got a useable KX-P1124 printer hooked up, but I don't know what all the fuction buttons are for or the other controls eiather. I have a 2nd one of those printers that will be put onto my TT030 so that once I have a keyboard for it I can use it too. But does anyone have a manual for this printer or knows the control keys order?

I've got to monitors I need to test and two tower cases with power supplys too.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

www.starlords.org

1079. Re: Info Needed

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 23:52:03 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <vOY98.283$RB3.232244@newsfeed.slurp.net>
Source record: 38129

I can help you on the PSU. Falcon needs +12v +5v and GND. The blue wire on
the Falcon is +12v and the black ones are GND and the 2 red ones are +5v.
You'll have to check the PC's with a multimeter.

Joshua.

"Starlord" <starlord@inreach.com> wrote in message
news:W9Y98.101$w03.29887583@news.inreach.com...
> OK, today a guy here in the trailer park cleaned out his work space, I
> collected all of the computer junk he had. I tore apart an old (1984) 8088
> machine and got a good working power supply out of it, and it has a whole
> bunch of leans from it. I'll have to get me a multi-meter for sorting out
> the leads some time next month, now what I need is the order of the leads
> from the Falcon030 power supply, Mine is packed in a box, but I belive
> there's at lest 5 wires from it, I need to know their order and what power
> rating they are sppost to be.
>
> I also got a ST-251-1, and a bunch of small 3.5 hard drives too.
>
> Also, on my 1040ST I've got a useable KX-P1124 printer hooked up, but I
> don't know what all the fuction buttons are for or the other controls
> eiather. I have a 2nd one of those printers that will be put onto my TT030
> so that once I have a keyboard for it I can use it too. But does anyone
have
> a manual for this printer or knows the control keys order?
>
> I've got to monitors I need to test and two tower cases with power supplys
> too.
>
>
> --
> 2,500,000 tons of steel, spining all alone
> in the Dark ... The Place is Babylon 5
>
> www.starlords.org
>
>
>

1080. Re: Info Needed

Newsgroup: comp.sys.atari.st
Date: 2002-02-11 23:52:03 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <RQY98.284$RB3.232990@newsfeed.slurp.net>
Source record: 38130

I can help you on the PSU. Falcon needs +12v +5v and GND. The blue wire on the Falcon is +12v and the black ones are GND and the 2 red ones are +5v. You'll have to check the PC's with a multimeter.

Joshua.

"Starlord" <starlord@inreach.com> wrote in message news:W9Y98.101$w03.29887583@news.inreach.com...
> OK, today a guy here in the trailer park cleaned out his work space, I
> collected all of the computer junk he had. I tore apart an old (1984) 8088
> machine and got a good working power supply out of it, and it has a whole
> bunch of leans from it. I'll have to get me a multi-meter for sorting out
> the leads some time next month, now what I need is the order of the leads
> from the Falcon030 power supply, Mine is packed in a box, but I belive
> there's at lest 5 wires from it, I need to know their order and what power
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> I also got a ST-251-1, and a bunch of small 3.5 hard drives too.
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> don't know what all the fuction buttons are for or the other controls
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> so that once I have a keyboard for it I can use it too. But does anyone
have
> a manual for this printer or knows the control keys order?
>
> I've got to monitors I need to test and two tower cases with power supplys
> too.
>
>
> --
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>
> www.starlords.org
>
>
>

1081. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 04:11:42 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B88DE46E.1DF61%nameerf@flash.net>
Source record: 38131

in article a48cmn$r96$1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/11/02 4:50 AM:

> You people should forget the ST, and remember and acknowledge that the Amiga
> always has and always will outperform the Atari...
>
> So throw away those shite ST's and get an Amiga...you can get all the
> software on the Amiga, and better than the ST....

I saw an Amiga once or twice. Never liked the thing as much as my Atari. So what if the specs on one outdo the specs on the other? If one enjoys their computer, that's what's important. I also have a G3 Mac, which way outperforms my Atari and Amigas, hardware-wise. But I enjoy my Atari more. That's my choice. It has nothing to do with which computer is technically better. It's absolute stupidity and beligerance to go into an Atari group and spout this crap. Until you have something truely productive to contribute, go away. And by the way... grow up. It seems that only someone with immaturity and inadequacy issues would post this kind of thing.

Mike Freeman
nameerf@flash.net

1082. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 04:44:07 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <_21a8.110$AN3.33091723@news.inreach.com>
Source record: 38132

I watched a guy run an amiga when I went to his place, sure it could do
stuff my old 800XL couldn't, but I still have a 1040ST, TT030, Falcon030,
and hope to have them all up and running again by summer.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

www.starlords.org

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:B88DE46E.1DF61%nameerf@flash.net...
> in article a48cmn$r96$1@pony.kenan.com, Darkling at flump@hotmail.com
wrote
> on 2/11/02 4:50 AM:
>
> > You people should forget the ST, and remember and acknowledge that the
Amiga
> > always has and always will outperform the Atari...
> >
> > So throw away those shite ST's and get an Amiga...you can get all the
> > software on the Amiga, and better than the ST....
>
> I saw an Amiga once or twice. Never liked the thing as much as my Atari.
So
> what if the specs on one outdo the specs on the other? If one enjoys their
> computer, that's what's important. I also have a G3 Mac, which way
> outperforms my Atari and Amigas, hardware-wise. But I enjoy my Atari more.
> That's my choice. It has nothing to do with which computer is technically
> better. It's absolute stupidity and beligerance to go into an Atari group
> and spout this crap. Until you have something truely productive to
> contribute, go away. And by the way... grow up. It seems that only someone
> with immaturity and inadequacy issues would post this kind of thing.
>
> Mike Freeman
> nameerf@flash.net
>

1083. .st --> ST conversion...

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 06:40:09 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020212023855.3718B-100000@halifax.chebucto.ns.ca>
Source record: 38133

How does someone convert an .st disk image to an actual ST disk to use in a real ST? Is there a special program for it?

Thanks...

1084. Re: HD Driver: Where to buy?

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 08:08:38 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C68CD86.E33B8D13@seimet.de>
Source record: 38134

Si schrieb:

> Where can I buy the loverly HD Driver from?

See http://www.seimet.de/hddriver_english.html.
>
> Also, if I were to get hold of a version say 7.5 or something, am I able to
> upgrade it? How much would this cost?

Please refer to http://www.seimet.de/updates_english.html. Note that
only registered users can upgrade.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1085. Re: HD Driver detecting ghost IDE drive

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 08:10:11 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C68CDE3.AC3E1B2F@seimet.de>
Source record: 38135

PuffPuffin schrieb:

> I even checked "IDE Drives" under Options, and the dialog box lists 2 IDE
> drives with negative sectors! Somehow the IDE drive checking in this version
> isn't working.

This is a strange problem, but you can simply ignore it and disable any
IDE devices. Please refer to the manual for details.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1086. Re: SCSI problems "cannot install hard drive handler"

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 08:13:13 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C68CE99.55BD4578@seimet.de>
Source record: 38136

James schrieb:
>
> I'm getting extremely frustrated with an atari mega st I bought recently. It
> came with an internal scsi hard drive. I would like to use a removable
> optical drive instead, however no matter what I do I can't get it to see any
> other drive on the bus. I simply unplug the minicontroller from the hard
> drive, and plug it into the scsi device I'm trying to use (i've tried
> several). I boot from the ICD floppy disk for my controller, and at bootup
> it gives the error:
>
> cannot install hard drive handler
> clock not present
>
> then when I try to run any disk utilities such as ICDFMT or IDCHECK it finds
> no drives on the bus so I can't format or partition or anything. I have
> tried both ID0 and ID3, checked for proper termination. There is nothing
> wrong with my scsi drives they all work in other non-atari machines. I'm at
> a total loss what the problem might be, why is this not working? I'm
> assuming the problem is the controller driver is failing to load, but why is
> it failing to load? Only the internal hard drive seems to work, when it does
> it displays the current drive settings instead of the dreaded "cannot
> install hard drive handler" error.

Note that for some devices a LINK96/97 is required. The ICD Link and
other links do not support some features (in particular initiator
identification) required for some optical drives.
It's less likely that this is a software problem, but you can easily
check this by trying the demo version of HDDRIVER
(http://www.seimet.de/hddriver_english.html) and checking whether the
device check finds the optical drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1087. KXP-1124

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 08:19:05 UTC
From: yves.rogne@free.fr
Message-ID: <3c68cff8$0$23515$626a54ce@news.free.fr>
Source record: 38137

> Also, on my 1040ST I've got a useable KX-P1124 printer hooked up, but I
> don't know what all the fuction buttons are for or the other controls

The KXP1124 !!! Wow, lucky man, I saw it working once and was impressed by his speed, great printer !

Nothing on Seikosha site about it ?

Regards

1088. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 10:40:50 UTC
From: Sebastien Lienard <slienard@selftrade.com>
Message-ID: <a4ar6k$ig3$1@reader1.imaginet.fr>
Source record: 38138

Hi,

Mosts of you are forgetting something, you're comparing an Amiga 500 with an Atari STF, the originals machines, but at the time of these, there was one big difference: THE PRICE ! the ST was a lot cheapier. It's like comparing two today's PCs, one at 1000$ and the other at 2000$, you can say one is a shitty thing but the price makes the difference.

Seb.

Dans l'article <a48cmn$r96$1@pony.kenan.com>, "Darkling" <flump@hotmail.com> a ï¿½crit :

> You people should forget the ST, and remember and acknowledge that the
> Amiga always has and always will outperform the Atari...
>
> So throw away those shite ST's and get an Amiga...you can get all the
> software on the Amiga, and better than the ST....
>
>
>
>

1089. Re: KXP-1124

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 11:01:27 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4asr5vsa1@newsreader.mailgate.org>
Source record: 38140

Yeah the KXP is a pretty good printer by my standards. It was probably the most widely used dot matrix in recent years in the office, and its probably the most durable too.

M,gamodeste <yves.rogne@free.fr> wrote in message news:3c68cff8$0$23515$626a54ce@news.free.fr...
> ?Also, on my 1040ST I've got a useable KX-P1124 printer hooked up, but I
> ?don't know what all the fuction buttons are for or the other controls
>
> The KXP1124 !!! Wow, lucky man, I saw it working once and was impressed by his
> speed, great printer !
>
> Nothing on Seikosha site about it ?
>
> Regards

1090. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 11:05:18 UTC
From: Sascha Springer <sspringer@convision.de>
Message-ID: <a4aspp$1dlvkm$1@ID-126647.news.dfncis.de>
Source record: 38139

> WHAT DO YOU DO IF AN ATARI OWNER THROWS A GRENADE AT YOU?
> TAKE THE PIN OUT AND THROW IT BACK....

So what!? We all know that an Amiga dork is always throwing back the pin!
;)=) LOL!

1091. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 11:28:51 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4as9rotp1@pony.kenan.com>
Source record: 38141

Well I left myself wide open for that one...

Sascha Springer wrote in message ...
>> WHAT DO YOU DO IF AN ATARI OWNER THROWS A GRENADE AT YOU?
>> TAKE THE PIN OUT AND THROW IT BACK....
>
>So what!? We all know that an Amiga dork is always throwing back the pin!
>;)=) LOL!
>
>
>

1092. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 11:52:56 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4atmvpij1@pony.kenan.com>
Source record: 38142

Joshua Kaijankoski wrote in message ...
>Hm... I guess you're not settling this case. You'll have to go down in
>flames. You can't emulate a Falcon. There is no emulator for it's DSP
which,
>by the way, kicked Amiga's ass. The Falcon killed any Amiga in sound.
>
The Falcon never even came close...Sure it had a built in 32Mhz dsp chip for
sound, but then the comparable a3000 (same price range) could be fitted with
a 40 MHz Motorola DSP56002 DSP chip which kicked the Falcon's arse...

>Just ask someone about all the big hit bands of the '80s what they used to
>create music. Your answer will most likely be an ST. Nobody bothered using
>an Amiga for MIDI because you'd have to go through the trouble of getting
>additional hardware for it.

No the reason they used ST's for sound was because of misleading marketing
hype about the ST having built in MIDI ports so its better than the
Amiga...People assumed that was the case, in fact software based MIDI
emulation on the Amiga was better than hardware based on the ST....

>ST has built-in MIDI ports and had the largest
>software base for MIDI than any other computer at the time.

So what if it had built in MIDI ports, the hardware was crapper than Amiga
software...

>I still know of
>bands using the ST. Even the Falcon with it's direct-to-disk recording
>capabilities out-of-the-box was groundbreaking at the time.

I'll concede this minor point...

>DTP on the Atari was quite popular in Europe.

The Amiga was Europe;s best selling home computer....

>Calamus was one of the most
>popular DTP programs and is still being developed for Atari. The TT030 in
>1989 was a 32bit machine running an 030 at 32Mhz and a mono screen at
>1280x960. Now tell me, was there an Amiga, that could top that at the time?
>I thought not.

A4000 with a permidia grafix card and flicker fixer...No comment...

>That was ideal for DTP especially paired with Atari's cheap
>but excellent laser printers.

Hunh?? ATARI laser printers? I've never seen one...

Oh, so you want a shite monochrome display eh?
DTP in the 80's was Quark Express on the Apple Mac...An A3000 could run Shapeshifter, emulate the Mac at real-time speed and run Quark Express, which kicked Calamus...

The fact still remains that the Atari was crap and no mistake....Can you think of any computer made in 1987 (A2000) which can still take a PowerPC and a permidia grafix card?

Can the ST even come close to the Amiga in terms of expansion power? No...

Can the ST have USB connections? No...

In fact, at the time the shite TT030 was hatched, the A4000 had such an excellent Hard drive port that quantum used to test their new hard droves using that bus...

Just accept it, Atari never came close in terms of sales, games, architecture or popularity...and Atari died first...

And TOS couldn't even multitask on the ST...laughable...

Tramiel used to work for Commodire first anyway..So even the ST was indirectly created by Commdore's expertise, albiet a substantially poorer effort...

1093. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 13:07:46 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013522960-733444AEicMi@xs4all.nl>
Source record: 38145

>No the reason they used ST's for sound was because
>of misleading marketing
>hype about the ST having built in MIDI ports so its
>better than the
>Amiga...People assumed that was the case, in fact
>software based MIDI
>emulation on the Amiga was better than hardware
>based on the ST....
Oh, that is what is going on; you feel you're self
being subordinated by very clever marketing guys...So
you intended to believe advertisements...Says a lot
about your capabilities to judge a computer and its
functions. Never thought about trying one?....

>.Can you
>think of any computer made in 1987 (A2000) which can
>still take a PowerPC
>and a permidia grafix card?
but still has a interface that reminds you of being
developed in the attic...Never seen such a clumsy
interface not even on an old PC...

>Tramiel used to work for Commodire first anyway..
Listening to you as a representative of the average
Amiga buyer and consumer I can imagine (besides many
other reasons) why he left....

Reality is that both systems are dead and alive by
their current users. And the comparisons you are
making are completely out of proportion. But i guess
that working for a long time on a Amiga made you
sour....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1094. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 13:59:11 UTC
From: Bob Ham <node@depression.ath.cx>
Message-ID: <pan.2002.02.12.13.57.24.798376.1180@depression.ath.cx>
Source record: 38143

On Mon, 11 Feb 2002 17:14:05 +0000, Matthias Arndt wrote:

> the Amiga vs ST debate is over for about 10 years with the
> Amiga winning.

What!? But I only just found this newsgroup! Come on, you know the ST
was the best. :)

Bob

1095. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 14:09:35 UTC
From: Bob Ham <node@depression.ath.cx>
Message-ID: <pan.2002.02.12.14.07.47.69972.1180@depression.ath.cx>
Source record: 38144

On Tue, 12 Feb 2002 11:52:56 +0000, Darkling wrote:

> Can the ST have USB connections? No...

Actually, the average ST user, afaik, would probably be able to solder in
his own USB controller and write the driver for it, so the answer that
one is probably 'yes'.

Bob

1096. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 14:15:46 UTC
From: at4ri@DELETe!_kki.net.pl
Message-ID: <a4b82h$kn6$1@news.tpi.pl>
Source record: 38046

On 12 Feb 2002 11:52:56 , "Darkling" wrote:
> The Falcon never even came close...Sure it had a built in 32Mhz dsp chip for
> sound, but then the comparable a3000 (same price range) could be fitted with
> a 40 MHz Motorola DSP56002 DSP chip which kicked the Falcon's arse...
[...]
> Just accept it, Atari never came close in terms of sales, games,
> architecture or popularity...and Atari died first...
[...]
> Tramiel used to work for Commodire first anyway..So even the ST was
> indirectly created by Commdore's expertise, albiet a substantially poorer
> effort...

Yes, I know Amiga was faster than ST, could display better resolution
in more colors and had better sound. And I know there were more games
for it. And I know that the games for Amiga were much better than
the ones for ST.
What's even more, I know that PCs are faster than Atari, can display
higher resolutions than my TT in more colors and can decode mp3
in real time. (BTW is it true that Amiga *1200* can play mp3? I heard
about it but cannot believe.) I also know there are more programs and
games for PCs.

But, despite the above, I use an Atari, and do not have any Amiga
or even PC. And, yes, I know it is crazy. But I like it.

I like the look of Jinnee desktop. I like the ability of Papyrus
editor to write from left to right, which is useful for me. I like
that logo which appears when I turn the computer on. I like not
to care about various viruses when I download my mail. And I like
that particular feeling of using such a weird old computer, because
I actually *use* it for certain purposes.

If I could afford it, I would buy a Hades instead of a PC. I cannot
tell you exactly why, because I must admit it is quite irrational.
Maybe it is because I used Atari computers since those 8-bit machines
they produced before Tramiels took them over: my parents bought me
an Atari 800XL when I was a kid.

I know that Amiga 500 does outperform 520ST in most ways (better
graphic, more colors, better sound.) I know that C64 outperforms
800XL in most ways (higher resolution sprites, full 256 character
set, much better sound). I know todays PCs outperform TT in any way.

AND SO WHAT? I DON'T GIVE A SHIT.

:-)

Actually, I can't see your point. If you need someone to agree with you that Amiga was always better, then I've just done it. Do you feel better with it? Happier? Fulfilled, somehow? I know sometimes people do need others to say "You're right", especially when they didn't receive enough care from their parents in the early childhood. This is a very important thing, lack of which may in rare cases result even in an introvertic psychosis, i.e. schisophrenia simplex.

So: You are right. Amiga was always better.

--
Grzegorz Pawlik

1097. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 14:20:13 UTC
From: at4ri@DELETe!_kki.net.pl
Message-ID: <a4b8as$n31$1@news.tpi.pl>
Source record: 38047

```
On 12 Feb 2002 14:15:46 , Grzegorz Pawlik wrote:
> I like the look of Jinnee desktop. I like the ability of Papyrus
> editor to write from left to right, which is useful for me. I like

Sorry, it was supposed to be: from right to left [ <-- ] ;-)

--
Grzegorz Pawlik
```

1098. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 14:31:34 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <1H9a8.63$214.90793@newsfeed.slurp.net>
Source record: 38048

"Darkling" <flump@hotmail.com> wrote in message
news:a4atmvpij1@pony.kenan.com...
> Joshua Kaijankoski wrote in message ...
> >Hm... I guess you're not settling this case. You'll have to go down in
> >flames. You can't emulate a Falcon. There is no emulator for it's DSP
> which,
> >by the way, kicked Amiga's ass. The Falcon killed any Amiga in sound.
> >
> The Falcon never even came close...Sure it had a built in 32Mhz dsp chip
for
> sound, but then the comparable a3000 (same price range) could be fitted
with
> a 40 MHz Motorola DSP56002 DSP chip which kicked the Falcon's arse...

Which cost big bux I bet. We're talking out of the box mate. Sure, you can add all kinds of fun aftermarket stuff on a Falcon as well. Again, Falcon came with built-in DSP. Also, don't compare machines by price. Atari had cheaper but superior hardware than competitors.

> >Just ask someone about all the big hit bands of the '80s what they used
to
> >create music. Your answer will most likely be an ST. Nobody bothered
using
> >an Amiga for MIDI because you'd have to go through the trouble of getting
> >additional hardware for it.
>
> No the reason they used ST's for sound was because of misleading marketing
> hype about the ST having built in MIDI ports so its better than the
> Amiga...People assumed that was the case, in fact software based MIDI
> emulation on the Amiga was better than hardware based on the ST....
>
>
> >ST has built-in MIDI ports and had the largest
> >software base for MIDI than any other computer at the time.
>
> So what if it had built in MIDI ports, the hardware was crapper than Amiga
> software...

That's just jealous bullshit. Again, ask Madonna for example why she chose the Atari in favor of Amiga.

> >I still know of
> >bands using the ST. Even the Falcon with it's direct-to-disk recording
> >capabilities out-of-the-box was groundbreaking at the time.
>

> I'll concede this minor point...
>
>
> >DTP on the Atari was quite popular in Europe.
>
> The Amiga was Europe;s best selling home computer....

Yes, Amiga was the most popular machine. I never denied that. Commodore always had better marketing.

> >Calamus was one of the most
> >popular DTP programs and is still being developed for Atari. The TT030 in
> >1989 was a 32bit machine running an 030 at 32Mhz and a mono screen at
> >1280x960. Now tell me, was there an Amiga, that could top that at the time?
> >I thought not.
>
> A4000 with a permidia grafix card and flicker fixer...No comment...

I did say 'at the time'. Yes, a A4000 is a TT arse kicker BUT it came out in 1992!! We're talking 1989 here buddy.

> >That was ideal for DTP especially paired with Atari's cheap
> >but excellent laser printers.
>
> Hunh?? ATARI laser printers? I've never seen one...

Oh yes. The Atari SLM804 and SLM605. Yeah, do a little research on them. They're awesome.

> Oh, so you want a shite monochrome display eh?
> DTP in the 80's was Quark Express on the Apple Mac...An A3000 could run
> Shapeshifter, emulate the Mac at real-time speed and run Quark Express,
> which kicked Calamus...

A TT030 could emulate an 030 Mac as well, faster than the 25MHz A3000. We're not talking lame emulation here.

> The fact still remains that the Atari was crap and no mistake....Can you
> think of any computer made in 1987 (A2000) which can still take a PowerPC
> and a permidia grafix card?
>
> Can the ST even come close to the Amiga in terms of expansion power? No...
>
> Can the ST have USB connections? No...

Ok, the fact that Atari doesn't have PPC, USB and expansion capabilities like the Amiga doesn't make it a crap computer. Why the hell do you think I'm still using several? I had the choice of a Mac/PC/Amiga/Atari. I chose Atari because I liked what I saw. It's really a matter of opinion that can't be argued about. The qualities listed above are one of the areas that the Amiga excels over Atari. I admitted to that and you're just stating the obvious.

> In fact, at the time the shite TT030 was hatched, the A4000 had such an
> excellent Hard drive port that quantum used to test their new hard droves
> using that bus...

Again, 1989 vs 1992. No comparisson.

> Just accept it, Atari never came close in terms of sales, games,
> architecture or popularity...and Atari died first...

Atari didn't sell quite as well as the Amiga but Commodore died first.
Heheh.

> And TOS couldn't even multitask on the ST...laughable...

No, but MultiTOS could. And there are a bunch of other multitasking OSes
such as MiNT, MagiC and Geneva and a plethora of various desktops.

> Tramiel used to work for Commodire first anyway..So even the ST was
> indirectly created by Commdore's expertise, albiet a substantially poorer
> effort...

Well, Tramiel founded Commodore. I wonder where the father of Amiga worked
before? Hmmm.... could it be Atari? Yes, Jay Miner worked for Atari and
created such legends as the Atari 800.

Sounds like you're a bit jealous and trying to get what we Atarians have
that you don't with your Amoebas or Emulators or whatever you use. Go away
mate, we don't need the likes of you here.

Joshua.

1099. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 14:34:33 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <PJ9a8.66$214.92351@newsfeed.slurp.net>
Source record: 38049

"Sascha Springer" <sspringer@convision.de> wrote in message
news:a4aspp$1dlvkm$1@ID-126647.news.dfncis.de...
> > WHAT DO YOU DO IF AN ATARI OWNER THROWS A GRENADE AT YOU?
> > TAKE THE PIN OUT AND THROW IT BACK....
>
> So what!? We all know that an Amiga dork is always throwing back the pin!
> ;)=) LOL!

Heheh. Good one :)

1100. Re: PC Mice

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 15:16:46 UTC
From: ebaiz@skyenet.net
Message-ID: <ylaa8.90$214.104655@newsfeed.slurp.net>
Source record: 38050

On 9 Feb 2002 19:35:17 -, "Christopher Thorley" wrote:
>Hi all,
> I have heard its possible, with suitable driver software, to use a
>PC mouse on an STe. Can anyone tell me if the driver software is still
>available?
>
>Chris Thorley.

I have heard of this, but I use a piece of hardware from Mario Becroft
that works great. I would go that route.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1101. Re: Looking for "Xcontrol"

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 15:16:54 UTC
From: ebaiz@skyenet.net
Message-ID: <Glaa8.91$214.104921@newsfeed.slurp.net>
Source record: 38051

On 10 Feb 2002 12:39:04 , Hallvard Tangeraas wrote:
>I'm trying to find *complete* Xcontrol distributions, but all I find is
>either re-arranged setups with various parts missing (docs etc.) or just
>the ACCessory without anything else.
>
>I'm looking for versions 1.0 and 1.31 of the German, UK and USA language
>versions (yes, there's a difference between the UK and USA versions in
>the way dates are shown).
>They're for my TOS 2.06 documentation project as I plan to make related
>files available as well.

I have seen them on various sites, but cannot remember where. I use the
accessary COPS which I like better. It works well on my Hades and my
STe. You might want to give that a try if you cannot find what you want.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1102. Re: Hades and Milan owner

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 15:17:01 UTC
From: ebaiz@skyenet.net
Message-ID: <Nlaa8.92$214.105049@newsfeed.slurp.net>
Source record: 38052

On 10 Feb 2002 16:11:18 , SF0218 wrote:
>I'm looking to buy either a Milan040 motherboard kit or a Hades motherboard
>kit, but I first want to get some critiques of these machines from people who
>use them on a daily basis. Stuff like how compatible are these machines to
>falcons and st's, what OS's will they run well, etc..
>
>Thanks,
>
>Sam F.
>Seattle Seahawks fan & Atari Computer nut

Hello Sam,

I have a Hades060 and love it. As you can from my sig at the bottom, I have a number of OS's, a number of excellent programs and a number of peripherals hooked up to my machine. I have tried to run alot of Falcon programs and most of them do not run. These programs look for internal hardware that is only in the Falcon. There is a DSP card that is sold for the Hades, but I am not sure if that will help at all. I have gotten a fair number of ST programs to run. Most of the new ones work well and about 30-40% of the older ones work also.

I have an older version of the Hades motherboard and it has since been upgraded. If you getahold of a Hades kit, you will undoubtly have the upgraded one. I would contact Medusa Systems and see if Fredi has any motherboard kits left. I know they announced that they were not selling any Hades computers anymore as they were going to work on the new TOS machine which I am also looking into. I am sure if you really want one, you will have no trouble in finding one. Good luck and if you have anymore questions, please email me...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1103. Re: Hades owner (long, take a beer)

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 15:17:10 UTC
From: ebaiz@skyenet.net
Message-ID: <Wlaa8.93$214.105148@newsfeed.slurp.net>
Source record: 38053

On 10 Feb 2002 20:08:37 , M&#65533;gamodeste wrote:

>Linked to this, the only sound output you can get are Yamaha ym2149 (same as
>1984 ST...), or parallel sound (soundcard that plugs in parralel port as is
>sold for a ridiculous low price by Loic Sebald) that will bring you a good 8 bit
>soundblaster sound (free sound driver made by Didier Mequignon), and PCI
>soundcards with only 1 chip because of lack of doc.

I may have to look into that as I have the older version of the Hades
motherboard and cannot get Ozk's PCI sound software driver to work
fully. I can play audio CD's, but cannot play any sound samples. I get
just static. I even ordered and installed new chips from Medusa. I
still think all that is needed is some re-programming for my version of
the motherboard, but Ozk does not seem to think so. But I am not a
programmer, so maybe he is correct.

>Modem2 is used here at 230400 bps everydays with this good German modem.

Which modem is that?? You must have good phonelines.

>No software that use Atari graphics because of incompatible with graphic card.
>That mean no action game at all.
>No software who access directly the hardware (soundtrackers).

I was wondering what would happen if I could run something like StonX
under Mint or Linux and see if I could load in some ST games. Everytime
I try I can get the sound ok, but no graphics as you said. My graphics
card does not have a 16-color mode.

>All software that use legal system calls work really faster (x10 mini) and using
>Desktop publisher ST mean real time display, Calamus drawings are about real
>time (except if you makes 24 bits pages).
>That means lots of softwares.

You are correct here. Programs that do run do so at a MUCH faster rate.

>&#65533;what OS's will they run well

Mint, Magic, Geneva and regular TOS all run great and offer a wide
selection of programs to choose from.

>If you buy and Had&#65533;s for playing you may be disappointed, but if you want to
>work (even only archiving), you'll be very happy.
>
>NB : Edward would talk far better that me about playing with an Had&#65533;s as he sign
>as "Gamer" and it is really a great guy with more knoweledges than me on many
>things. He had an Had&#65533;s 60 with 256 Mo of ram (lucky !!!)

Yes, there are not many Hades games out there, but there is one adventure game coming. Still, I have some games that do run. The programs from Patrice Mandrin run on my Hades so I can play the like of Doom and other ID games. The only thing is that I get no sound, which is ok. The games that do run are things like Solitaire, Chess, etc. If I want to play serious games I have my STe right next to my Hades. I can also hook up my 130XE 8-bit Atari to my Hades using a SIO2PC(ST) cable and have the Hades as an 8-bit disk drive. Oh, thanks for the compliment. I am a knowledgable user, but need more programming and technical experience. Take care all.

Edward S. Baiz Jr.
(Gamer)

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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1104. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 15:17:18 UTC
From: ebaiz@skyenet.net
Message-ID: <2maa8.94$214.105134@newsfeed.slurp.net>
Source record: 38054

On 11 Feb 2002 12:50:21 , "Darkling" wrote:
>You people should forget the ST, and remember and acknowledge that the Amiga
>always has and always will outperform the Atari...
>
>So throw away those shite ST's and get an Amiga...you can get all the
>software on the Amiga, and better than the ST....

Oh Geezz. Isn't this abit old??? The STe is about 95% as good as an
Amiga and the Falcon is better and my Hades is MUCH better. Enough
said. I will never switch....

Edward S. Baiz Jr.
(Gamer)

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Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1105. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 15:17:25 UTC
From: ebaiz@skyenet.net
Message-ID: <9maa8.95$214.105064@newsfeed.slurp.net>
Source record: 38055

On 11 Feb 2002 12:52:07 , "Joshua Kaijankoski" wrote:
>No point in trying to prove one machine better than the other. It's just not
>possible. Where Atari excelled in music and DTP, Amiga did likewise in
>graphics and sound. We're not calling the Amiga shite, infact, we should
>team up as fellow M68K users against PC lamers.
>
>Joshua.

Ahmen to that. Both computers could out do the other in certain aspects.
I like and agree strongly with the teaming up idea. At the last Atari
MIST in Indy, the Amiga users were invited. I and everyone else had a
great time.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1106. Re: SCSI problems "cannot install hard driv

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 15:17:31 UTC
From: ebaiz@skyenet.net
Message-ID: <fmaa8.96$214.105126@newsfeed.slurp.net>
Source record: 38056

Hello James,

The ICD software is quite old. I would try another hard drive driver
like HDDriver. It is currently the best for Atari computers and is
still being supported/upgraded. You can download a demo at:

http://www.seimet.de/atari_english.html

I had the ICD software on my STe and was always having problems until I
installed HDDriver. Now things run faster and better. I will warn you
that if you have partitions on your hard drive past "F" they will not
be read by HDDriver. This comes from an incompatibility with the ICD
software.

On 11 Feb 2002 19:55:32 , "James" wrote:
>I'm getting extremely frustrated with an atari mega st I bought recently. It
>came with an internal scsi hard drive. I would like to use a removable
>optical drive instead, however no matter what I do I can't get it to see any
>other drive on the bus. I simply unplug the minicontroller from the hard
>drive, and plug it into the scsi device I'm trying to use (i've tried
>several). I boot from the ICD floppy disk for my controller, and at bootup
>it gives the error:
>
>cannot install hard drive handler
>clock not present
>
>then when I try to run any disk utilities such as ICDFMT or IDCHECK it finds
>no drives on the bus so I can't format or partition or anything. I have
>tried both ID0 and ID3, checked for proper termination. There is nothing
>wrong with my scsi drives they all work in other non-atari machines. I'm at
>a total loss what the problem might be, why is this not working? I'm
>assuming the problem is the controller driver is failing to load, but why is
>it failing to load? Only the internal hard drive seems to work, when it does
>it displays the current drive settings instead of the dreaded "cannot
>install hard drive handler" error.
>
>Can anyone help me here?

Edward S. Baiz Jr.
(Gamer)

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Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,

```
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
-----------------------------------------------------
```

1107. Re: .st --> ST conversion...

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 15:17:36 UTC
From: ebaiz@skyenet.net
Message-ID: <kmaa8.97$214.105231@newsfeed.slurp.net>
Source record: 38057

On 12 Feb 2002 02:40:09 , Tony Cianfaglione wrote:
>
>How does someone convert an .st disk image to an actual ST disk to use in
>a real ST? Is there a special program for it?
>
>Thanks...

Hello,

I have done this before, however you need a PC. There is a program for
the PC called ST-to-MSA. I got it off of the PacifiST homepage. This
exe program will convert the ST image to a MSA file. This MSA file can
be loaded into the Shadow MSA program (runs on an Atari computer) to
then be converted to the actual ST disk. If you cannot fine these
programs, email me and I will upload them to you.

Edward S. Baiz Jr.
(Gamer)

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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1108. Anyone who needs an ST Mouse....

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 15:32:32 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <KAaa8.3250$ps.350603@news.direcpc.com>
Source record: 38058

This site sells used Vintage Computer Equipment, they have 200 Atari ST Mice available:

http://www.aftermathtechnologies.com

http://www.aftermathtechnologies.com/descriptions/atarimice.html

Curt
The Atari History Museum
http://www.atarimuseum.com

1109. Falcon YM compatibility idea.

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 16:11:31 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <Ngba8.9457$O5.22270@nntpserver.swip.net>
Source record: 38059

Hi,

I really love my falcon, especially after my CT2 mod, but one thing has been bugging me from the start.
Why the hell did they ditch the YM shadow adresses? Many older programs use these registers, gaining a small increase in speed. These programs usually screw up completely, as access to these registers on a falcon generates a bus error.
I've been thinking a lot about this. It should be possible to create a small device that decodes this address space and generates chip select and any other signals needed to prevent a bus error.

Any further ideas on this subject?

/Peter

1110. xTOS Board Schematics

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 17:04:04 UTC
From: k_neno@hotmail.com
Message-ID: <73dba6e3.0202120904.72000e81@posting.google.com>
Source record: 38060

http://www.xtos.de/news_e.htm

1111. FREE: Atari mice UK only

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 17:54:10 UTC
From: Simon <pnc@polar-net.co.uk>
Message-ID: <9Fca8.37468$as2.6115184@news6-win.server.ntlworld.com>
Source record: 38061

I've got 2 original Atari mice spare

First two people to send me an email TONIGHT gets one

One per person though!

Simon

1112. Re: Cubase Volume Question

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 18:00:32 UTC
From: swampfax@atlantic.net
Message-ID: <4Lca8.36$q96.10211@news1.atlantic.net>
Source record: 38062

To answer my own question (in case someone else needs the info) it looks like the "Normalize" selection is similer to maximize.

On 9 Feb 2002 12:06:12 G, John Garone wrote:
>Hi All,
> Anyone know how to maximize the volume of an audio waveform (not the
>MIDI velocity but the sound on an Audio track) using Cubase 2.06?
>John G.
>P.S. Is 2.06 the latest for Atari?
>
>.

1113. Re: Atari mice UK only

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 18:10:55 UTC
From: Simon <pnc@polar-net.co.uk>
Message-ID: <RUca8.37600$as2.6131560@news6-win.server.ntlworld.com>
Source record: 38063

1 left!

Simon

1114. Re: Cubase Volume Question

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 18:11:05 UTC
From: swampfax@atlantic.net
Message-ID: <ZUca8.39$q96.10296@news1.atlantic.net>
Source record: 38064

Thanks Tony,
For some reason my NG list did'nt group your response but I
found out what you stated by experimenting, hence my follow-up to my own
question! And thanks for the extra info.
John G.

On 10 Feb 2002 17:40:21 , Antonis Keramidas wrote:
>swampfax@atlantic.net (John Garone) wrote in message
news:<Ug898.2$L6.1409@news1.atlantic.net>...
>> Hi All,
>> Anyone know how to maximize the volume of an audio waveform (not the
>> MIDI velocity but the sound on an Audio track) using Cubase 2.06?
>> John G.
>> P.S. Is 2.06 the latest for Atari?
>
>Yeah CAF 2.06 is the latest version (back in 1996)!
>You can use the normalize function in Offline mode but go for
>a cup of coffee,then...another option is...
>....You can use in the audio mixer the AUX controls to maximize the volume
>but it will not be a part of the final audio file.You must do a
>"mixdown" but it's a little complicated...
>Bye,Tony
>Greece
>.

1115. Re: Anyone who needs an ST Mouse....

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 18:24:33 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C695D8E.31B0C593@ataritimes.com>
Source record: 38065

Curt Vendel wrote:

> This site sells used Vintage Computer Equipment, they have 200 Atari ST Mice
> available:
>
> http://www.aftermathtechnologies.com

DO NOT BUY FROM THESE PEOPLE. I ordered 2 mice several months ago and
never received them. After months of complaining and threats, I finally
received a refund.

Also, they may charge $5 for a mouse, but they charge $10 each for
shipping.

--
Gregory D. George

=-=-=-

1116. Re: KXP-1124

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 18:34:15 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4bnc8$m3k$1@newsreader.mailgate.org>
Source record: 38066

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f7hots.1a559g51gtwzswN%northstar2010@_I-hate-spam_yahoo.no...
>
> I'm pretty sure that printer's by Panasonic and not Seikosha.
>
>
Yes it is. Prob why the seikosha site has nothing on it :-) LOL.

1117. How to...

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 18:48:32 UTC
From: Marijan <mrmelody@net4u.hr>
Message-ID: <a4bo11$ai3j$1@as201.hinet.hr>
Source record: 38067

```
...upgrade memory on my Mega 1 ST?
```

1118. Re: .st --> ST conversion...

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 19:20:04 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3c696ade$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 38068

On 12 Feb 2002 15:17:36 , Edward S. Baiz Jr. wrote:
On 12 Feb 2002 02:40:09 , Tony Cianfaglione wrote:

>>How does someone convert an .st disk image to an actual ST disk to use in
>>a real ST? Is there a special program for it?

Yes - but not the one below.

>I have done this before, however you need a PC. There is a program for
>the PC called ST-to-MSA. I got it off of the PacifiST homepage. This
>exe program will convert the ST image to a MSA file. This MSA file can
>be loaded into the Shadow MSA program (runs on an Atari computer) to
>then be converted to the actual ST disk. If you cannot fine these
>programs, email me and I will upload them to you.

Find yourself a copy of ST2DISK,with that you will not need to
dirty your hands using a PC or even any other programme. Once you
have this programme you will find a lot of ATARI programmes etc can
be downloaded from some of the Emulation sites. Mike Duncan in
Australia has even put 2 CD`s of .st images on the market,mostly
games,but some serious stuff as well. Find him as below.

http://members.optusnet.com.au/~atari1/

email:atari1@optusnet.com.au

Hope this helps.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

1119. Re: KXP-1124

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 19:36:43 UTC
From: yves.rogne@free.fr
Message-ID: <3c696ecb$0$16581$626a54ce@news.free.fr>
Source record: 38069

> Nothing on Seikosha site about it ?
I'm pretty sure that printer's by Panasonic and not Seikosha.
Hallvard

Ahemm... right ! Ok, I swear now to stop drinking water, it has to much bad effects on my memory.

Regards

1120. Re: SCSI problems "cannot install hard drive handler"

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 19:47:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200202122047.a11768@su2.maus.de>
Source record: 37921

Hi James,

J>cannot install hard drive handler clock not present
some early versions of the ICD software required the existence of an
ICD SCSI<->ACSI adapter.

J>clock not present
Usually the ICD adapter comes with a real time clock on board to which
the SCSI ID 6 is attached to.

Me personally I had to change from SCSI Tools to HDDRIVER because of
my optical cartridges being hard sectored to 2048 bytes per sector.
And SCSI tools was not able to handle disks with more than 512 b/s.

Try any ID-CHECK program to see if your optical drive is recognised
and be sure your SCSI chain is correctly teminated and TermPWr is
present. And follow Uwe's hints!

You may ask me more personally if you like for I have got some
experience with my Fujitsu MO 2513A (640 Mega and less) for a couple
of years.

Und TTschï¿½
ps

1121. Re: Hades owner

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 19:48:58 UTC
From: yves.rogne@free.fr
Message-ID: <3c6971a9$0$16581$626a54ce@news.free.fr>
Source record: 38070

�motherboard and cannot get Ozk's PCI sound software driver to work fully.

I think I read that his driver was very basic, so it maybe normal.

�I even ordered and installed new chips from Medusa

Wich ones ???

�still think all that is needed is some re-programming for my version of
�the motherboard

I have the older motherboard too.

�>Modem2 is used here at 230400 bps everydays with this good German modem.
�Which modem is that?? You must have good phonelines.

230400 on modem2, but 54600 on phone line.
All German modems are the most powerfull of Europe (ISDN= 2 channels in all
European countries except in Germany where they use 3 channels for a long time)
my modem is one of the cheapest : Elsa microlink 56 K fun.
The only bad surprise I got was the z�ro doc : 3 pages "hom to turn on a modem
and a computer" (-;

But the hotline was good.

�I try I can get the sound ok, but no graphics as you said. My graphics
�card does not have a 16-color mode.

Atari= bitplanes I think, graphic gards use 1 byte pro pixel in 256 color.
The vdi function VQ_trnfm is made to do that convertion, but the programm
should have been written with it.

Regards

1122. attack and release times for LA 2A?

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 19:50:05 UTC
From: garthrr@aol.com
Message-ID: <20020212145005.20370.00001851@mb-mb.aol.com>
Source record: 38071

I tried to post this question before but never saw it on the group or any answers to it. What are the attack and release times for a Teletronix LA 2A? Do they change with the amount of gain reduction?

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

1123. Re: Falcon YM compatibility idea.

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 19:53:21 UTC
From: yves.rogne@free.fr
Message-ID: <3c6972b0$0$16581$626a54ce@news.free.fr>
Source record: 38072

�screw up completely, as access to these registers on a falcon generates a
�bus error.
�I've been thinking a lot about this. It should be possible to create a small
�device that decodes this address space and generates chip select and any
�other signals needed to prevent a bus error.
�Any further ideas on this subject?

What about using the Index translation registers ot programming the pmmu ?

Regards

1124. Re: How to...

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 19:56:39 UTC
From: yves.rogne@free.fr
Message-ID: <3c697377$0$16581$626a54ce@news.free.fr>
Source record: 38073

Maybe with adding chips : is there room for ? How many ?
Does it use simms instead of chips ?

Are you ready to solder ?

Regards

1125. Re: attack and release times for LA 2A?

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 20:03:46 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <ryea8.195$214.188941@newsfeed.slurp.net>
Source record: 38074

Are you sure you're in the right group, mate? What's a Teletronix?

Joshua.

"Garthrr" <garthrr@aol.com> wrote in message
news:20020212145005.20370.00001851@mb-mb.aol.com...
> I tried to post this question before but never saw it on the group or any
> answers to it. What are the attack and release times for a Teletronix LA
2A? Do
> they change with the amount of gain reduction?
>
> Garth
>
>
> "I think the fact that music can come up a wire is a miracle."
> Ed Cherney

1126. ALL GONE!: Atari mice

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 20:35:17 UTC
From: Simon <pnc@polar-net.co.uk>
Message-ID: <e0fa8.38860$as2.6276287@news6-win.server.ntlworld.com>
Source record: 38075

Gone to two loving homes

Simon

1127. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 20:58:49 UTC
From: boredshitless <amiga@myarse.com>
Message-ID: <u6j0u9scfsfc4c@corp.supernews.com>
Source record: 38076

was it? OK, so fuck off and play with it then!! and don't bother us Atari fans

1128. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 21:30:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013550384.9011.5@iapetus.uk.clara.net>
Source record: 38080

Hi Darkling

| >Wow! This miniscule post has convinced me and thousands of others to
| >dump hardware, software, and downright pride that they have in their
| >Atari's and spend more on an Amiga! Wow! You're so brilliant!
| >
| ></sarcasm>
| >
| >BTW, I just learned this in Spanish class, but do you know that "Amiga"
| >means "female friend?" Hehehehe...
| >
|
| Jeez, no wonder there was such a number of Atari-owner jokes out
there...You
| people are definitely a few currants short of a fruitcake....
|
| So, despite the fact that the Amiga hardware was better tan the ST, the
only
| thing you can pick up is the Spanish meaning of the name...
|
| WHAT DO YOU DO IF AN ATARI OWNER THROWS A GRENADE AT YOU?
|
| TAKE THE PIN OUT AND THROW IT BACK....

It wasn't me officer, the idiot took the pin out and kept the grenade, he
muttered that he needed more realism coz he owned an Amoeba.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1129. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 21:33:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013550385.9011.6@iapetus.uk.clara.net>
Source record: 38077

Hi Darkling

| The Amiga was Europe;s best selling home computer....

You'l only get agreement in here on the subject of Bad Atari marketing.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1130. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 21:36:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013550386.9011.7@iapetus.uk.clara.net>
Source record: 38078

Hi Joshua

| > So what if it had built in MIDI ports, the hardware was crapper than
Amiga
| > software...
|
| That's just jealous bullshit. Again, ask Madonna for example why she chose
| the Atari in favor of Amiga.

Or Jean Michele Jarre, D.ream, No doubt, Abbey road studios, Ultravox,
Kraftwerk, etc..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1131. Re: Falcon YM compatibility idea.

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 21:43:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013550387.9011.8@iapetus.uk.clara.net>
Source record: 38079

Hi Peter

| I really love my falcon, especially after my CT2 mod, but one thing has
been
| bugging me from the start.
| Why the hell did they ditch the YM shadow adresses? Many older programs
use
| these registers, gaining a small increase in speed. These programs usually
| screw up completely, as access to these registers on a falcon generates a
| bus error.
| I've been thinking a lot about this. It should be possible to create a
small
| device that decodes this address space and generates chip select and any
| other signals needed to prevent a bus error.

I think using Backward solves this, but you could always graft in a YM chip.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1132. Re: How to...

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 21:55:53 UTC
From: Marijan <mrmelody@net4u.hr>
Message-ID: <a4c30a$b5cs$1@as201.hinet.hr>
Source record: 38081

Yes, I`m ready to soldr. No, there is no room for chips. I don`t know if it uses simms instead of chips. How could I know it?
Greetings from Croatia
M?gamodeste <yves.rogne@free.fr> wrote in message news:3c697377$0$16581$626a54ce@news.free.fr...
> Maybe with adding chips : is there room for ? How many ?
> Does it use simms instead of chips ?
>
> Are you ready to solder ?
>
> Regards

1133. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 22:20:59 UTC
From: Atari <atari@qnet.com>
Message-ID: <3C69954B.3837A09C@qnet.com>
Source record: 38082

Lets not forget Eiffel 65, Prince, Genesis and also the late Great Henry M., and a ton more.

Don

Steve Sweet wrote:

> Hi Joshua
>
> | > So what if it had built in MIDI ports, the hardware was crapper than
> Amiga
> | > software...
> |
> | That's just jealous bullshit. Again, ask Madonna for example why she chose
> | the Atari in favor of Amiga.
>
> Or Jean Michele Jarre, D.ream, No doubt, Abbey road studios, Ultravox,
> Kraftwerk, etc..
>
> --
>
> Steve. S.
>
> ---
> Outgoing mail has been certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1134. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 22:23:43 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88F001F.21B4%atarilp@hotmail.com>
Source record: 38083

in article a4atmvpij1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/12/02 6:52 AM:

> The Falcon never even came close...Sure it had a built in 32Mhz dsp chip for
> sound, but then the comparable a3000 (same price range) could be fitted with
> a 40 MHz Motorola DSP56002 DSP chip which kicked the Falcon's arse...

Your branching off into add-ons, why is it the Falcon did most of that stuff
right out of the box and you have to purchase it seperate? Think about it!
You are so full of it. That upsets you obviously or you would not be here.
A stock Falcon compared to a stock a1200, falcon wins hands down and there
was a tasking OS at the time.

> No the reason they used ST's for sound was because of misleading marketing
> hype about the ST having built in MIDI ports so its better than the
> Amiga...People assumed that was the case, in fact software based MIDI
> emulation on the Amiga was better than hardware based on the ST....

Microsoft takes that to another level, so it worked. Deal with it!!

Shape shifter almost ended up on the Atari, but was canned do to lack of
interest. Ponder that. We don't care about running mac software!
You obviously do in order to get around limits in your amigo software.

> Hunh?? ATARI laser printers? I've never seen one...

It's called research before you open you mouth...

> The fact still remains that the Atari was crap and no mistake....Can you
> think of any computer made in 1987 (A2000) which can still take a PowerPC
> and a permidia grafix card?

Permidia is utter crap by todays standards.. who freaking cares? We use
faster newer cards these days. Quote from an Amiga developer:
"Prior to Amiga's announcement, senior software engineers of Hyperion
Entertainment identified the key bottlenecks in the Amiga OS which hampered
the performance of our games: the slow 68K based filesystem, the 68K based
RTG system, the lack of virtual memory and the dual CPU architecture of the
current PPC boards which generates performance-crippling context switches."

The zorro bus has limits, it's horribly aged. I read the specs.

> Can the ST even come close to the Amiga in terms of expansion power? No...

It's the expansion slot that alowed you to keep up. Get it straight.
Expansion power on a bus limited to 80mb/sec, look it up dude, firewire goes
400mb/sec. You got firewire support?

> Can the ST have USB connections? No...

Sure. Someone just needs to sit down and do it. That's all.

> In fact, at the time the shite TT030 was hatched, the A4000 had such an
> excellent Hard drive port that quantum used to test their new hard droves
> using that bus...

That is BS, the amiga has one of the slowest HD ports on the face of the planet. That is why PPC cards come with HD ports to replace the crap design on the mother board. If what you say is true about quantum it's because they could read the bytes coming off the HD in realtime with their eyes.

> Just accept it, Atari never came close in terms of sales, games,
> architecture or popularity...and Atari died first...

Check the closing dates dude. Wrong again.

> And TOS couldn't even multitask on the ST...laughable...

Wrong.

> Tramiel used to work for Commodire first anyway..So even the ST was
> indirectly created by Commdore's expertise, albiet a substantially poorer
> effort...

The amiga was bought, they didn't even design it.
Infact Atari has alot more firsts under it's belt, far more than Cammadore.
Also there are more Atari clones, but then you are blissfully ignorant of that fact to. You really should just get a grip on the situation an accept that the Atari has it's place, it will free up alot more of your time.
None of us here are going anywhere based on a word you say.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1135. Re: Hades owner (long, take a beer)

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 22:28:27 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88F013B.21B5%atarilp@hotmail.com>
Source record: 38084

in article Wlaa8.93$214.105148@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 2/12/02 10:17 AM:

> I was wondering what would happen if I could run something like StonX
> under Mint or Linux and see if I could load in some ST games. Everytime
> I try I can get the sound ok, but no graphics as you said. My graphics
> card does not have a 16-color mode.

I heard of someone doing this and it works, but was recompiled for Debain.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1136. Re: repair info needed

Newsgroup: comp.sys.atari.st
Date: 2002-02-12 22:58:33 UTC
From: ronald.slaminko@boeing.com
Message-ID: <3C699E19.39570A53@boeing.com>
Source record: 38085

Kate Slaminko wrote:

> I've got 3 defective STs that I'd like to fix if possible:
> 520 - turns on with screen full of colored garbage.
> 1040 - screen fills up with black & white vertical bars.
> Mega ST4 - no sign of life, fan doesn't even run. Fuse is OK. Bad
> power supply?
> On the 1st 2, I tried the usual unplugging and reseating all the
> socketed chips without effect. Any help would be appreciated. Please
> reply directly since I only occasionally scan the NG. Thanks!
> -Ron

Well, reseating the chips again seems to have resurrected the 1040. Still
no luck with the 520. And the Mega definitely needs a new power supply.
Anybody know where to get one?
-Ron

1137. Re: attack and release times for LA 2A?

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 00:35:09 UTC
From: KapMaN <nospam@ukf.net>
Message-ID: <3c69b531_2@news2.vip.uk.com>
Source record: 38086

Try this Garth,
http://w3.one.net/~robgrow/circuits/la-2a/la-2aman.html

"Garthrr" <garthrr@aol.com> wrote in message
news:20020212145005.20370.00001851@mb-mb.aol.com...
> I tried to post this question before but never saw it on the group
or any
> answers to it. What are the attack and release times for a
Teletronix LA 2A? Do
> they change with the amount of gain reduction?

Regards
KapMaN

1138. will buy ethernet adapter

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 02:34:31 UTC
From: Kacper Wysocki <kacperw@online.no>
Message-ID: <pan.2002.02.12.21.36.56.444722.15204@online.no>
Source record: 38089

I'm trying to get ahold of a network interface card for my atari st -
hopefully in Canada but I guess shipping shouldn't be too big a problem
from anywhere.

I'm trying to get a web server running and the serial option has proved
to be extremely cumbersome.

Regards,
Kacper Wysocki

// Please cc any follow-ups to me

1139. Re: will buy ethernet adapter

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 02:50:18 UTC
From: Kacper Wysocki <kacperw@online.no>
Message-ID: <pan.2002.02.12.21.53.08.333531.15204@online.no>
Source record: 38090

But most of all, I'd just like to know what name such a device would go by, and how well it works on the st.

1140. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 03:28:13 UTC
From: Capt_Willard@replyhere.net
Message-ID: <3c69dd8d.255007122@207.106.92.52>
Source record: 38091

Hello Dorkling,

If your Amiga is so great then why are you using an MS Windows machine
to post to this group? Confess! You don't have an Amiga. You simply
are bashing the ST because you enjoy starting arguments. Its time to
turn of daddy's computer and go night night.

1141. Re: Is it my STe or the Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 04:22:20 UTC
From: glenzabr@xmission.com
Message-ID: <a4cpllake1@news.xmission.com>
Source record: 38092

In article <5851020c.0201312037.5e5d369d@posting.google.com>, rezx0x@yahoo.com (rezx0x@yahoo.com) wrote:
>> ----------
>
>Hello again,
>
>I tried another HD (Seagate ST32550W) but unfortunately I received the
>same error:
>
>No ICD host adapter -Caching disabled!
>
>Anyway, the drive is connected to an external SCSI tower with 50-pin
>Centronics connectors and built-in PSU (the fan works!).
>
>Here's the specs for the drive:
>
><http://www.seagate.com/support/disc/scsi/st32550w.html>
>

Look at the picture on the seagate link above and jumper the drive so that its set to supply term power to the drive AND bus!!!!!!

>BTW, sorry for posting to this forum. In the future I will post
>questions of this manner to comp.sys.atari.st-tech.
>
>Thanks again!
>
>> ----------

1142. Re: Anyone who needs an ST Mouse....

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 04:55:06 UTC
From: puffpuffin@aol.com
Message-ID: <70527180.0202122055.664eefbb@posting.google.com>
Source record: 38093

They probably don't have anymore. Bruce at B&C hoarded them for
himself so that he can sell them for 7 times the price he bought them
at from this place.
Just like how he hoarded those 1040STs except he's selling them for 20
times the price he bought them at, and left people who wanted one out
in the cold and pay his outrageous price for one.

"Curt Vendel" <curt@atari-history.com> wrote in message
news:<KAaa8.3250$ps.350603@news.direcpc.com>...
> This site sells used Vintage Computer Equipment, they have 200 Atari ST Mice
> available:
>
> http://www.aftermathtechnologies.com
>
> http://www.aftermathtechnologies.com/descriptions/atarimice.html
>
>
>
> Curt
> The Atari History Museum
> http://www.atarimuseum.com

1143. Re: KXP-1124

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 05:41:35 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <a4cv32$189e$2@news.comnet.co.nz>
Source record: 38095

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote ...
> Hehe.. you're not the only one -happens all the time to me as well
:-)
> I had (still have, dusting down in the basement) a Panasonic
KXP-1080 (I
> think that was the number) which was a 9-pin dot matrix, which is
why I
> recognised the "KXP" designation).

Assuming it's a 9 pin dot matrix printer, then it'd be either 1081 or 1180 (the 1180 replaced the 1081, and offered faster print speed, and a larger buffer [2k vs 1k] which is why I bought it in 1989 when it was released.

--

Quote for the month

"Stupid boy"
(Captain Mainwaring, "Dads Army", circa 1972)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

1144. Stacy Power

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 06:03:53 UTC
From: jdplace@prodigy.net
Message-ID: <dlna8.2461$SE4.503508032@newssvr17.news.prodigy.com>
Source record: 38094

I have a STacy 2 on the way, and I've actually never seen one "in real life." I'm looking forward to receiving it. I read that it has a compartment for 12 "C" batteries. If these are ni-cad batteries, will the power adaptor charge them? Is battery life of 5 hours to be expected as the specs say? Are there any "weak points" in the STacy that I should look out for?

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, 4 MB Atari 1040STe /|\
2.0 GB HD, QPS CD-RW
Geneva, NeoDesk, Extendos Gold

1145. Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 06:45:32 UTC
From: yves.rogne@free.fr
Message-ID: <3c6a0b8b$0$16593$626a54ce@news.free.fr>
Source record: 37996

>PS. The accented "e" in your name isn't permitted by my email program,

I got lots some complains from ... atarists on French forum and I know about that, but without accent it doesn't mean anythings and I do my best to write only on atari forums not to bother people.

>does it? Has anyone told the author about this?

Sure, but changing my caracter set just for email mean too much reconfiguration to me : my config is now rather stable so I don't dare to change anything.

Regards

1146. Re: SCSI problems "cannot install hard driv

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 08:22:53 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C6A225D.3F9C1AC7@seimet.de>
Source record: 37997

"Edward S. Baiz Jr." schrieb:

> I had the ICD software on my STe and was always having problems until I
> installed HDDriver. Now things run faster and better. I will warn you
> that if you have partitions on your hard drive past "F" they will not
> be read by HDDriver. This comes from an incompatibility with the ICD
> software.

To be more precise: The ICD software's default partitioning scheme is
not compatible with the official AHDI partitioning scheme. This results
in AHDI compatible drivers not recognizing more than four partitions.
Note that ICD later offered an option for choosing the AHDI compatible
scheme, but as far as I know this scheme unfortunately was never the
default.
The HDDRIVER distribution includes a tool for converting the ICD
partitioning scheme to the AHDI partitioning scheme without losing data.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1147. Re: .st --> ST conversion...

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 08:45:33 UTC
From: baz.allen@removethisbit.uk.thalesgroup.com
Message-ID: <3c6a269e.416490281@news.rrds.co.uk>
Source record: 37998

>How does someone convert an .st disk image to an actual ST disk to use in
>a real ST? Is there a special program for it?

Last night I tried WFDCopy with Automation 370, and it worked fine!

Both makedisk and STDisk used to work, but don't seem to now...

HTH

baz

1148. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 10:06:00 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dbrs$m79$1@pony.kenan.com>
Source record: 38000

Oh no it wasn't....

Bob Ham wrote in message ...
>On Mon, 11 Feb 2002 17:14:05 +0000, Matthias Arndt wrote:
>
>
>> the Amiga vs ST debate is over for about 10 years with the
>> Amiga winning.
>
>What!? But I only just found this newsgroup! Come on, you know the ST
>was the best. :)
>
>Bob

1149. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 10:12:40 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dc6s$mg1$1@pony.kenan.com>
Source record: 38001

>Oh, that is what is going on; you feel you're self
>being subordinated by very clever marketing guys...So
>you intended to believe advertisements...Says a lot
>about your capabilities to judge a computer and its
>functions. Never thought about trying one?....

Where exactly did I say I subordinate myself to advertisments?? Stop making up bollox..

And yes I have tried and used both ST's and Amiga's...I must say the ST is a shadow of its 16 bit equivalent....

>
>>.Can you
>>think of any computer made in 1987 (A2000) which can
>>still take a PowerPC
>>and a permidia grafix card?
>but still has a interface that reminds you of being
>developed in the attic...Never seen such a clumsy
>interface not even on an old PC...

SO what? SO you are one of those people who bought the ST just because it looks nice?? Typical ST shallowness, Shalow users for a shallow computer...

The question was, can you think of any computer that that do what the AMiga does, way back in 1987?? No, so you sidestepped the argument by agruing about the looks....It may be clumsy to you, but thats because you would have trouble understanding how to fit the card in, being an ST user....why don;t you go and spray paint some pink flowers on your ST as well? That'll make it better than the Amiga...

>
>>Tramiel used to work for Commodire first anyway..
>Listening to you as a representative of the average
>Amiga buyer and consumer I can imagine (besides many
>other reasons) why he left....

he left and created the substandard ST, no doubt bringing with him valuable secrets he stole from Commodore...were it not for him, the ST would be even more laughable compared to an Amiga...

>
>Reality is that both systems are dead and alive by
>their current users. And the comparisons you are
>making are completely out of proportion. But i guess
>that working for a long time on a Amiga made you
>sour....

No using an Amiga makes me sweet...using an ST makes me laugh...

1150. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 10:14:59 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dcb7$mg4$1@pony.kenan.com>
Source record: 37999

Bob Ham wrote in message ...
>On Tue, 12 Feb 2002 11:52:56 +0000, Darkling wrote:
>
>> Can the ST have USB connections? No...
>
>Actually, the average ST user, afaik, would probably be able to solder in
>his own USB controller and write the driver for it, so the answer that
>one is probably 'yes'.

Hahaha the average ST user! How many examples can you thin of where an ST owner has actually soldered his own USB controller on?? Don't make me laugh....

If ST owners had any common sense they would never have bought the ST but the Amiga instead, so I'm afraid the very fact that you bought an ST instead of an Amiga convinces me that you couldn't even print your own name on screen in BASIC....

>
>Bob

1151. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 10:27:05 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dd1ummm1@pony.kenan.com>
Source record: 38002

```
>> >
>> The Falcon never even came close...Sure it had a built in 32Mhz dsp chip
>for
>> sound, but then the comparable a3000 (same price range) could be fitted
>with
>> a 40 MHz Motorola DSP56002 DSP chip which kicked the Falcon's arse...
>
>Which cost big bux I bet. We're talking out of the box mate. Sure, you can
>add all kinds of fun aftermarket stuff on a Falcon as well. Again, Falcon
>came with built-in DSP. Also, don't compare machines by price. Atari had
>cheaper but superior hardware than competitors.

Granted you had all that out of the box, but we are not talking cheapness
here, we are discussing superior hardware, which the Amiga had...One of the
signs of superior design is the ease of upgradeability, which the ST does
not have...

>
>That's just jealous bullshit. Again, ask Madonna for example why she chose
>the Atari in favor of Amiga.

Madonna? Whjere did you get that?? Even if she did, she prob fell for the
marketing hype...

>>
>> A4000 with a permidia grafix card and flicker fixer...No comment...
>
>I did say 'at the time'. Yes, a A4000 is a TT arse kicker BUT it came out
>in 1992!! We're talking 1989 here buddy.

Fine the A3000 then....

>

>> Oh, so you want a shite monochrome display eh?
>> DTP in the 80's was Quark Express on the Apple Mac...An A3000 could run
>> Shapeshifter, emulate the Mac at real-time speed and run Quark Express,
>> which kicked Calamus...
>
>A TT030 could emulate an 030 Mac as well, faster than the 25MHz A3000.
We're
>not talking lame emulation here.

The price range of the TT030 was in the same category as the A4000, which
was miles faster, being a 68040...
```

>
>Ok, the fact that Atari doesn't have PPC, USB and expansion capabilities
>like the Amiga doesn't make it a crap computer.

Er, yes it does, cos if Atari's white coats had thought ahead, they would
have made the Atari better designed and able to be upgraded...So lack of
expansion does make it a crap computer...

>Why the hell do you think
>I'm still using several?

I'll refrain from answerig this question...

>I had the choice of a Mac/PC/Amiga/Atari. I chose
>Atari because I liked what I saw.

Thats exactly my point, you liked the nice frilly bits on the grill, the
sleek design and good looks...All image and no substance...You never looked
under the hood...

>It's really a matter of opinion that can't
>be argued about. The qualities listed above are one of the areas that the
>Amiga excels over Atari. I admitted to that and you're just stating the
>obvious.

Yes, admit defeat...let it all out....

>
>> In fact, at the time the shite TT030 was hatched, the A4000 had such an
>> excellent Hard drive port that quantum used to test their new hard droves
>> using that bus...
>
>Again, 1989 vs 1992. No comparisson.

And what were Atari doing in 1992?? EH??

>
>No, but MultiTOS could. And there are a bunch of other multitasking OSes
>such as MiNT, MagiC and Geneva and a plethora of various desktops.

I'm talking straight out of the box....

>
>Well, Tramiel founded Commodore. I wonder where the father of Amiga worked
>before? Hmmm.... could it be Atari? Yes, Jay Miner worked for Atari and
>created such legends as the Atari 800.

The Atari 800 is something completely different...it was excellent in its
time, let's not get carried away, we are discussing the ST and the Amiga...

But yes, Jay Miner was fom Stari...maybe he saw the doom of the company
coming and descided to join the forward thinking hippies at Commodore...

>
>Sounds like you're a bit jealous and trying to get what we Atarians have
>that you don't with your Amoebas or Emulators or whatever you use.

Jealous of what??? What do you Atarians have?? A lower standard computer
than the Amiga, as you admitted above....

>Go away
>mate, we don't need the likes of you here.
>

Make me.

1152. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 10:51:43 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4deg5nbj1@pony.kenan.com>
Source record: 38003

>
>Your branching off into add-ons, why is it the Falcon did most of that
stuff
>right out of the box and you have to purchase it seperate? Think about it!
>You are so full of it. That upsets you obviously or you would not be here.
>A stock Falcon compared to a stock a1200, falcon wins hands down and there
>was a tasking OS at the time.

Haha I'm not upset, just amused at your post...WHy compare the FAlcon to the
A1200?? Why not compare it to the A3000?? The A3000 wins hands down every
time...

>
>Microsoft takes that to another level, so it worked. Deal with it!!

Yes, so you agree that marketiung can make a shite product look
good....thanks for proving my point...

>
>Shape shifter almost ended up on the Atari, but was canned do to lack of
>interest. Ponder that. We don't care about running mac software!
>You obviously do in order to get around limits in your amigo software.

Limits on software? Open your eyes, the AMiga software was miles
better....The amnount of software released for the Amiga was phenomenal,
compared to "lack of interest" in the ST, because developers knew a
fruitcake when they saw one...

>
>
>Permidia is utter crap by todays standards.. who freaking cares?

We aren;t talking "nowadays" are we? And you obvously care else you would
not have been in a lather and responded to my post...

>We use
>faster newer cards these days. Quote from an Amiga developer:
>"Prior to Amiga's announcement, senior software engineers of Hyperion
>Entertainment identified the key bottlenecks in the Amiga OS which hampered
>the performance of our games: the slow 68K based filesystem, the 68K based
>RTG system, the lack of virtual memory and the dual CPU architecture of the
>current PPC boards which generates performance-crippling context switches."

Yes but with all the "crippling" perfmroance above, those Amiga's were still
better that ST's in full speed...The AMiga was in another league, sure it
had performance problems, like a Porsche might have a performance problem if
you took the spolier off or something, but the spoiler-less Porsche still

kicks the Ford Escort doesn't it???

>
>The zorro bus has limits, it's horribly aged. I read the specs.

And the ST has even worse limits, ie it doesn;t even have a Zorro bus...

>
>> Can the ST even come close to the Amiga in terms of expansion power?
No...
>
>It's the expansion slot that alowed you to keep up. Get it straight.
>Expansion power on a bus limited to 80mb/sec, look it up dude, firewire
goes
>400mb/sec. You got firewire support?

Er, which Atari has firewire support?/ Please enlighten me...

Whats wrong with 80Mb/sec in the 1990's?? Thats excellent speed for its time. So what "DUDE"?? SO what of firewire goes 400M/sec??

The Atari doesn;t even come into the equation. It was just a toy knocked up quickly to compete with the Amiga, and as an afterthough the "home office" element thrown in hastily...Its just a sub-standard games machine trying to be what the Amiga always was...

>
>Sure. Someone just needs to sit down and do it. That's all.

Yes, some one can also sit down and theoretically stick a USB connection into a common calculator, but whats the poiint?? Waste of money cos a calculator is not designed for sophisticated things like that...

>
>> In fact, at the time the shite TT030 was hatched, the A4000 had such an
>> excellent Hard drive port that quantum used to test their new hard droves
>> using that bus...
>
>That is BS, the amiga has one of the slowest HD ports on the face of the
>planet. That is why PPC cards come with HD ports to replace the crap
>design on the mother board. If what you say is true about quantum it's
>because they could read the bytes coming off the HD in realtime with their
>eyes.

GO and look it up on the web, I cannot find the link but Quantum DID test their hard drives on the AMiga, because the port was fast...But regardless of twhether you believe that, the port was still faster than the Atari',s which is just a toy.

>
>> Just accept it, Atari never came close in terms of sales, games,
>> architecture or popularity...and Atari died first...
>
>Check the closing dates dude. Wrong again.

No you are wrong. What planet are you from?

>
>> And TOS couldn't even multitask on the ST...laughable...
>
>Wrong.

TOS could NOT multitask....You are obviouslt living in a world of your own,
so I'll not bother to disturb you....

>The amiga was bought, they didn't even design it.
>Infact Atari has alot more firsts under it's belt, far more than Cammadore.
>Also there are more Atari clones, but then you are blissfully ignorant of
>that fact to. You really should just get a grip on the situation an accept
>that the Atari has it's place, it will free up alot more of your time.
>None of us here are going anywhere based on a word you say.

Yes I have a firm grip on the situation...The Atari has its place way lower
than the Amiga...The point is the Amiga also has a place, better that the
Atari;s...

Of course you won;t go anywwhere based upon my words...You Atari owners are
like spoilt little brats throwing an irrational tantrum and refuing to
budge, even though you know the truth of the matter....This is what I expect
of an ST owner, because if you thought rationally, you would never have
bought the ST in the first place...

1153. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 10:54:44 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4delpnbl1@pony.kenan.com>
Source record: 38004

Capt_Willard wrote in message <3c69dd8d.255007122@207.106.92.52>...
>Hello Dorkling,
>
>If your Amiga is so great then why are you using an MS Windows machine
>to post to this group?

Whats wrong with that?? Whats your point? I can use Win if I feel like it, I don;t have to prove anythig to you except the fact that the Atari was better than the Amiga in all respects...I have several Amigas, but I post messages from work where we use Windows...The Amiga is at home....

>Confess! You don't have an Amiga.

Yeah whatever...

>You simply
>are bashing the ST because you enjoy starting arguments. Its time to
>turn of daddy's computer and go night night.

I;'m bashing the ST because you people are in denial...you need to be exposed to the truth and thelight, as much as it will hurt your eyes at first...

1154. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 11:03:03 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4df5c$ni8$1@pony.kenan.com>
Source record: 38005

>
>Yes, I know Amiga was faster than ST, could display better resolution
>in more colors and had better sound. And I know there were more games
>for it. And I know that the games for Amiga were much better than
>the ones for ST.

Thats all I wanted to hear...see how easy it is when you stop holding on to
weak arguments and just accept the truth?? Dont you feel a great weight
lifted off your chest??

>What's even more, I know that PCs are faster than Atari, can display
>higher resolutions than my TT in more colors and can decode mp3
>in real time.

Grovel, baby....

>(BTW is it true that Amiga *1200* can play mp3? I heard
>about it but cannot believe.) I also know there are more programs and
>games for PCs.

Yes the Amiga can play MP3's...But whats the PC got to do with this
agrument???

>
>But, despite the above, I use an Atari, and do not have any Amiga
>or even PC. And, yes, I know it is crazy. But I like it.

Whatever you like, mate...but like you said, its crazy....

>
>I like the look of Jinnee desktop. I like the ability of Papyrus
>editor to write from left to right, which is useful for me. I like
>that logo which appears when I turn the computer on. I like not
>to care about various viruses when I download my mail. And I like
>that particular feeling of using such a weird old computer, because
>I actually *use* it for certain purposes.
>
>If I could afford it, I would buy a Hades instead of a PC. I cannot
>tell you exactly why, because I must admit it is quite irrational.
>Maybe it is because I used Atari computers since those 8-bit machines
>they produced before Tramiels took them over: my parents bought me
>an Atari 800XL when I was a kid.

Like I said, the Amiga is better but you people stick withthe ST purely cos
of nostalgia and being stuck in the past...nothing wrong with that, but you
have agreed my point...

>
>I know that Amiga 500 does outperform 520ST in most ways (better
>graphic, more colors, better sound.) I know that C64 outperforms
>800XL in most ways (higher resolution sprites, full 256 character
>set, much better sound). I know todays PCs outperform TT in any way.
>
>AND SO WHAT? I DON'T GIVE A SHIT.

GOOD FOR YOU FOR LETTING THE TRUTH OUT...

>
>:-)
>
>Actually, I can't see your point. If you need someone to agree with
>you that Amiga was always better, then I've just done it. Do you feel
>better with it? Happier? Fulfilled, somehow?

Yes I am fulfilled and happy.

>I know sometimes
>people do need others to say "You're right", especially when they
>didn't receive enough care from their parents in the early childhood.
>This is a very important thing, lack of which may in rare cases result
>even in an introvertic psychosis, i.e. schisophrenia simplex.

Whatever you say....As long as you know you have a crap machine...But of course I expect the likes of the above paragraph from you, its hard to grovel as much as you are doing, without trying to retain some pride at the end....So I will let the above paragraph pass...

>
>So: You are right. Amiga was always better.

Yes, admit the truth.

1155. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 11:08:22 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dffbnjt1@pony.kenan.com>
Source record: 38006

>>
>> What unadulterated BULLSHIT....Givent he same CPU speed (ST and A500),
the
>
>==> This isn't right!! ATARI ST has 8 MHz CPU Speed, Amiga 500 "only" 7,1
>MHz. !!!

So whatm the better chipset on the AMiga made up for the shortfall of 0.9 Mhz and in fact the end result was even faster that the ST...Wo even though the 68000 was running slower, the Amiga still outperformed the ST...Confirms my point that the amiga was better...

>
>> A500 outperforms the ST by miles, better sound, better graphics, can
store
>> more on a DSDD disk...Basically the ST was shite, designed as a mediocre
>> games machine which never quite measured up to the maturity and speed of
>the
>> Amiga...
>>
>
>==> Disks were incompatible to DOS

And? Whats DOS got to do withthis?/ So Ataris wanted to attach themselves to M$ and kiss their arse by having a DOS standard format, "just in case"....how sad that Atari was even then looking surreptitiously to M$....C= didn;t give a flying fu** about M$ and made a disk structre that held more data, M$DOS be damned...

>
>> The Joysticks went into some stupid place under the computer, how
freaking
>> lame....
>
>==> big external AMIGA power supply with build in power switch, this wasn't
>nice

How often did you have to move the power supply around once you had connected it??? Joysticks are different, you keep swapping them or the mouse etc...Its important for the joyports to be easily acessible which in Atari's case they weren't...So what of the power supply??

Oh, please re-read my fine points below.

>
>>

>> The sound was shite 4 bit crap (listen to Speedball2 on ST and then on
the
>> Amiga, or even better listen to Xenon II, the AMiga sound is so much
>> better)...
>>
>> YOu chatting crap about the ICONS?? Have you even opened your eyes and
>taken
>> off your lame polaroid glasses?? What the hell was that bollox
>green/yellow
>> TOS system??
>>
>> The Amiga had better sound/grafix, it was more upgradeable and ran
faster,
>> higher MIPs. The industry speaks for itself....COmpare the amount of
>> software released for the AMiga rather than the S(hit) T(hing)...
>>
>> Everything about the ST was lame and shite, there is NOTHING, not a
single
>> aspect n which the Amiga is not better...
>>
>> LAMERS.
>>
>
>

1156. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 11:12:12 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dfmhnqe1@pony.kenan.com>
Source record: 38007

>
>It's absolute stupidity and beligerance to go into an Atari group
>and spout this crap.

Shut up you twit, the best place to reach sad Atari owners is in their own newsgroups...

>Until you have something truely productive to
>contribute, go away.

Do you own this newgroup? I didn;t think so, so SHUT UP...

>And by the way... grow up. It seems that only someone
>with immaturity and inadequacy issues would post this kind of thing.

Yes, and immature/inadequate Atari owners like you start frothing at the mouth and respond...

Like I said, SHUT UP...

1157. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 11:14:10 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dfq8nqh1@pony.kenan.com>
Source record: 38008

boredshitless wrote in message ...
>was it? OK, so fuck off and play with it then!! and don't bother us Atari
>fans
>

Why not change your name to shithead?

If the truth hurts, why doin;t YOU fuck off to another post??

1158. C-LAB Falcons

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 11:19:35 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a4di4ccsi1@news7.svr.pol.co.uk>
Source record: 38042

What is the difference between the C-LAB Falcons and the Atari one? I think they changed internal IDE for SCSI and had some sound mods for bass, etc - is that right? is that it?

What about the different Versions of the C-LAB (MKII, etc)?

Elliot...

1159. Don't make me use PhotoShop

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 11:23:37 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a4dibu$d2a$1@news7.svr.pol.co.uk>
Source record: 38043

There must be software out there on the ST, I know there is. Please help?

Elliot...

1160. Re: KXP-1124

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 11:41:56 UTC
From: Pascal Ricard <paricard@free>
Message-ID: <3c6a70b625a9d91@free.fr>
Source record: 38012

Hello,

in article <1f7ik70.1gxjiaq1iuzmo0N%northstar2010@_I-hate-spam_yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Tue 12-02-2002 21:41 (GMT):

> .../... Newsie still doesn't support ISO characters,
> does it?

Nope.

> Has anyone told the author about this?

Sure, many times I think. But it is (was!) not in the first place when
he was still developping it :-(

> Last time I checked I think it used the Atari character set, which is no
> good when reading news/mail messages across platforms.

It doesn't do any translation regarding charsets. But it's possible to
use ISO charsets if the user _wants_ to do it ;-).

The first one to offer a solution was the well-known Martin-Eric, long
long ago...

Bye,
/Pascal/
(address in the 'From:' field is invalid, please use the 'Reply-To:' one
if you wish to answer via email)

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

1161. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 13:22:19 UTC
From: "\"Sébastien Liénard\"" <slienard@selftrade.com>
Message-ID: <a4dp1n$j2p$1@reader1.imaginet.fr>
Source record: 38009

I never think I could find a so stupid Amiga user !! I'm a Linux user
with some Atari machines and I know some Amiga users, and they're
cool. But this one... Hey you, what don't you have a little bit of
"tolerance" ? (maybe you don't know what is it ??). Ok, the Atari ST was
less powerfull than an Amiga 500, but is it a reason to think that it was
useless ?

Seb.

Dans l'article <a48cmn$r96$1@pony.kenan.com>, "Darkling"
<flump@hotmail.com> a ï¿½crit :

> You people should forget the ST, and remember and acknowledge that the
> Amiga always has and always will outperform the Atari...
>
> So throw away those shite ST's and get an Amiga...you can get all the
> software on the Amiga, and better than the ST....
>
>
>
>

1162. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 13:31:51 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dnsbqlf1@pony.kenan.com>
Source record: 38010

S�bastien Li�nard wrote in message ...
>I never think I could find a so stupid Amiga user !! I'm a Linux user
>with some Atari machines and I know some Amiga users, and they're
>cool. But this one... Hey you, what don't you have a little bit of
>"tolerance" ? (maybe you don't know what is it ??). Ok, the Atari ST was
>less powerfull than an Amiga 500, but is it a reason to think that it was
>useless ?

Thats all I wanted to hear...

>
>Seb.

1163. Re: How to...

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 13:35:19 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a4dq35fpq1@news8.svr.pol.co.uk>
Source record: 38044

I do not think they can use SIMMs unless it has been upgraded at some point.

Does the mobo not have some spare places for chips, on my STFM there is a bunch of chips on the left and then a big empty section for some more chips (no sockets though). If I remember correctly you simply fill these up with the same chips and move a few other components.

Have a look at http://atarihacks.cjb.net/ as there may be something on there.

Elliot...

"Marijan" <mrmelody@net4u.hr> wrote in message news:a4c30a$b5cs$1@as201.hinet.hr...
> Yes, I`m ready to soldr. No, there is no room for chips. I don`t know if it
> uses simms instead of chips. How could I know it?
> Greetings from Croatia
> M?gamodeste <yves.rogne@free.fr> wrote in message
> news:3c697377$0$16581$626a54ce@news.free.fr...
> > Maybe with adding chips : is there room for ? How many ?
> > Does it use simms instead of chips ?
> >
> > Are you ready to solder ?
> >
> > Regards
>
>

1164. Re: .st --> ST conversion...

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 13:52:10 UTC
From: Tomasz Mazur <tmazur@kielce.mtl.pl>
Message-ID: <a4dr32$m8g$1@news.tpi.pl>
Source record: 38011

Try to use Makedisk. I've tested v.14, works fine.
First format floppies as 720 kb on PC then use the
program (otherwise there may be some problems with
writing).

Regards,
tmazur
http://noe.kielce.mtl.pl/tmazur
http://uce.pl/me

1165. Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:04:41 UTC
From: al_goold <al_goold@ntlworld.com>
Message-ID: <Jnua8.55967$H37.7282900@news2-win.server.ntlworld.com>
Source record: 38013

Not been about for a while, thought I would pop up and announce a Falcon for sale, 16Mb ram and internal hard drive (forget the size off hand). Drop me an e-mail to al@k9mike.com if anyone is interested.

Al Goold.
(Ex Atari Computing.)

1166. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:13:40 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013616448-190815AEicMi@xs4all.nl>
Source record: 38023

>Confirms
>my point that the amiga was better...
What does 'better' mean in this case? Purely a
benchtestresult based opinion, what means that you
let depend the outcome only on statistic measuring.
Better is also dependable on the way people use the
computer; it is much more complex than just a
onedimensional measuring. If somebody likes a
computer it'll influence his opinion about it: see
the way Apple advertises its computers because of
their 'humanistic' appearance (the smiling
computericon at the startup). I know people who love
to drive in their 20 or 25 year old cars. Not because
these cars run faster and smoother but because they
experience something more and else. If you narrow the
function and meaning of a machine only to its
performance you are yourself a poor 'narrowed'
person. Does what you are saying account for
everything you do and experience? (I hope not).
>How often did you have to move the power supply
>around once you had
>connected it??? Joysticks are different, you keep
>swapping them or the mouse
>etc...Its important for the joyports to be easily
>acessible which in Atari's
>case they weren't...So what of the power supply??
It's crap for a detail.....

>So Ataris wanted to attach themselves to
>M$ and kiss their arse by having a DOS standard
>format, "just in
>case"....how sad that Atari was even then looking
>surreptitiously to
>M$....C= didn;t give a flying fu** about M$ and made
>a disk structre that
>held more data, M$DOS be damned...
Is the world getting better by offering each other
hands or by denying the other platform and stay
overwhelmed by selfconfidence on your (Amiga)island?
I think it was a good thing to keep your disks
exchangeable with these MSDos machines...But i don't
seal myself off from the rest of the world as this
writer supposes...

And to get back to my first points: there is a lot what cannot be measured but influences the meaning and the function of certain appliances that you buy. Even so strong that is can become very individual and this will never be 'victimised' by a poor statistical valorization as a benchmark test or any other performance comparison...

Enjoy your machine instead of using it to formulate your frustation. It is staring to sound that somebody else shlould be attended by you (are there any shrinks that help people to loose their anxiety and anger when they switch world and childhood for other man's compueters?. This guy who does that is about to make a fortune out of your case...)

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1167. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:22:10 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013616454-191971AEicMi@xs4all.nl>
Source record: 38024

>Like I said, the Amiga is better but you people
>stick withthe ST purely cos
>of nostalgia and being stuck in the past...
Apart from if this is true what is the benefit of
having an Amiga over this argument? Does a Amiga give
you the impression that you are on the edge of your
time, that you are the 'avant-garde' of computing
when you switch on these dodgy machines with their
ugly interfaces? When I see the amiga interface it
reminds me of cars who have a lot of extra but
useless accessories: "Look this car has two handles
to start the windscreenwiper..And look how flashy it
is....."

>So: You are right. Amiga was always better.
Did that convince the entire computerpopulation?
Strangely in the days you are referring to (the 80's)
when Atari and amiga were on their heights it still
wasn't the popular opinion....Can you explain me that
without saying that all the people who did not buy a
amiga were ignorant and not so bright as you were
then...Because if that's the case evolution got
reversed....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1168. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:28:42 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013616458-192815AEicMi@xs4all.nl>
Source record: 38025

>you need to be
>exposed to the truth and thelight,
Sound like a worse case of religious
rethorics...Guess I missed this would be priest on
my cable....
>I;'m bashing the ST because you people are in
>denial...
That's what you get when they sell popuralized
editions of Freud for 4 year olds to amiga
users....Then they start to think that the whole
world is in denial or victims of hysteria (good
suggestion for your next postings: start convincing
everybody that Atariusers are suffering of several
supressions). Until now none of your sloppy arguments
did say anything to me or even start to make me
tremble and change my idea about the computer I am
using. Somewhere there must be a 'how to convince my
neighbour' teaching book for 8 graders what will help
your case. Good luck with searching...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1169. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:34:50 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013616462-193603AEicMi@xs4all.nl>
Source record: 38026

>The amnount of software released for the Amiga was
>phenomenal,
>compared to "lack of interest" in the ST,
It keeps poping up: the (statistical0 idea that the
amount of programs say anything about the quality and
what users do with it...In Europe the Opel Corsa used
to be sold in the largest quantities...Does that make
ti a great car? Calamus can do thing a lot of more
expensive and overadvertised program can do
not...That'a what makes the qualitative
difference...Ripping is now common on other platforms
but could already be done by Calamus on atar's in the
days that you could only do it by hardware on a Mac
or PC...The extra device you had to buy for
simulating the same thing that Calamus could do by
software costs in these days about $ 4000! Still
these non Atarimachines were sold by great
numbers..Which do not prove your point but says that
something much more complex profounds the choice of
buying a machine..Still I am not convinced...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1170. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:37:26 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88FE456.2212%atarilp@hotmail.com>
Source record: 38016

in article a4deg5nbj1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/13/02 5:51 AM:

>>
>> Your branching off into add-ons, why is it the Falcon did most of that
> stuff
>> right out of the box and you have to purchase it seperate? Think about it!
>> You are so full of it. That upsets you obviously or you would not be here.
>> A stock Falcon compared to a stock a1200, falcon wins hands down and there
>> was a tasking OS at the time.
>
> Haha I'm not upset, just amused at your post...WHy compare the FAlcon to the
> A1200?? Why not compare it to the A3000?? The A3000 wins hands down every
> time...

You brought up the upgrades, not I. A stock a3000 has no DSP, no 32k high
color video mode at the desktop level, no 16-bit stereo sound... by the
mere fact you have a windows machine proves that even you are not so
dedicated as you pretend to be.

This is comedy at it's finest.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1171. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:38:30 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013616466-194407AEicMi@xs4all.nl>
Source record: 38027

>Jealous of what??? What do you Atarians have?? A
>lower standard computer
>than the Amiga, as you admitted above....
This idea of supremacy reminds me of certain decades
in history...Or when bringing up 'denial', do i have
to look in Freudian terms and speak about
(over)compensation?....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1172. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:39:28 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88FE4D0.2213%atarilp@hotmail.com>
Source record: 38014

in article a4df5c$ni8$1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/13/02 6:03 AM:

> Thats all I wanted to hear...see how easy it is when you stop holding on to
> weak arguments and just accept the truth?? Dont you feel a great weight
> lifted off your chest??

And a stock Falcon does it way better than any stock amiga...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1173. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:48:03 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B88FE6D3.2214%atarilp@hotmail.com>
Source record: 38015

in article a4dffbnjt1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/13/02 6:08 AM:

> So whatm the better chipset on the AMiga made up for the shortfall of 0.9
> Mhz and in fact the end result was even faster that the ST...Wo even though
> the 68000 was running slower, the Amiga still outperformed the ST...Confirms
> my point that the amiga was better...

You won't hear it from me. The a500 was slower, my amiga freinds will
admit to it. In fact they would bonk you out of their club for your
behavior... they occationally discuss the Atari at their meetings and are
very freindly, some of then have even come over to see my Atari's.
You are so out of touch...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1174. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:50:42 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013616472-195363AEicMi@xs4all.nl>
Source record: 38028

>Where exactly did I say I subordinate myself to
>advertisments??
You keep blat(t)hering about 'hype' etc!
>I must say the ST is a
>shadow of its 16 bit equivalent....
For being in the shadow of something it should be in
its proximity...You are doing that: I've never start
to compare these machines, mostly because they
perform differnt tasks and can hardle be compared to
each other. Except by people who are trying to
compensate for their misstakes in the past...

>SO what? SO you are one of those people who bought
>the ST just because it
>looks nice??
Somehow you have never learnt how to read: I bought
the TT for its performance and the average price of
software which made altogether it affordable. The TT
was then twice as fast as a Mac and half the price.
For what I wanted to do with my computer then the
amiga wasn't even in sight....The amiga could do some
thing the Tt could not but on the other hand the same
thing can be said for the other way round...
>.It may be clumsy to you, but thats because you
>would have
>trouble understanding how to fit the card in, being
>an ST user....
Why do I have to buy a computer and start immediately
sticking cards in it? Like I said: when I bought my
TT (I never started with an ST) it did what I wanted
it to do....

>were it not for him, the ST would be even
>more laughable compared to an Amiga...
I still have not the idea that that was a common
opinion thes days...But maybe I missed your 'light'
and that makes me a poor securalized
computeruser...(Never thought that the message of God
would be transmitted through an electronic
device...Speaking about laughable)

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1175. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:51:19 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dshdsdt1@pony.kenan.com>
Source record: 38017

```
lp wrote in message ...
>in article a4df5c$ni8$1@pony.kenan.com, Darkling at flump@hotmail.com wrote
>on 2/13/02 6:03 AM:
>
>> Thats all I wanted to hear...see how easy it is when you stop holding on
to
>> weak arguments and just accept the truth?? Dont you feel a great weight
>> lifted off your chest??
>
>And a stock Falcon does it way better than any stock amiga...

No it doesn;'t, the A3000 and A4000 outclass the Falcon completely...

>
>-------------------------------------------------------------------------
-
>Lonny Pursell Atari AT bright.net DOT net
www.bright.net/~atari/
>
>
```

1176. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:56:52 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013616476-196319AEicMi@xs4all.nl>
Source record: 38029

>None of us here are going anywhere based on a word
>you say.
Did he say anything, Lonny?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1177. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 14:57:00 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dss2$sk9$1@pony.kenan.com>
Source record: 38018

```
>
>> So whatm the better chipset on the AMiga made up for the shortfall of 0.9
>> Mhz and in fact the end result was even faster that the ST...Wo even
though
>> the 68000 was running slower, the Amiga still outperformed the
ST...Confirms
>> my point that the amiga was better...
>
>You won't hear it from me. The a500 was slower, my amiga freinds will
>admit to it. In fact they would bonk you out of their club for your
>behavior... they occationally discuss the Atari at their meetings and are
>very freindly, some of then have even come over to see my Atari's.
>You are so out of touch...

Jeez you are like a lameoid maer who doesn;t understand the concept of
Mhz...Just because a chip is running at slower Mhz does not mean it is
PERFORMING slower...if the shipset is better designed it can do more work
per refresh...The amiga had better mothrboard chips and a higher MIPS count
than the ST...

And wnough of your porkies about your Amiga "friend"..

NO wait, I have atari friends who say the ST was slower....

>
>-------------------------------------------------------------------------
-
>Lonny Pursell Atari AT bright.net DOT net
www.bright.net/~atari/
>
>
```

1178. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 15:07:15 UTC
From: Nicolas Lekuona <nlecuona@mac.com>
Message-ID: <B8903FB3.3882%nlecuona@mac.com>
Source record: 38019

Hey guys and gals, just ignore this lamer and let him get laid with his wonderful Amiga if he choses to. I'm not even going to get into the topic, just not to give any ammo to the sucker. From this moment I refuse reading any more messages with this subject; I had enough religion wars back in 91 to get them again. Ignore him and he'll eventually leave.

Yours truly,

Nick.-

Ex Atari Corp. (Spain) employee (looooong ago)

1179. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 15:10:40 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013628736-648454AEicMi@xs4all.nl>
Source record: 37898

>The A4000 was in the same price range as the
>A4000...
That's the statement of the century!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1180. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 15:11:31 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dtn9ssc1@pony.kenan.com>
Source record: 38021

```
>> time...
>
>You brought up the upgrades, not I. A stock a3000 has no DSP, no 32k high
>color video mode at the desktop level, no 16-bit stereo sound... by the
>mere fact you have a windows machine proves that even you are not so
>dedicated as you pretend to be.

An A4000 does have all those except the DSP chip, but with addons (which the
shite ST cannot handle, being a monolithis piece of crap) it is better
again...

The A4000 was in the same price range as the A4000...

>
>This is comedy at it's finest.

It is indeed...
>
>-------------------------------------------------------------------------
-
>Lonny Pursell Atari AT bright.net DOT net
www.bright.net/~atari/
>
>
```

1181. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 15:28:00 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4dum9$t9a$1@pony.kenan.com>
Source record: 38020

You unsufferable ST lamer, why don;t you stick your head back up your arse where it has always been?

Nicolas Lekuona wrote in message ...
>Hey guys and gals, just ignore this lamer and let him get laid with his
>wonderful Amiga if he choses to. I'm not even going to get into the topic,
>just not to give any ammo to the sucker.

Of course you are not, you sad stupid little TOSser, because YOU HAVE NO AMMO, there is nothing you can say about the Atari ST anyway, so SHUT UP.

>From this moment I refuse reading
>any more messages with this subject;

Oh sure I believe you....

>I had enough religion wars back in 91
>to get them again. Ignore him and he'll eventually leave.
>

Had enough did you?? YOu must have been completely slated back in 91...Too weak and old eh?? Go home and have your tea and biscuits...

>Yours truly,
>
>Nick.-
>
>Ex Atari Corp. (Spain) employee (looooong ago)

Hahaha atari employee....

1182. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 16:06:55 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C6A8EF7.C16FE6AA@chello.nl>
Source record: 38022

What a stupid and useless discussion.
Who cares which of you wanks fastest or pees farthest?

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

1183. Re: Anyone who needs an ST Mouse....

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 16:27:23 UTC
From: Video61@webtv.net
Message-ID: <12169-3C6A93EB-30@storefull-2113.public.lawson.webtv.net>
Source record: 38031

hello,
the mice are not new anyways those guys are not honest. most of the
mice ended up as parts, very few were workable.
so the he ended up selling them for a huge profit was not true, infact
when i, or any other atari dealer buys large quantities of stuff today
its buyer beware, most of it is used, and it takes a lot of work to get
a few good ones.
no one is getting rich here,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1184. CT60 BIG NEWS

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 16:39:11 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3c6a9ab4$0$4608$626a54ce@news.free.fr>
Source record: 38032

Hello,

I'm very happy to announce you that an important news is on my web site :
STATUS menu !

Don't ask me for a model 60 MHz of the 060 because I just got only 32 pieces
and I will not get others...it's rare !
So, only the first 32 orderers will receive a 60 MHz CPU, the others will
receive a 50 MHz model.

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

1185. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 16:39:58 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0202130839.64d6ca29@posting.google.com>
Source record: 38030

I'm a fulltime musician, and atari's were the first computer I'd ever used in '87. I pretty much used ST's in isolation untill 95 or 96, when I got a Falcon. At that time, I also began to find out about the internet, first through GENIE, later through the WWW. At about that time I began to hear about "flame wars," and heard about Amiga vs. Atari wars. I've never seen an amiga, and can't speak to them, so I won't even try. I can say that for a musician, the Falcon was a revolution in the 90's and is still an excellent tool for my work. This thread is my first glimps of the famous "A vs. A" wars, and I'm reminded of some wisdom I saw once on a bar room wall that I think applies here.

"It makes no sense to argue with a fool, because onlookers can't tell which is which."

Respectfully,

Wayne

1186. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 17:00:49 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4e446$v8h$1@pony.kenan.com>
Source record: 38033

I don;t understand....what exactly is your point here?

What overcompensation??

The point is thatthe ST was substandard to the Amiga, the TT was substandard in architecture to the A3000 and fully substandard to the equal-price-range A4000...

Bring your head out of the clouds, we are not talking about Freud or any of that shit....

Raoul Teulings wrote in message <1013616466-194407AEicMi@xs4all.nl>...
>>Jealous of what??? What do you Atarians have?? A
>>lower standard computer
>>than the Amiga, as you admitted above....
>This idea of supremacy reminds me of certain decades
>in history...Or when bringing up 'denial', do i have
>to look in Freudian terms and speak about
>(over)compensation?....
>
>Raoul Teulings
>3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.
>

1187. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 17:12:32 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4e4q6vgg1@pony.kenan.com>
Source record: 38034

Raoul Teulings wrote in message <1013616462-193603AEicMi@xs4all.nl>...
>>The amnount of software released for the Amiga was
>>phenomenal,
>>compared to "lack of interest" in the ST,
>It keeps poping up: the (statistical0 idea that the
>amount of programs say anything about the quality and
>what users do with it...

Actually having more programmers for a particular machine indicates its superiority, ie its a better architecure, better chipset, basic Workbench is multitasking whereas TOS was not etc etc...The number of programmers DOES say a lot about the quality of the machine...If the machine is crap like the ST, few programmers will want to waste time on its rubbish architecture when they can be swimming along on the Amiga with its large array of functions and possibilities...

Good programmers flocked to the Amiga, and few were left for the ST...

Programmers know a lot more about machine architecture than others, and if the chipset is cheap and low-spec like the ST, they don;t bother with it, or do bother but as an afterthought....

So you are wrong, more programmers DOES indicate a better machine.

>In Europe the Opel Corsa used
>to be sold in the largest quantities...Does that make
>ti a great car?

Bad example....more appropriate example, do racing drivers/rally drivers use Opels for rally championships? No they use BMW's or Mercs or souped up supercars...Because the Opel can't do what the BMW can do...

The Opel is for pensioners whereas the supercars (ie the Amiga) is for the professionals because its better than the Opel....

>or PC...The extra device you had to buy for
>simulating the same thing that Calamus could do by
>software costs in these days about $ 4000!

What extra device for what?? Quark Express on the Amiga kicked Calamus in the balls...

>Still
>these non Atarimachines were sold by great
>numbers..Which do not prove your point but says that
>something much more complex profounds the choice of
>buying a machine..Still I am not convinced...

OK, forget being convinced for now...But most Atari owners bought an Atari simply because Atari had a huge name in games software, and then realized their mistake after they discovered the AMiga far out-specced the ST.

Left with this problem and the fact that they could not afford to buy an Amiga as well, many ST owners banded together and pretended that the ST was OK. In fact it was a collosal waste of money.

Thats the only profound choice I can see...

>
>Raoul Teulings
>3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.
>

1188. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 17:15:52 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4e50evgk1@pony.kenan.com>
Source record: 38036

Yeah whatever you say. Just face the fact that when you realized your mistake in wasting money on the ST and had none left over to buy an Amiga, you were so embarassed that you went into denial and now think that the ST was actually in some way equal to the Amiga...

Face it, you bought a toy and were forced to live with it for years, desperately trying to quieten the voice deep down inside that said "YOu fool you wasted your money"....

1189. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 17:22:43 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4e5d9$vn3$1@pony.kenan.com>
Source record: 38038

>having an Amiga over this argument? Does a Amiga give
>you the impression that you are on the edge of your
>time, that you are the 'avant-garde' of computing
>when you switch on these dodgy machines with their
>ugly interfaces?

No its not cutting edge, I never said it was...Read the title, "The Amiga was always better"...better than the ST...

Dodgy machines? Ugly interfaces? Namecalling is all you have left, having no idea of the way the Amiga outclassed the ST in terms of specs...

The interfaces were very well designed and hidden away behind covers so they werent ugly...The ST didn;t even have interfaces, whch is why its pretty much useless at being upgraded (a big sign of crap design)...

>When I see the amiga interface it
>reminds me of cars who have a lot of extra but
>useless accessories: "Look this car has two handles
>to start the windscreenwiper..And look how flashy it
>is....."

So you are saying the ability to stick in a 1Meg expansion card is like having 2 switches?? What nonsense and utter tripe. The ST was the Skoda in com[parison, A skoda with a door missing and no place for a car stereo...

>
>>So: You are right. Amiga was always better.
>Did that convince the entire computerpopulation?

I am not talking to the entire computer population, just to sad Atari owners, and you all know I am right....

>Strangely in the days you are referring to (the 80's)
>when Atari and amiga were on their heights it still
>wasn't the popular opinion....

The Amiga was Europe's best selling computer, what nonsense are you saying "it wasn't a popular option"??

>Can you explain me that
>without saying that all the people who did not buy a
>amiga were ignorant and not so bright as you were
>then...

No they just got tricked by the marketing hype and the looks, and of course the Atari name, famous for its games...

1190. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 17:24:30 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4e5gj$vn4$1@pony.kenan.com>
Source record: 38035

I have no hesitation in admitting that Falcons' direct to dsk recording and
DSP chip was ground breaking, but thats all it had.

The architecture of the A3000 and A4000 was much better in comparison.

Wayne Martz wrote in message
<2f399fc7.0202130839.64d6ca29@posting.google.com>...
>I'm a fulltime musician, and atari's were the first computer I'd ever
>used in '87. I pretty much used ST's in isolation untill 95 or 96,
>when I got a Falcon. At that time, I also began to find out about the
>
> "It makes no sense to argue with a fool, because onlookers can't
>tell which is which."
>
>Respectfully,
>
>Wayne

1191. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 17:28:28 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4e5o1vtg1@pony.kenan.com>
Source record: 38037

Henk Robbers wrote in message <3C6A8EF7.C16FE6AA@chello.nl>...
>
>
>What a stupid and useless discussion.

Its for stupid and useless epopel like you who can'tr resist joining in.

>Who cares which of you wanks fastest or pees farthest?

Peeing and wanking are obviously major parts of your life, having comprised
50% of your message. We are discussing tje specifications of the Amiga over
the ST's, and you ST owners should admit the Amiga won outright.

>
>--
>Groeten; Regards.
>Henk Robbers. mailto:h.robbers@chello.nl
> http://members.ams.chello.nl/h.robbers/Home.html
>A free multitasking GEM for MiNT: XaAES (heavily under construction);
> http://xaaes.atari.org
>Interactive disassembler: TT-Digger; http://digger.atari.org
>Experimental text editor: AHCX

1192. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 18:19:51 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <Teya8.9641$O5.22606@nntpserver.swip.net>
Source record: 38039

Darkling,

In some aspects the Amiga 500 actually was superior to the ST, I agree. The gap became smaller when the STE arrived. Both machines have bigger borthers like the A3000/4000 and the Falcon/TT.

The differences you make so much noise about matters exactly jack shit nowadays.
There are also some clone systems available for both platforms. There is no point in comparing these, as they do not have that much in common with the original except that they are somewhat software compatible.

The operatingsystems on both platforms has evolved, they both run modern unix-ish operatingsystems.

By todays standard, these systems are so very similar. If I need horsepower, I use my PC. Nowadays, noone needs a copper, paula, or whatever. Not on my PC, atari, or amiga for that sake. The world has changed. Noone want's small jumping men eating mushrooms with lots of copperbars and cheesy samples.

I use both platforms, as I like their different qualities. It is obvious that you are fond of one of them and completely lacks knowledge of the other. Both have their strengths, try MIDI sequencing on your Amiga for example, and be amazed on how poor the software support is for that particular application.

I don't know what you want, besides bugging the hell out of this newsgroup. These machines are history, but there are a few enthusiasts left, on both platforms. There is no point in what you are doing. Grow up, stop wasting our time. Go play somewhere else.

Start a MAC-PC flamewar in some other newsgroup instead. There you actually have something to discuss.

/Peter

1193. Re: Falcon YM compatibility idea.

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 18:21:30 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <qgya8.9643$O5.22563@nntpserver.swip.net>
Source record: 38040

Hi,

> What about using the Index translation registers ot programming the pmmu ?

Yes, but a hardware sollution would be better, as the pmmu would be
completely free for other stuff.

1194. Re: Falcon YM compatibility idea.

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 18:22:34 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <qhya8.9644$O5.22590@nntpserver.swip.net>
Source record: 38041

Hi,

> I think using Backward solves this, but you could always graft in a YM chip.

Yeah, but a hardware sollution would be much nicer, don't you think? It should only require a few gates n stuff.

1195. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 18:56:08 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013633246-550244AEicMi@xs4all.nl>
Source record: 37901

>But most Atari owners bought an Atari
>simply because Atari had a huge name in games
>software,
On what ground is that based? I just own three games for my TT. I've never been interested in playing games on a computer. I am interested in doing my job....
>and then realized
>their mistake after they discovered the AMiga far
>out-specced the ST.
Same nonsense: for my purposes nothing outclassed the TT. The psecs you mention are relative.
>The Opel is for pensioners whereas the supercars (ie
>the Amiga) is for the
>professionals because its better than the Opel....
Still confirms what I already said: you are a bad reader. the comparison was made because you stated that selling figures say something about quality. Selling figures say something about the amount of the products that are being sold. You make the same major mistake as a lot of people do: thinking that the amount of sold products say something about the quality of it. That is not always the case. Many people bought the amiga for it's gaming capacity. And a lot of them did not use the machine for professional reasons.
>What extra device for what??
I am speaking about ripping! Do you need glasses or don't you get informed before you start a childish quarrel?
>Left with this problem and the fact that they could
>not afford to buy an
>Amiga as well,
Once again: have you get a good contact with the grapevine? Because it looks like that that's your major source of information. How can you speak for all these people? Do you really think that they are now pulling their hair out because they all think they should have bought a amiga?
>discovered the AMiga far out-specced the ST.
I never 'discoverde' that because there was nothing to discover: it was already known and at the surface! That's why I choose for a TT....

And now I am wondering why I am doing soemthing that
is not even close to a discussion with an
illiterate...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1196. Re: How to...

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 19:05:14 UTC
From: Marijan <mrmelody@net4u.hr>
Message-ID: <a4edca$eaqf$1@as201.hinet.hr>
Source record: 38045

```
Thanx.
Elliot <stuff@recycledsteel.co.uk> wrote in message
news:a4dq35$fpq$1@news8.svr.pol.co.uk...
> I do not think they can use SIMMs unless it has been upgraded at some
point.
>
> Does the mobo not have some spare places for chips, on my STFM there is a
> bunch of chips on the left and then a big empty section for some more
chips
> (no sockets though). If I remember correctly you simply fill these up
with
> the same chips and move a few other components.
>
> Have a look at http://atarihacks.cjb.net/ as there may be something on
> there.
>
> Elliot...
>
>
>
>
> "Marijan" <mrmelody@net4u.hr> wrote in message
> news:a4c30a$b5cs$1@as201.hinet.hr...
> > Yes, I`m ready to soldr. No, there is no room for chips. I don`t know if
> it
> > uses simms instead of chips. How could I know it?
> > Greetings from Croatia
> > M?gamodeste <yves.rogne@free.fr> wrote in message
> > news:3c697377$0$16581$626a54ce@news.free.fr...
> > > Maybe with adding chips : is there room for ? How many ?
> > > Does it use simms instead of chips ?
> > >
> > > Are you ready to solder ?
> > >
> > > Regards
> >
> >
>
>
```

1197. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 19:19:05 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u6lf5h9t1vdi7e@corp.supernews.com>
Source record: 37896

AH, but it wasn't as good as the Morris Minor just look how long they lasted, and show me an Amiga that could do 70mph and 35 mpg.. Is this an Atari self help group or a comparison club

1198. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 19:21:58 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4eccs$2c2$1@pony.kenan.com>
Source record: 37897

Peter Persson wrote in message ...
>Darkling,
>
>In some aspects the Amiga 500 actually was superior to the ST,

You mean in most aspects...

>I agree. The
>gap became smaller when the STE arrived. Both machines have bigger borthers
>like the A3000/4000 and the Falcon/TT.
>
Yes but the gap was there nevertheless....Why not just accept it? Why don;t ST owners just face up to it??

>The differences you make so much noise about matters exactly jack shit
>nowadays.

When did you see me writing that its important nowadays? The point of this discussion is that the Amiga was better than the ST, and ST owners should admit it...

>
>other. Both have their strengths, try MIDI sequencing on your Amiga for
>example, and be amazed on how poor the software support is for that
>particular application.
>
Midi sequenceing??

Argasm?
Octamed 8?

Midi sequencing on the Amiga was better and you know it...12 channel compared to the ST's 8 channel...The software support was immense...Read up on the Amiga before you make such statements...

>These machines are history, but there are a few enthusiasts left, on both
>platforms. There is no point in what you are doing. Grow up, stop wasting
>our time. Go play somewhere else.

Of course, since you cannot bring yourself to admit the facts, you have to take the higher moral ground and give me this trashy lecture about "growing up" and playing somewhere else...

>
>Start a MAC-PC flamewar in some other newsgroup instead. There you actually
>have something to discuss.
>

I am not starting a flamewar, just stating the facts....Its only a flame war because you ST owners get so worked up about it and start getting hot under the collar...Just admit the Amiga was better in every respect (A500 v ST)...admit it to yourself even though you don;t admit it here....

1199. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 20:07:44 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a4eh2ggja1@news.hawaii.edu>
Source record: 37899

lp <atarilp@hotmail.com> wrote:
: in article a48cmn$r96$1@pony.kenan.com, Darkling at flump@hotmail.com wrote
: on 2/11/02 7:50 AM:

:> So throw away those shite ST's and get an Amiga...you can get all the
:> software on the Amiga, and better than the ST....

I see, so can you get Logic for the Amiga? How about Notator? Hotz Translator? Hmmm... Let's see - Cubase? No? Well, I guess that pretty much leads me to the conclusion that Amigas can't do everything that Atari computer can, or at least, certainly not "better".

Apparently you place such little value on their time that you spend time reading newsgroups for computer platforms that you don't like? Go bother people in the TI-99 and TRS-80 newsgroups next time.

Cheers!

1200. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 20:21:03 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a4ehrfgja2@news.hawaii.edu>
Source record: 37900

A few more Atari "alumni" off the top of my head - to the best of my knowledge, FLA, DM, and Alan Wilder (at least) still have Atari computers in the studio.

Front Line Assembly
Delerium
Depeche Mode
Recoil (Alan Wilder)
Jesus Jones
Camouflage
Dire Straits
Peter Gabriel
Deep Forest
Tangerine Dream
Chris Franke

1201. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 20:53:05 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u6lklltjgqak6f@corp.supernews.com>
Source record: 37902

> Midi sequenceing??
>
> Argasm?
> Octamed 8?

Notator
Cubase
both started on the Atari and their successors still continue on today's machines

> Midi sequencing on the Amiga was better and you know it...12 channel
> compared to the ST's 8 channel...The software support was immense...Read up
> on the Amiga before you make such statements...

You are midi ignorant, basic midi contains 16 channels regardless of platform or hardware

1202. Re: Stacy Power

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 21:01:43 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u6ll5sc5rdl8db@corp.supernews.com>
Source record: 37903

"Joseph D. Place" <jdplace@prodigy.net> wrote in message
news:dlna8.2461$SE4.503508032@newssvr17.news.prodigy.com...
> I have a STacy 2 on the way, and I've actually never seen one "in real
> life." I'm looking forward to receiving it. I read that it has a
> compartment for 12 "C" batteries. If these are ni-cad batteries, will the
> power adaptor charge them? Is battery life of 5 hours to be expected as
> the specs say? Are there any "weak points" in the STacy that I should
look
> out for?
>
>
> Joseph D. Place
> jdplace@prodigy.net
> /|\ Powered by 16 Mhz, 4 MB Atari 1040STe /|\
> 2.0 GB HD, QPS CD-RW
> Geneva, NeoDesk, Extendos Gold

Oh dear!!
never seen a STacy with anything but the original battery and no one seems
to use these as with a backlit screen they lasted roughly 15mins

weak points: you need to be a keyhole surgeon to open and work on them, I
know I have one and have done it

1203. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 21:05:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6ac7342bcf461@tripnet.se>
Source record: 37904

On Wed 13-02-2002 14:08 (GMT) Hallvard Tangeraas wrote:

>M*gamodeste <yves.rogne@free.fr> wrote:
>
>> ï¿½PS. The accented "e" in your name isn't permitted by my email program,

>Even in Atari ST forums you have people using other computers to read
>messages. That's why the ISO standard was invented, so that one
>character should be the same on each platform, despite the different
>character sets they operate with.

Off course Okami has no problems displaying his ï¿½ like he intended it to look like. The same happens when someone uses ï¿½ï¿½ï¿½ and Atari ASCII. Don't know about ï¿½ and ï¿½, though.

By using some small magic tricks Okami corrects errors like this.

>> ï¿½does it? Has anyone told the author about this?

Newsie has no support for anything but pure 7-bit ASCII afaik. So you have to stick to English to be understood by others except those who use Newsie or Okami.

>> Sure, but changing my caracter set just for email mean too much
>> reconfiguration to me : my config is now rather stable so I don't dare to
>> change anything.

In French I guess you would have to use characters like ï¿½ and ï¿½ as well. Note that these (in this text) will look very wrong in Newsie.

This was the major reason why I started to use Okami in the first place. I guess Mymail by Erik Hï¿½ll also has no problems with proper 8-bit ASCII in mail.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1204. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 21:39:03 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013710521.7032.1@eurus.uk.clara.net>
Source record: 37958

Hi Duckling

| >Hello Dorkling,
| >
| >If your Amiga is so great then why are you using an MS Windows machine
| >to post to this group?
|
| Whats wrong with that?? Whats your point? I can use Win if I feel like it,
I
| don;t have to prove anythig to you except the fact that the Atari was
better
| than the Amiga in all respects...I have several Amigas, but I post
messages
| from work where we use Windows...The Amiga is at home....
|
| >Confess! You don't have an Amiga.
|
| Yeah whatever...
|
| >You simply
| >are bashing the ST because you enjoy starting arguments. Its time to
| >turn of daddy's computer and go night night.
|
| I;'m bashing the ST because you people are in denial...you need to be
| exposed to the truth and thelight, as much as it will hurt your eyes at
| first...

Denial, I own an Amoeba, and 2 STFM's and 4 STE's and a MegaSTE and Fat
arsed PC, guess which is my favourite.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1205. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 21:41:46 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013710522.7032.2@eurus.uk.clara.net>
Source record: 37956

Hi Duckling

| If ST owners had any common sense they would never have bought the ST but
| the Amiga instead, so I'm afraid the very fact that you bought an ST
instead
| of an Amiga convinces me that you couldn't even print your own name on
| screen in BASIC....

Basic is for Amoeba game playing/writing owners, ST owners program in C or
Assembler.

Amoeba owners couldn't spell C without cutting and pasting it.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1206. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 21:47:56 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013710524.7032.3@eurus.uk.clara.net>
Source record: 37955

Hi Henk

| What a stupid and useless discussion.
| Who cares which of you wanks fastest or pees farthest?

At last, a sensible thread, and on topic considering the echo is for TOS'rs.
8-)

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1207. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 22:18:33 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013710525.7032.4@eurus.uk.clara.net>
Source record: 37957

Hi Gill

| AH, but it wasn't as good as the Morris Minor just look how long they
| lasted, and show me an Amiga that could do 70mph and 35 mpg.. Is this an
| Atari self help group or a comparison club

My MegaSTE has done 135MPH @ 30MPG, although it was in the boot on my Mondeo
at the time.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1208. Fontmachine

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 22:23:13 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a4ep0h$2tr$1@thorium.cix.co.uk>
Source record: 37905

Hi!

Anyone have any info, and preferably docs, for FONTMACH.PRG, which is Font Machine by Volker Christen. This was on the /ST Computer/ Millenium CD. I have tried it out but can't quite see what it's meant to do. You can load various fonts -it's own *.FNC bitmaps as well as Speedo/Truetypes - and write to the screen with them, then save the result as an image. But there seems to be no zoom feature, so you are always seeing only a small part of the 'page'.

It's got quite a pretty interface, reminding me of Papyrus a bit. But as I say, I don't really see what it's intended for.

Anyone able to help?

Regards, /Peter/

1209. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 22:32:26 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6ae9364661d60@tripnet.se>
Source record: 37915

On Wed 13-02-2002 21:05 (GMT) Kenneth Medin wrote:

>By using some small magic tricks Okami corrects errors like this.

>In French I guess you would have to use characters like ï¿½ and ï¿½ as well.
>Note that these (in this text) will look very wrong in Newsie.

And so they did in Okami too! :-)

I have a feeling the ligature characters OE and oe (which were the ones I
typed above) are not present in ISO-8859-1 that I normally use. Perhaps
this would have worked in some other ISO-8859-x variant?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1210. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 22:33:52 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <kRBa8.606$yH5.105493@news2.voicenet.com>
Source record: 37906

Man this is a crazy discussion and I feel a little scared posting for help as an Amiga owner looking for help with my Atari TT030.

My two cents is this. The Amiga is an absolutely amazing piece of kit with some rather glaring shortcomings like any OS.

At first glance using a standard install, it looks rather plain and stale, but once you install the latest OS 3.9 released last year, you will be playing MP3s, watching QT and AVI files, etc.

However, all of this has to do with what you are willing to invest in terms of software and hardware. Because the hardware of the big box A3000 and A4000 are so modular, you can easily upgrade an Amiga to whip a PCs ass in every aspect except raw computing power, but with a simple '060 you will "feel" like you're running a killer pentium in terms of user response and seemless multitasking which still is for my money far better than any OS outside of a UNIX-based system.

On the flip side, I started my TT030 for the first time and went yuck! This is NASTY, but I remembered what a base Amiga OS install looked like and reasoned that it must be able to get better than this.

I was right! After searching the web, I must admit that it is much harder searching for information on upgrading Ataris than Amigas, but I did find some rather impressive gems out there and some very eye-opening examples of the power that a well equiped Atari can give.

So for me, I'm now on my journey to create my killer TT030. The trick is, I KNOW it can and has been done on possibly everyone in this groups Atari, but I am damned if I can find the source of a Video card or Networking card without chasing shadows all day or trying to reach someone in New Zealand.

Bottom line is this. I own damn near every computer from Coleco Adams, TI-99/4as to modern MacCubes, Sun and HP workstations and most in between including NeXT Workstations, Amigas, and Ataris. Each system has some unique magic silver bullet which makes it stand out from the others and I have also seen that each had a very unique approach to solving the same problems, but non really fully did it all.

My personal favs include Amigas (Insanely cool OS), NeXT (WAY ahead of it's time OS), and MacOS X (NeXTStep 2001)

As for Atari, I respect the hell out of the build quality, the DSP of the falcon, the slick and ultra cool look and build of the TT030, the fact that an entire OS is in the hardware and needs no disks, the ingenius laser printer that is both cheap cost yet high quality. On the downside,

the OS kinda sucks as standard. I don't think anyone argues here, but there are upgrades available from what I've seen.

So the winner in my opinion is a draw.

-Alex

1211. Telephone help

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 22:48:07 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <H2Ca8.607$yH5.105443@news2.voicenet.com>
Source record: 37907

This is going to sound a bit wierd especially to most computer tech heads who live and die by the keyboard and email, however, I need a real Atari guru who knows Mint, Multitos, Geneva, blah blah blah really well.

Basically, I want to build up my TT030 and before I can begin with the questions on the usenet, there are some questions that I have that can probably be easier solved with a quick telephone conversation then I can get specific uestions over usenet.

Again, I know this is a little unorthodox, but it would help me greatly. if you can do it, please contact me at achaney@voicenet.com.

I'm even willing to pay a small fee for service if necessary.

-Alex

1212. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 22:53:28 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6aee344a49080@tripnet.se>
Source record: 37908

On Wed 13-02-2002 21:05 (GMT) Kenneth Medin wrote:

>In French I guess you would have to use characters like ï¿œ and ï¿œ as well.
>Note that these (in this text) will look very wrong in Newsie.

Sorry for this talk to myself but I really want to be able to write ï¿œ and
ï¿œ. The try above only worked for Newsie users. Perhaps this version in
ISO-8859-15 will do??

OE = ï¿œ
oe = ï¿œ

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1213. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 23:20:28 UTC
From: Aziz Alami <pizzaman@azizleyton.fsnet.co.uk>
Message-ID: <a4es72$5b4$1@news8.svr.pol.co.uk>
Source record: 37909

YOu are a full time musician?? Wayne Martz?? I've never heard of you,
obviiosly your flagging music career has a lot to do with the fact that you
use the Atari ST...

"Wayne Martz" <wmartz@firstpresdalton.org> wrote in message
news:2f399fc7.0202130839.64d6ca29@posting.google.com...
> I'm a fulltime musician, and atari's were the first computer I'd ever
> used in '87. I pretty much used ST's in isolation untill 95 or 96,
> when I got a Falcon. At that time, I also began to find out about the
> internet, first through GENIE, later through the WWW. At about that
> time I began to hear about "flame wars," and heard about Amiga vs.
> Atari wars. I've never seen an amiga, and can't speak to them, so I
> won't even try. I can say that for a musician, the Falcon was a
> revolution in the 90's and is still an excellent tool for my work.
> This thread is my first glimps of the famous "A vs. A" wars, and I'm
> reminded of some wisdom I saw once on a bar room wall that I think
> applies here.
>
> "It makes no sense to argue with a fool, because onlookers can't
> tell which is which."
>
> Respectfully,
>
> Wayne

1214. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 23:26:34 UTC
From: Aziz Alami <pizzaman@azizleyton.fsnet.co.uk>
Message-ID: <a4esif$e8i$1@news6.svr.pol.co.uk>
Source record: 37910

"Gill Bates" <unreal@nowhere.com> wrote in message
news:u6lkllltjgqak6f@corp.supernews.com...
>
> > Midi sequenceing??
> >
> > Argasm?
> > Octamed 8?
>
> Notator
> Cubase

Argasm
Octamed 8

> both started on the Atari and their successors still continue on today's
> machines

Both mediocre sofwtare compared to the Amiga versions...

>
> > Midi sequencing on the Amiga was better and you know it...12 channel
> > compared to the ST's 8 channel...The software support was immense...Read
> up
> > on the Amiga before you make such statements...
>
> You are midi ignorant, basic midi contains 16 channels regardless of
> platform or hardware

Bullshit, basic midi isn't 16 channel...ANd even if the ST had basic midi 16
channel, naturally the ST developers put only 8 channel sound chips in
there...WHY???

The fact still remains, midi was better on the Amiga...Its just that people
bought the hype and thoguht "Oh Atari has built in midi ports so that must
be better"...

It says a lot about the superiority of the Amiga when pure software midi
emulation on the Amiga can outperform hardware based midi on the ST.

>
>

1215. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 23:30:41 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B890458D.1DFF8%nameerf@flash.net>
Source record: 37912

in article a4dfmhnqe1@pony.kenan.com, Darkling at flump@hotmail.com wrote on 2/13/02 3:12 AM:

>>
>> It's absolute stupidity and beligerance to go into an Atari group
>> and spout this crap.
>
> Shut up you twit, the best place to reach sad Atari owners is in their own
> newsgroups...

Ah, so you are the Amiga evangelist, out to save our poor lost souls? I thought that was Bill Gates' job! :) What do you have to say about the rest of my post, which you conveniently deleted? It was the most important part of what I was trying to say. Here, I'll repeat it:

"I saw an Amiga once or twice. Never liked the thing as much as my Atari. So what if the specs on one outdo the specs on the other? If one enjoys their computer, that's what's important. I also have a G3 Mac, which way outperforms my Atari and Amigas, hardware-wise. But I enjoy my Atari more. That's my choice. It has nothing to do with which computer is technically better."

Basically, my point is that a person's choice in computers is purely theirs to make, depending on what they need and want. If you like your Amiga and it does what you need, great! The Amiga is the best computer... for you! If I like my Atari and it does what I need, great! The Atari is the best computer... for me! Who are you to tell Atari users what's better for us? You simply become an annoyance and a hinderance to productive discussion.

>> Until you have something truely productive to
>> contribute, go away.
>
> Do you own this newgroup? I didn;t think so, so SHUT UP...

No, I do not own the newsgroup. However, the purpose of this newsgroup is to offer a place for productive discussion of Atari-related topics. It is not a place for trolling and bashing, which is not productive. Also, the converse is true. You do not own this newsgroup, either, so you have just as much of a right (or lack thereof) to tell me to shut up as I have to tell you to go away.

Please post a real e-mail address so I don't have to pollute this newsgroup any further responding to you.

Mike Freeman
nameerf@flash.net

1216. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 23:33:39 UTC
From: Aziz Alami <pizzaman@azizleyton.fsnet.co.uk>
Message-ID: <a4esvo$5pa$1@news8.svr.pol.co.uk>
Source record: 37911

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1013633246-550244AEicMi@xs4all.nl...
> >But most Atari owners bought an Atari
> >simply because Atari had a huge name in games
> >software,
> On what ground is that based? I just own three games
> for my TT. I've never been interested in playing
> games on a computer.

READ THE POST...It said "MOst" atari owners...ARe you saying that you are representative of the entire ST community??? SO what if you've never been inetrested in games?

It was still a huge selling point for the Stari...

> >The Opel is for pensioners whereas the supercars (ie
> >the Amiga) is for the
> >professionals because its better than the Opel....
> Still confirms what I already said: you are a bad
> reader. the comparison was made because you stated
> that selling figures say something about quality.

Read his opst dimwit, it says MORE PROGRAMMERS not PROGRAMS....Programmers developed for the Amiga because they did not want to waste their talents on the ST...

> I never 'discoverde' that because there was nothing
> to discover: it was already known and at the surface!
> That's why I choose for a TT....

Ah you admit the ST was worse than the AMiga...how grudgingly....

So instead of using common sense and getting an A4000, you bought a TT....

>
> And now I am wondering why I am doing soemthing that
> is not even close to a discussion with an
> illiterate...
>

1217. Re: C-LAB Falcons

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 23:34:03 UTC
From: swampfax@atlantic.net
Message-ID: <LJCa8.18$rQ4.51446@news1.atlantic.net>
Source record: 37916

Hi Elliot,
I'd also like to know. I have 2 Falcons (one minus a chip or two).
My UK keyboard version (bought new) says C-LAB Falcon MKI (no IDE drive
included) with a Rev A mother board . The French keyboard Falcon says
Atari Falcon 030 with a Rev B mother board (was bought used and had the
IDE cable plugged in). Seems like C-LAB used the older board!
John G.

On 13 Feb 2002 11:19:35 , "Elliot" wrote:
>
>What is the difference between the C-LAB Falcons and the Atari one? I think
>they changed internal IDE for SCSI and had some sound mods for bass, etc -
>is that right? is that it?
>
>What about the different Versions of the C-LAB (MKII, etc)?
>
>
>Elliot...
>
>
>.

1218. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 23:34:10 UTC
From: Aziz Alami <pizzaman@azizleyton.fsnet.co.uk>
Message-ID: <a4et0n$eh3$1@news6.svr.pol.co.uk>
Source record: 37913

> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

What have all the above machines got in common?? They all flopped...

1219. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 23:35:00 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8904694.1DFFB%nameerf@flash.net>
Source record: 37914

in article a4dnsbqlf1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/13/02 5:31 AM:

>
>
> Sï¿½bastien Liï¿½nard wrote in message ...
>> I never think I could find a so stupid Amiga user !! I'm a Linux user
>> with some Atari machines and I know some Amiga users, and they're
>> cool. But this one... Hey you, what don't you have a little bit of
>> "tolerance" ? (maybe you don't know what is it ??). Ok, the Atari ST was
>> less powerfull than an Amiga 500, but is it a reason to think that it was
>> useless ?
>
> Thats all I wanted to hear...

Proves my point about inadequacy. You must be really insecure if you need an
Atari user (which you yourself have deemed all ignorant of the truth) to
tell you an Amiga is better. Why not just tell that to yourself and save us
all a lot of time and frustration?

Mike Freeman
nameerf@flash.net

P.S. - Notice, I post my real name and e-mail address. Why not do the same?

1220. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-13 23:47:52 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8904998.1DFFC%nameerf@flash.net>
Source record: 37917

in article a4ehrfgja2@news.hawaii.edu, John Perez at
jhperez@uhunix1.its.hawaii.edu wrote on 2/13/02 12:21 PM:

> A few more Atari "alumni" off the top of my head - to the best of my
> knowledge, FLA, DM, and Alan Wilder (at least) still have Atari computers
> in the studio.
>
> Front Line Assembly
> Delerium
> Depeche Mode
> Recoil (Alan Wilder)
> Jesus Jones
> Camouflage
> Dire Straits
> Peter Gabriel
> Deep Forest
> Tangerine Dream
> Chris Franke

Add to that the Tonight Show band. I once saw a big, bold, beautiful Fuji on
the back of a Stacy right in the middle of the band a long time ago, just
after Jay Leno took over.

Mike Freeman
nameerf@flash.net

1221. Re: C-LAB Falcons

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 00:14:32 UTC
From: carbon <carbon@polar-net.co.uk>
Message-ID: <7kDa8.30352$YA2.4591403@news11-gui.server.ntli.net>
Source record: 37918

"John Garone" <swampfax@atlantic.net> wrote in message
news:LJCa8.18$rQ4.51446@news1.atlantic.net...
>
> Hi Elliot,
> I'd also like to know. I have 2 Falcons (one minus a chip or two).
> My UK keyboard version (bought new) says C-LAB Falcon MKI (no IDE drive
> included) with a Rev A mother board . The French keyboard Falcon says
> Atari Falcon 030 with a Rev B mother board (was bought used and had the
> IDE cable plugged in). Seems like C-LAB used the older board!
> John G.

When Atari stopped producing the Falcon, C-Lab bought the rights to
manufacture Falcons themselves. The Rev A is just the first revision of the
C-Lab board, not the Atari board.

The mark I is exactly the same as the original Atari Falcon, but with the
audio tweaked to give a cleaner sound

Si

1222. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 00:31:03 UTC
From: astachon@telus.net
Message-ID: <e484bdcb.0202131631.2c346bf5@posting.google.com>
Source record: 37919

Last Atari Falcon sold on Ebay for $616 ! Tell me which Amiga sells
for this much ? You have Amigas for $25 and nobody bids on them. Atari
Falcon together with Nvdi and Magic OS kicks ass. Anyway go to a
browser and type in "amiga" and see what you get ? Atari has a huge
community here in USA and folks still develop programs for it. Go to
http://www.xtos.de/bilder/xtsboard.gif YEA thats a new ATARI coming !
With Motorola Coldfire CPU :) Go to
http://www.czuba-tech.com/CT60/english/overview.htm thats 060
accelerator for Falcon. Folks still support Atari everywhere and
build new things for it.

"Darkling" <flump@hotmail.com> wrote in message news:<a48cmn$r96$1@pony.kenan.com>...
> You people should forget the ST, and remember and acknowledge that the Amiga
> always has and always will outperform the Atari...
>
> So throw away those shite ST's and get an Amiga...you can get all the
> software on the Amiga, and better than the ST....

1223. Re: PC Mice

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 00:41:27 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <3ewa8A+8A4xX092yn@NoSpam.com>
Source record: 37920

In article <ghh98.14877$as2.3006021@news6-win.server.ntlworld.com>,
"Simon \(PNC\)" <pnc@mail.portland.co.uk> wrote:
>"Christopher Thorley" <chris_thorley@lineone.net> wrote in message
>news:3c657961_2@mk-nntp-1.news.uk.worldonline.com...
>> I have heard its possible, with suitable driver software, to use a
>> PC mouse on an STe. Can anyone tell me if the driver software is still
>> available?
>it is possible with some software, but it's a bit flakey, and ties up your
>serial port.
>
>You could buy a mouse adapter from ASP, top bloke he is, and then you can
>use any PC mouse you like

I'm VERY interested in going the serial route, since my ST BOOK doesn't have
any other port to use.

--
Ryan 'Gozar' Collins

1224. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 02:33:39 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8908C33.2251%atarilp@hotmail.com>
Source record: 37922

I'm not even gonna try to reply to all that rubish. My neighbor has a fully decked out amigo, ppc, video card, you name it. I'm not impressed by it one bit (pun intended), you couldn't give me this flakey mess.
Say what you like, think what you want to think. Atari will always be there.

Atari... Atari... Atari... Hurts just to read it? lol

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1225. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 02:39:20 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u6m8v1omef9c2e@corp.supernews.com>
Source record: 37923

"Aziz Alami" <pizzaman@azizleyton.fsnet.co.uk> wrote in message
news:a4esif$e8i$1@news6.svr.pol.co.uk...
>
> "Gill Bates" <unreal@nowhere.com> wrote in message
> news:u6lkllltjgqak6f@corp.supernews.com...
> >
> > > Midi sequenceing??
> > >
> > > Argasm?
> > > Octamed 8?
> >
> > Notator
> > Cubase
>
> Argasm
> Octamed 8
>
>
> > both started on the Atari and their successors still continue on today's
> > machines
>
> Both mediocre sofwtare compared to the Amiga versions...

What there were versions of these best selling heavyweight programs for
amiga?

> > > Midi sequencing on the Amiga was better and you know it...12 channel
> > > compared to the ST's 8 channel...The software support was
immense...Read
> > up
> > > on the Amiga before you make such statements...
> >
> > You are midi ignorant, basic midi contains 16 channels regardless of
> > platform or hardware
>
> Bullshit, basic midi isn't 16 channel...ANd even if the ST had basic midi
16
> channel, naturally the ST developers put only 8 channel sound chips in
> there...WHY???

midi is nothing to do with sound chips or individual computers Atari
,Amiga,in fact it contains no sound whatsoever!! it is a control protocol
for interfacing musical instruments that it is still based on 16 channels
and banks of 128 + multiples thereof no one here is saying the built in 4
channel atari sound chip is great I for one have never used it but have used

many Ataris in studios around the world, and taken the much sought after STacy laptop with me . Did Amiga ever see fit to make a portable version to do all this fantastic stuff. have you amiga users run out of stuff to talk about on your own news group?

1226. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 02:55:15 UTC
From: Jean -michele-jarre <france@pop.co.uk>
Message-ID: <3c6b2796$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 37924

Bonjour I use the Atari to make millions of Francs, I try the amiga but eet is sheet an slow like the snail I will not try eet again as eet is in the you say rubbesh

1227. Re: Atari Systems

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 03:30:44 UTC
From: Clavis <intent@usa.net>
Message-ID: <a4fb17$b54i$1@evans.scvmaxonline.com.sg>
Source record: 37925

Wow! Thansks for all these links.

The LAN adaptor looks pretty "shakey"... Is there any software to run with it? If it's an Ethernet card, I assume it is compliant to IEEE 802.3 protocol (on ROM). Other network software to work with it? IPX? TCP/IP? Microsoft NetBEUI? Since Atari lived and died before the age of Internet boom, I can assume that these protocols aren't built-in into the OS ROM. Additional software or driver is necessary.

Oh the term "multitasking OS"... I guess I have forgotten all about it, since the various OS for PCs are now, by default, "multitasking OS".

"Elliot" <stuff@recycledsteel.co.uk> wrote in message news:a497p5mnu1@news6.svr.pol.co.uk...
>
> > Are there any new hardware for an Atari? Any USB adapters for the Atari?
>
> No USB yet but there is plenty of other stuff.
>
> CT60 - nearly finished and should be real fast http://www.czuba-tech.com/
>
> Eclipse - PCI Adaptor, there is only drivers for ATI GFX cards at present
> http://www.cortex-design.co.uk/
>
> ROM Port LAN Adaptor - http://www.asamnet.de/~hilgarte/ether_e.htm
>
> The ANIPLAYER site has some good info http://perso.wanadoo.fr/didierm/
>
> There is also MINT and Magic which are much nicer Multitasking OSs.
>
> Elliot...
>
>

1228. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 04:11:25 UTC
From: flea_bite@hotmail.com
Message-ID: <76455f8c.0202132011.59b1a036@posting.google.com>
Source record: 37926

Darkling -

From what I have read in all your posts, I have gathered that the real
issue is not about what computer is better or what have you... but the
fact is you have a small penis and you are trying to compensate for
that. Maybe you should move your posts to
I.HAVE.A.LITTLE.DICK.AND.I.AM.A.LITTLE.DICK

Have a nice day dick!!

Atari Falcon user
jonk
a.k.a. Sam Bullock

"Darkling" <flump@hotmail.com> wrote in message news:<a4eccs$2c2$1@pony.kenan.com>...
> Peter Persson wrote in message ...
> >Darkling,
> >
> >In some aspects the Amiga 500 actually was superior to the ST,
>
> You mean in most aspects...
>
> >I agree. The
> >gap became smaller when the STE arrived. Both machines have bigger borthers
> >like the A3000/4000 and the Falcon/TT.
> >
> Yes but the gap was there nevertheless....Why not just accept it? Why don;t
> ST owners just face up to it??
>
>
> >The differences you make so much noise about matters exactly jack shit
> >nowadays.
>
> When did you see me writing that its important nowadays? The point of this
> discussion is that the Amiga was better than the ST, and ST owners should
> admit it...
>
> >
> >other. Both have their strengths, try MIDI sequencing on your Amiga for
> >example, and be amazed on how poor the software support is for that
> >particular application.
> >
> Midi sequenceing??
>
> Argasm?

> Octamed 8?
>
> Midi sequencing on the Amiga was better and you know it...12 channel
> compared to the ST's 8 channel...The software support was immense...Read up
> on the Amiga before you make such statements...
>
>
> >These machines are history, but there are a few enthusiasts left, on both
> >platforms. There is no point in what you are doing. Grow up, stop wasting
> >our time. Go play somewhere else.
>
> Of course, since you cannot bring yourself to admit the facts, you have to
> take the higher moral ground and give me this trashy lecture about "growing
> up" and playing somewhere else...
>
> >
> >Start a MAC-PC flamewar in some other newsgroup instead. There you actually
> >have something to discuss.
> >
> I am not starting a flamewar, just stating the facts....Its only a flame war
> because you ST owners get so worked up about it and start getting hot under
> the collar...Just admit the Amiga was better in every respect (A500 v
> ST)...admit it to yourself even though you don;t admit it here....

1229. Re: KXP-1124

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 04:30:52 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c6b3f7b$0$35578$1dc6e903@news.corecomm.net>
Source record: 37927

> > ¯Also, on my 1040ST I've got a useable KX-P1124 printer hooked up, but I
> > ¯don't know what all the fuction buttons are for or the other controls

Hi,

You could try to contact Panasonic to see if you can get a manual.
I burned out a KX-P1124 (I don't think it liked my data switch)
Traded it in for a KX-P1624 (no problems since)
then ordered the manual from Panasonic.

Try these numbers: Though they might be out of date
Options and supplies: 1-800-346-4768
1-800-926-2797

ken

1230. admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 04:32:06 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B890A7F6.2267%atarilp@hotmail.com>
Source record: 37928

Hello,
Bellow is post from someone posting numerous msg's to usenet from what appears to be your system. This person is rude, and generating nothing but bad feedback and disrupting the entire group. Some people pay by the minute to access usenet and this person is generating needless posts and replies.

Is this person abusing their internet access at work?!
Can you put a stop to it?

Thank you for your time.
Lonny Pursell

Original first post is below:

Path:
cletus.bright.net!newsfeed4.cidera.com!newsfeed1.cidera.com!Cidera!newsfeed.cwix.com!news.maxwell.syr.edu!newspeer.radix.net!uunet!ash.uu.net!portal.kenan.com!not-for-mail
From: "Darkling" <flump@hotmail.com>
Newsgroups: comp.sys.atari.st
Subject: Amiga was always better
Date: Mon, 11 Feb 2002 12:50:21 -0000
Organization: Lucent Technologies - Kenan Systems
Lines: 9
Message-ID: <a48cmn$r96$1@pony.kenan.com>
NNTP-Posting-Host: ishaqf.kenan.com
X-Newsreader: Microsoft Outlook Express 4.72.3612.1700
X-MimeOLE: Produced By Microsoft MimeOLE V4.72.3612.1700
Xref: cletus.bright.net comp.sys.atari.st:42476

You people should forget the ST, and remember and acknowledge that the Amiga always has and always will outperform the Atari...

So throw away those shite ST's and get an Amiga...you can get all the software on the Amiga, and better than the ST....

1231. Re: C-LAB Falcons

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 05:45:29 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u6mjmulhdkff52@corp.supernews.com>
Source record: 37929

Elliot,

I have a C-LAB Falcon MK-II. I can't say much about the 1 but things I notice about the MK-II are as follows. Several motherboard mods (for stability?) The audio modification to remove bass boost as well as turn the mic jack into a line-in. The IDE is still there! It's just unused. They added an internal scsi jack (2.5" as well) and included a scsi drive instead of IDE for better performance, but my falcon currently has an IDE drive for boot and several scsi drives. (the SCSI 2.5" failed quickly after my purchase). I don't really think there was any other changes, but I could be wrong.

Mark
http://atari-source.com

Elliot wrote:

> What is the difference between the C-LAB Falcons and the Atari one? I
> think they changed internal IDE for SCSI and had some sound mods for bass,
> etc - is that right? is that it?
>
> What about the different Versions of the C-LAB (MKII, etc)?
>
>
> Elliot...
>
>
>

1232. Re: How about that new iMac!

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 05:58:30 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0202132158.59d2601@posting.google.com>
Source record: 37930
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

"Darkling" <flump@hotmail.com> wrote in message news:<a48b05$ql3$1@pony.kenan.com>...
> > >
> >> > Chris Wilkinson, Middle-earth, New Zealand.
> >> > /|\ ATARI Falcon030 owner.
> >>
> >> sinclap!
>
>
> You funny little man...why didn;t you just get an A1200 020 instead of the
> shite Falcon 030??? It was miles better and had more support...

He wanted a Falcon because the Tramiels could do no wrong..

1233. The various OS'es for the Atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 08:11:21 UTC
From: Kacper Wysocki <kacperw@online.no>
Message-ID: <pan.2002.02.14.03.14.13.229647.3307@online.no>
Source record: 37931

What are the various os'es for the atari? What are their pros and cons?
What atari machines do they run on? Where can I get them?

1234. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 09:38:27 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <a4g1b1$2kqt$1@news.comnet.co.nz>
Source record: 37932

"Darkling" <flump@hotmail.com> wrote ...
> The A4000 was in the same price range as the A4000...

Do you mind if I use this as my signature quote next month?

Hmmm. This has got to be a contender for Quote Of The Year

[A computer] is in the same price range as [itself]

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"Stupid boy"
(Captain Mainwaring, "Dads Army", circa 1972)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

1235. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 10:14:05 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4g0le$lq8$1@pony.kenan.com>
Source record: 37934

>Still confirms what I already said: you are a bad
>reader. the comparison was made because you stated
>that selling figures say something about quality.
>Selling figures say something about the amount of the
>products that are being sold.

No you are wrong. I wasn;'t talking about PROGRAMS, I said
PROGRAMMERS....Read it properly...I meant that the vast majority of
programmers in the 1990's went to the amiga instead of wasting their talents
on the ST, because they recognized the Amiga as a superior machine.

>You make the same major
>mistake as a lot of people do: thinking that the
>amount of sold products say something about the
>quality of it.

In fact it does, and by the way the OPel corsa was not the largest selling
car in Europe, it was the VW Golf, which is quality...Stop making up facts
as you go along...The Vauxhall (Opel) Corsa was never the best selling car
in any European country...

>all these people? Do you really think that they are
>now pulling their hair out because they all think
>they should have bought a amiga?

No I said they WERE pulling theirt hair out, and now they have decided do
stay with the ST out of nostalgia and pure sulking....

>>discovered the AMiga far out-specced the ST.
>I never 'discoverde' that because there was nothing
>to discover: it was already known and at the surface!

Ah finally you admit the truth...see how wasy it is?

>That's why I choose for a TT....
>
Yes instead of an A3000 or an A4000..

>And now I am wondering why I am doing soemthing that
>is not even close to a discussion with an
>illiterate...

Probably trying to desperately persuade yourself that the ST was a good
choce, when in fact at the time, you just wasted your money..

>
>Raoul Teulings
>3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x

Jaguar, 1 x Lynx.
>
All the above machines flopped.

1236. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 10:14:42 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4g0ml$lq9$1@pony.kenan.com>
Source record: 37933

My mistake, I meant a TT030 and an A4000...

G Swaine wrote in message ...
>"Darkling" <flump@hotmail.com> wrote ...
>> The A4000 was in the same price range as the A4000...
>
>Do you mind if I use this as my signature quote next month?
>
>
>Hmmm. This has got to be a contender for Quote Of The Year
>
>[A computer] is in the same price range as [itself]
>
>--
>
>Download the latest DLL manager for the Atari ST. Visit my web page at
>http://www.atari.net.nz/gem and download the Toolbox today!
>
>--
>
>Quote for the month
>
>"Stupid boy"
>(Captain Mainwaring, "Dads Army", circa 1972)
>
>--
>
>g.swaine@the.gluepot is a bogus address. I can be contacted via an
>intermediary: gem at gem win co nz. I apologise to the genuine
>respondents that this may inconvenience.
>
>
>

1237. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 10:28:07 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4g1fn$m17$1@pony.kenan.com>
Source record: 37935

>
>"I saw an Amiga once or twice. Never liked the thing as much as my Atari.

But why? Because you did not know a good thing when youy saw one....YOu "saw an Amiga once or twice"...and out of pure whim you said "Oh I don;t like that"....What a stupid was to make a decision....Like I said, you never looked under the hood...

>So
>what if the specs on one outdo the specs on the other?

So what?? Why thats the whole point of this freaking thread...Have you been asleep?? Read the title of the thread, it doesn;t say "Amiga was always better but so what", it says "The Amiga was always better"....If you can't take this discussion I suggest you take your delicate disposition somewhere else...

>If one enjoys their
>computer, that's what's important.

That was never my point. Enjoy it all you want, for the nostalgia...But admit that it was outclassed by the AMiga...

> I also have a G3 Mac, which way
>outperforms my Atari and Amigas, hardware-wise. But I enjoy my Atari more.
>That's my choice. It has nothing to do with which computer is technically
>better."

Who cares about your choce?? As I said, read the damned title of the thread...

>
>Basically, my point is that a person's choice in computers is purely theirs
>to make, depending on what they need and want.

But as you said, you "saw an Amiga once or twice" and "never liked the thing"...WHat kind os a dumb whimsical way is that to make a decision??? WHY didn;t you like the AMiga and WHY did you like the ST? Did you have any reasonable logical reason for that decision?? NO YOU DIDN'T else you would have got an Amiga...

And the fact that you have a shite MAC confirms my belief that you are a poor mindless consumer...Its so interesting to see that ST owners are also those simpletons who go out and buy Macs...

>>
>> Do you own this newgroup? I didn;t think so, so SHUT UP...
>

>No, I do not own the newsgroup. However, the purpose of this newsgroup is
to
>offer a place for productive discussion of Atari-related topics.

I think the fact that the Amiga was its greatest competitor and won
outright, is a serious Atari topic...

1238. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 10:32:18 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4g1ni$m1b$1@pony.kenan.com>
Source record: 37936

>Proves my point about inadequacy. You must be really insecure if you need
an
>Atari user (which you yourself have deemed all ignorant of the truth) to
>tell you an Amiga is better.

Yes you are right, you ST owners ARE ignorant, however humility is the first
step to wisdom, so it is good to see you humbly acknowledging the truth...

The only inadequacy here is the ST's inadequacy compared to the Amiga...

>Why not just tell that to yourself and save us
>all a lot of time and frustration?

Why are you frustrated? Can't you handle the truth??

1239. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 10:37:37 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4g21h$m9c$1@pony.kenan.com>
Source record: 37939

Artur wrote in message ...
>Last Atari Falcon sold on Ebay for $616 ! Tell me which Amiga sells
>for this much ?

Ebay

Amiga 4000 NewTek Video Toaster Flyer TBC Mon $1,295.00 - Feb-23 11:15

I rest my case.

>You have Amigas for $25 and nobody bids on them.

WHy are you so fearful of comparing the Falcon to its true competitor, the A3000 or A4000?? The A500 ($25 ish) should be compared to the ST, the Falcon to the A3000/4000. It is typical of the spin doctoriing of you ST owners to take the better 68030 tari and compare it to a $25 A500...How sad you need to cover up the truth and make unfair comparisons...It proves that you KNOW deep down the Atari cannot really compete...

>Atari
>Falcon together with Nvdi and Magic OS kicks ass. Anyway go to a
>browser and type in "amiga" and see what you get ?

No YOU try it!!!

>Atari has a huge
>community here in USA and folks still develop programs for it.

Yes but MORE folks develop for the Amiga...

> Go to
>http://www.xtos.de/bilder/xtsboard.gif YEA thats a new ATARI coming !
>With Motorola Coldfire CPU :) Go to
>http://www.czuba-tech.com/CT60/english/overview.htm thats 060
>accelerator for Falcon. Folks still support Atari everywhere and
>build new things for it.
>
yes remain inside you little fantasy world...don't worry about the real world, its too mind boggling for you...

1240. Re: admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 10:53:47 UTC
From: Darkling <flump@hotmail.com>
Message-ID: <a4g2vrmfv1@pony.kenan.com>
Source record: 37938

And below is a post by the same person claiming that I am disrupting the newsgroup. Company policy allows for reasonable use of the Internet, if you can't win an argument, its sad to see you trying to block access..If people don;t like the thread they won;t click on it. Are you suggesting people are too stupid to make that decisin? Who are you to control someone else's freedom of speech? Do you need to make the public's decisions for them?

If people don;t like this they won;t respond. However if they want to join the discussion, they will. Its up to them, not you.

++

My neighbor has a fullydecked out amigo, ppc, video card, you name it. I'm not impressed by it
one bit (pun intended), you couldn't give me this flakey mess.
Say what you like, think what you want to think. Atari will always be there.

Atari... Atari... Atari... Hurts just to read it? lol

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1241. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 10:56:20 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <a4g4h0$57j$1@reader1.imaginet.fr>
Source record: 37937

> Probably trying to desperately persuade yourself that the ST was a good
> choce, when in fact at the time, you just wasted your money..

When I bought my 520 STF in 1987 (in france), the amiga was twice the
price. Nothing more to add. It was no affordable to me.

> >3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1
x
> Jaguar, 1 x Lynx.
> >
> All the above machines flopped.

The 1040 ST flopped ????
You are certainly wrong on that one.

Mickael Pointier (Dbug^NeXT)

1242. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 13:47:51 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <a4gioa$e2g$1@news6.svr.pol.co.uk>
Source record: 37943

"Darkling" <flump@hotmail.com> wrote in message
news:a4dum9$t9a$1@pony.kenan.com...

> You unsufferable ST lamer, why don;t you stick your head back up your arse
> where it has always been?

Yawn..... this discussion is sounding like those in an infants'
playground.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/2002

1243. Re: Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 14:42:55 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <P1Qa8.4986$EI.27314@tor-nn1.netcom.ca>
Source record: 37940

In article <4cd3b1ba.0201162232.6be15e41@posting.google.com>,
Mark Duckworth <duwolf@hotmail.com> wrote:
>mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
>wrote in message
>news:<2994_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>...
>> In uno strano messaggio del 12 Jan 02 jlensbo@aol.com (2:333/608.1) scrisse
>> al povero All :
>> j> I think it's been running for like 12 years now. Can anyone find an older
>> j> one?
>>
>> Mine is running since 1989, running initially QuickBBS and now Octopus.
>> Atarian ST - TS! [+39-040-8331217] 2:333/608@FidoNet
>>
>> Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
>>
>> --
>> COBOL - Completely Obsolete Business Oriented Language
>
>I would like to get the sourcecode to Octopus to implement a telnet
>interface to it such that we could all utilize the glory of the
>internet to continue and expand our atari bbs's. Also I think ConNect
>would be great with the ability to telnet with STiK. ssh would be
>even better.
>
>Just a thought. Anyone know how to get ahold of the ConNect author?

I'm running the worlds only online atari ST bbs.. so I have
proof.. it can be done!

(telnet to shadow.skeleton.org, login "bbs" without the quotes).

If you have any old ST BBS games or utilities, let me know.. I've
got a public web site for peopel to downlaod ST BBS stuff (since peopel
only keep ST games around.. I want to keep ST BBS junk around :)

My system is actually an emulated atari ST running under unix,
with my bbs gear running in the emulator.

I've also managed to get it to work inside of STonX, and STonX has
been ported to windfows.. it is conceivable others could use STonX for
running an ST BBS in..

jeff

1244. Re: admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 14:55:31 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8913A13.2281%atarilp@hotmail.com>
Source record: 37941

in article a4g2vrmfv1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/14/02 5:53 AM:

> And below is a post by the same person claiming that I am disrupting the
> newsgroup. Company policy allows for reasonable use of the Internet, if you
> can't win an argument, its sad to see you trying to block access..If people
> don;t like the thread they won;t click on it. Are you suggesting people are
> too stupid to make that decisin? Who are you to control someone else's
> freedom of speech? Do you need to make the public's decisions for them?

A discussion as you put is not started with "your stuff is shit", that's
rude, inconsiderate and childish. And I suggest that anyone else who would
like to this child (darkling) gone, also mail the admin...

You lost the moment you opened your yap.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1245. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 14:57:53 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8913AA1.2282%atarilp@hotmail.com>
Source record: 37942

in article a4g21h$m9c$1@pony.kenan.com, Darkling at flump@hotmail.com wrote on 2/14/02 5:37 AM:

I can ignore what is written just as easily... all that was written was lies... darkling is clueless...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1246. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 15:58:21 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <x8Ra8.627$yH5.108588@news2.voicenet.com>
Source record: 37944

As a die-hard Amiga user, I will tell you that this guy does not represent me or anyone I know in the Amiga scene.

His arguement may or may not have merit, but for him to start this in this newsgroup proves him to be an ignorant half-wit, but to continue to feed his fire doesn't make anyone else any better.

I'm sure this will fall on deaf ears, but you know he will NEVER change his views. You know you will NEVER change yours. You know he is LOVING all the attention that he couldn't get in the Amiga groups. But you STILL continue to engage him.

So maybe you really actually enjoy this debate that is going nowhere. Maybe the battle between the Atari and Amiga camps is all part of the ritual fun. You decide, but I think I will still see another 80 posts of back and forth evn though it will lead to no logical end. Sigh..

-Alex

1247. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 16:25:11 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6be4b814ed960@tripnet.se>
Source record: 37945

On Thu 14-02-2002 11:54 (GMT) Hallvard Tangeraas wrote:

>Kenneth Medin <kennethm@tripnet.se> wrote:

>> ï¿½. The try above only worked for Newsie users. Perhaps this version in
>> ISO-8859-15 will do??
>>
>> OE = ï¿½
>> oe = ï¿½
>
>The above shows up as the "pi" sign here! First lower case, then
>upper-case. Strange...

Did some reading on the subject and Okami sure does it right. When looking at my article in ISO-8859-15 the French special oe and OE letters displayed just fine.

Also checked with Outlook Express 5.5 and Google Groups and both wrongly inerpreted them as 1/4 and 1/2, so I guess they have no support for ISO-8859-15 and use ISO-8859-1 instead.

So I guess Okami really is a state of the art program for using different character sets on Atari.

>How does this work?:
>
>Swedish/German OE ("Ø" in HTML) = ï¿½

Wrong, should have been ï¿½ (like O [backspace] / on a pinprinter

>Swedish/German oe ("ø" in HTML) = ï¿½

Wrong, should have been ï¿½

>Norwegian/Danish AE ("&Aelig;" in HTML) = ï¿½
>Norwegian/Danish ae ("æ" in HTML) = ï¿½
>Norwegian/Danish/Swedish AA ("Å" in HTML) = ï¿½

All three correct.

>(I'm using MacSOUP on the Apple Mac, and it should be using the ISO
>8859/1 character set as far as I know).

Mostly this will work but sometimes someone might want to write these special French characters or perhaps the Euro sign that are all present in ISO-8859-15.

--
Kenneth Medin <kennethm@tripnet.se>

Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1248. Re: Final answer

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 16:25:49 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <3pSa8.182$B03.61655164@news.inreach.com>
Source record: 37951

Sounds like the best you could do would be to Donate that machine to me,
then I can use it next to my TT030 which is STOCK but for the 2gi hard drive
in it.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

www.starlords.org

"Alexander Chaney" <achaney@unix01.voicenet.com> wrote in message
news:cNRa8.631$yH5.108540@news2.voicenet.com...
> I'm in need of help.
>
>
> After seeing so many people BLAST that other Amiga guy in the debate of
> which OS is better, I think it's prime time for me to capitalize on all
> this energy.
>
> I have a 8Mb TT030 with unknown HD size.
>
> Easy questions:
>
> 1. All the combinations of replacement kernels, VDI, blah, blah has me
> totall confused. Please, what is the VERY best combination of products to
> have picture backdrops, multitasking, CLI, and colored icons?
>
> 2. Where can I find a network card? Any network card. Any for of
> networking will do, just so I can get programs off the net to the TT030.
> Could be modem, dont't care. What is the TCP/IP stack of choice.
>
> 3. What graphic card are/were available and what should I expect to pay.
>
> 4. What's the max ram and HD size I can put in my TT.
>
> 5. Where can you buy new/used software in the US these days. It seems
> that all the obvious places are out of business, etc.
>
> 6. What is the list of must have apps/utilities for a machine that will be
> on the web, need browser capability, ftp, write simple docs. IE. The
> killer appsss.
>
> Now with all the banter back and forth about which system is better, I
> would think that these questions should be extremely easy to answer.
>

> My ultimate goal would be to have ethernet networking, large 16-bit video
> minimum, tons of ram and preemptive multitasking capabilities and be
> powerfull enough to run the largest and most resource intensive
> application I can toss at it. I would rather have resources that I don't
> need than need the resources and don't have them.
>
> Lastly, where are all the cool shareware and PD collection sites like the
> famous Aminet?
>
> I'll let the post serve as the basis of, what platform has the best
> community support.
>
> -Alex

1249. Re: KXP-1124

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 16:26:57 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <7qSa8.183$113.61683813@news.inreach.com>
Source record: 37952

Thanks, I'll give'm a try, BTW, both printers are working.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

www.starlords.org

"Ken Kosut" <kjcat@shell.voyager.net> wrote in message
news:3c6b3f7b$0$35578$1dc6e903@news.corecomm.net...

> > Also, on my 1040ST I've got a useable KX-P1124 printer hooked up, but I
> > don't know what all the fuction buttons are for or the other controls

Hi,

You could try to contact Panasonic to see if you can get a manual.
I burned out a KX-P1124 (I don't think it liked my data switch)
Traded it in for a KX-P1624 (no problems since)
then ordered the manual from Panasonic.

Try these numbers: Though they might be out of date
Options and supplies: 1-800-346-4768
1-800-926-2797

ken

1250. Final answer

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 16:41:44 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <cNRa8.631$yH5.108540@news2.voicenet.com>
Source record: 37946

I'm in need of help.

After seeing so many people BLAST that other Amiga guy in the debate of which OS is better, I think it's prime time for me to capitalize on all this energy.

I have a 8Mb TT030 with unknown HD size.

Easy questions:

1. All the combinations of replacement kernels, VDI, blah, blah has me totall confused. Please, what is the VERY best combination of products to have picture backdrops, multitasking, CLI, and colored icons?

2. Where can I find a network card? Any network card. Any for of networking will do, just so I can get programs off the net to the TT030. Could be modem, dont't care. What is the TCP/IP stack of choice.

3. What graphic card are/were available and what should I expect to pay.

4. What's the max ram and HD size I can put in my TT.

5. Where can you buy new/used software in the US these days. It seems that all the obvious places are out of business, etc.

6. What is the list of must have apps/utilities for a machine that will be on the web, need browser capability, ftp, write simple docs. IE. The killer appsss.

Now with all the banter back and forth about which system is better, I would think that these questions should be extremely easy to answer.

My ultimate goal would be to have ethernet networking, large 16-bit video minimum, tons of ram and preemptive multitasking capabilities and be powerfull enough to run the largest and most resource intensive application I can toss at it. I would rather have resources that I don't need than need the resources and don't have them.

Lastly, where are all the cool shareware and PD collection sites like the famous Aminet?

I'll let the post serve as the basis of, what platform has the best community support.

-Alex

1251. TT030 networking port

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 16:44:40 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <YPRa8.633$yH5.108540@news2.voicenet.com>
Source record: 37947

What use is the networking port of the TT030 useful for today?

Does it require another Atari to work?

1252. Re: C-LAB Falcons

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 16:54:56 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <iZRa8.8$MF6.8077@newsfeed.slurp.net>
Source record: 37948

Yup. That's it. Internal SCSI, clock/audio patch and different badge was the
only difference. MKX was in a different case and came with an optional
internal SCSI and extra audio RCA jacks.

Joshua.

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
news:u6mjmulhdkff52@corp.supernews.com...
> Elliot,
>
> I have a C-LAB Falcon MK-II. I can't say much about the 1 but things I
> notice about the MK-II are as follows. Several motherboard mods (for
> stability?) The audio modification to remove bass boost as well as turn
> the mic jack into a line-in. The IDE is still there! It's just unused.
> They added an internal scsi jack (2.5" as well) and included a scsi drive
> instead of IDE for better performance, but my falcon currently has an IDE
> drive for boot and several scsi drives. (the SCSI 2.5" failed quickly
> after my purchase). I don't really think there was any other changes, but
> I could be wrong.
>
> Mark
> http://atari-source.com
>
>
> Elliot wrote:
>
> > >
> > > What is the difference between the C-LAB Falcons and the Atari one? I
> > > think they changed internal IDE for SCSI and had some sound mods for
bass,
> > > etc - is that right? is that it?
> > >
> > > What about the different Versions of the C-LAB (MKII, etc)?
> > >
> > >
> > > Elliot...
> > >
> > >
> > >
> >

1253. TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 17:13:53 UTC
From: yves.rogne@free.fr
Message-ID: <3c6bf050$0$16594$626a54ce@news.free.fr>
Source record: 37949

�I have a 8Mb TT030 with unknown HD size.

You don't know your own hardware : did you try hdddriver to know your hd
size ?

�Please, what is the VERY best combination of products to have picture backdrops

The software 'Horloge parlante' (acc+ little auto prg) running under Tos in rom
can tell you the time (on falcon), display background pictures (any Tos), and
offer you ramdisks up to 32 Mo.
It can be found on the Chapelie server.

>multitasking

Mint is good and free.
MagiC is faster and commercial.

�3. What graphic card are/were available and what should I expect to pay.

Matrix are ready for the VME tt bus and you will be able to have 2 differents
display in the same time : one on the TT monitor port and the other on the card
output.

�4. What's the max ram

I had 32 Mo TT ram and 4 Mo of fast ST ram.

>HD size I can put in my TT.

8 Go (512Mo x16 partitions) under TT tos, 16 Go with bigdos, more Go with Mint.

�Now with all the banter back and forth about which system is better, I
�would think that these questions should be extremely easy to answer.

Really ?

Regards

1254. Re-casing a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 17:16:31 UTC
From: sf0218@aol.com
Message-ID: <20020214121631.05516.00000147@mb-cg.aol.com>
Source record: 37950

Hello All,
I have a C-Lab Falcon. What would I need and how difficult would it be, to re-case my unit in a tower case? Also, it has an internal 2.5" scsi drive, and also has what I believe is a bus for an ide drive. So, what do need to do to place an ide drive in palce of the scsi drive?
Any and all suggestions/ideas will be welcome,

Thanks,
Sam

Sam F.
Seattle Seahawks fan & Atari Computer nut

1255. Re: Re-casing a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 17:31:50 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <TvSa8.28$MF6.18827@newsfeed.slurp.net>
Source record: 37953

Here are some helpful links:

http://freespace.virgin.net/asteroid.76/tbird/
http://www.myatari.net/issues/dec2001/casemod.htm

Joshua.

"SF0218" <sf0218@aol.com> wrote in message
news:20020214121631.05516.00000147@mb-cg.aol.com...
> Hello All,
> I have a C-Lab Falcon. What would I need and how difficult would it be,
to
> re-case my unit in a tower case? Also, it has an internal 2.5" scsi
drive, and
> also has what I believe is a bus for an ide drive. So, what do need to do
to
> place an ide drive in palce of the scsi drive?
> Any and all suggestions/ideas will be welcome,
>
> Thanks,
> Sam
>
> Sam F.
> Seattle Seahawks fan & Atari Computer nut

1256. Atari 1040 keyboard to Mega-Ste

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 17:52:56 UTC
From: Saeid Cedighi <sbe38171@post.netlink.se>
Message-ID: <1013710277.115247@news2.cybercity.dk>
Source record: 37954

Hi,

Is there anybody who knows if it is possible to remove the "keyboad" from
a 1040-ST, and connect it to Mega-STE??

Regards,
Saeid

1257. Re: Re-casing a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 18:15:57 UTC
From: carbon <carbon@polar-net.co.uk>
Message-ID: <D9Ta8.51670$as2.8357608@news6-win.server.ntlworld.com>
Source record: 37959

"SF0218" <sf0218@aol.com> wrote in message
news:20020214121631.05516.00000147@mb-cg.aol.com...
> Hello All,
> I have a C-Lab Falcon. What would I need and how difficult would it be,
to
> re-case my unit in a tower case? Also, it has an internal 2.5" scsi
drive, and
> also has what I believe is a bus for an ide drive. So, what do need to do
to
> place an ide drive in palce of the scsi drive?
> Any and all suggestions/ideas will be welcome,
>

For the IDE drive, you can either purchase a 2.5" IDE drive (as used in Laptop computers), or you can buy an adapter that you plug into the socket to allow you to use 3.5" drives, and even a CDROM drive if you wish. You can get hold of an adapter like this from ASP in the UK or Best Electronics in the USA, and I believe Conrad Electronics in Germany.

Si

1258. Re: Re-casing a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 18:17:55 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <3bTa8.50$MF6.33098@newsfeed.slurp.net>
Source record: 37960

Speaking of 2.5" drives. I have a 750MB drive in my hands. I don't know if it works. Any offers?

Joshua.

"carbon" <carbon@polar-net.co.uk> wrote in message news:D9Ta8.51670$as2.8357608@news6-win.server.ntlworld.com...
>
> "SF0218" <sf0218@aol.com> wrote in message
> news:20020214121631.05516.00000147@mb-cg.aol.com...
> > Hello All,
> > I have a C-Lab Falcon. What would I need and how difficult would it be,
> to
> > re-case my unit in a tower case? Also, it has an internal 2.5" scsi
> drive, and
> > also has what I believe is a bus for an ide drive. So, what do need to
do
> to
> > place an ide drive in palce of the scsi drive?
> > Any and all suggestions/ideas will be welcome,
> >
>
> For the IDE drive, you can either purchase a 2.5" IDE drive (as used in
> Laptop computers), or you can buy an adapter that you plug into the socket
> to allow you to use 3.5" drives, and even a CDROM drive if you wish. You
can
> get hold of an adapter like this from ASP in the UK or Best Electronics in
> the USA, and I believe Conrad Electronics in Germany.
>
> Si
>

1259. Re: will buy ethernet adapter

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 18:54:08 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0202141054.39d01638@posting.google.com>
Source record: 37961

Kacper Wysocki <kacperw@online.no> wrote in message
news:<pan.2002.02.12.21.36.56.444722.15204@online.no>...
> I'm trying to get ahold of a network interface card for my atari st -
> hopefully in Canada but I guess shipping shouldn't be too big a problem
> from anywhere.
>
> I'm trying to get a web server running and the serial option has proved
> to be extremely cumbersome.
>
> Regards,
> Kacper Wysocki
>
> // Please cc any follow-ups to me

How do you run a Web Server on an ST?

1260. Re: Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 19:27:49 UTC
From: yves.rogne@free.fr
Message-ID: <3c6c0fb4$0$16587$626a54ce@news.free.fr>
Source record: 37962

>> j> I think it's been running for like 12 years now. Can anyone find an older
>> j> one?
>> Mine is running since 1989, running initially QuickBBS and now Octopus.
>> Atarian ST - TS! [+39-040-8331217] 2:333/608@FidoNet

```
A fast Atari BBS can be reached at +49 236 355 661
You'll find there the more powerfull terminal for Atari, an always the last
release : Starcall.
```

On Had**s** it maybe the one terminal 100% compatible.

```
Regards
```

1261. Re: Telephone help

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 20:13:33 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <NTUa8.642$yH5.108650@news2.voicenet.com>
Source record: 37963

Hallvard Tangeraas <northstar2010@_i-hate-spam_yahoo.no> wrote:
: Alexander Chaney <achaney@unix01.voicenet.com> wrote:

: You might want to tell us where in the world you're located.

I'm in New Jersey, USA

International calls are ok when you are in possession of the right codes!

-Alex

1262. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 20:22:03 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <L%Ua8.644$yH5.109271@news2.voicenet.com>
Source record: 37964

: Matrix are ready for the VME tt bus and you will be able to have 2 differents
: display in the same time : one on the TT monitor port and the other on the card
: output.

Hurray!!! I can't seem to find a vendor on the net. Do you know where I
might be able to purchase one of these.

And thanks for you help!
-Alex

1263. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 20:48:22 UTC
From: Axel Jakob Scherer <design@agentur-scherer.de>
Message-ID: <a4h7v8$3g2$00$1@news.t-online.com>
Source record: 37965

Hi!
Maybe you speak a little german, but i think Peter will speak english and so you can look at:
http://www.atari-fachmarkt.de/
They have a lot of Atari stuff and are friendly and help you.
Attention, they are a a bit expensive! :-)
(but the most other prof. dealers are more expensive the they... :-( )
If you want it cheaper you must look in internetboards or at Ebay. The biggest ebay market for atari is the german one. (www.ebay.de)

Good luck!
Axel

"Alexander Chaney" <achaney@unix01.voicenet.com> schrieb im Newsbeitrag news:L%Ua8.644$yH5.109271@news2.voicenet.com...
>
> : Matrix are ready for the VME tt bus and you will be able to have 2 differents
> : display in the same time : one on the TT monitor port and the other on the card
> : output.
>
> Hurray!!! I can't seem to find a vendor on the net. Do you know where I
> might be able to purchase one of these.
>
> And thanks for you help!
> -Alex
>

1264. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 20:58:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013797934.740.1@eurus.uk.clara.net>
Source record: 37877

Hi Alexander

| Man this is a crazy discussion and I feel a little scared posting for help
| as an Amiga owner looking for help with my Atari TT030.

<----------------- Snipped ----------------->

| So the winner in my opinion is a draw.

Its difficult to argue with that.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1265. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 21:08:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013797939.740.2@eurus.uk.clara.net>
Source record: 37878

Hi Alexander

| As a die-hard Amiga user, I will tell you that this guy does not represent
| me or anyone I know in the Amiga scene.

As a die hard Atari user, i pretty much knew this anyway before one of you
guys said it!.

Real Atari - Amiga wars take place at Computer clubs where programers try to
eek the last 1Hz or 1 colour or 1 octave out of their smoking, cable bound
plastic boxes, the last to reach for the fire extinguisher is the winner,
its as simple as that.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/02

1266. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 21:20:21 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <6_Va8.9846$O5.22945@nntpserver.swip.net>
Source record: 37966

Jerkoff,

> >In some aspects the Amiga 500 actually was superior to the ST,
>
> You mean in most aspects...

No, I mean some aspects. Try midisequencing/audio on your poor piece of shit sounding equipment. The software isn't there.

> >I agree. The
> >gap became smaller when the STE arrived. Both machines have bigger
borthers
> >like the A3000/4000 and the Falcon/TT.
> >
> Yes but the gap was there nevertheless....Why not just accept it? Why
don;t
> ST owners just face up to it??

I have accellerated Falcons and MSTE:s. What Amiga will spank that for my purpose (audio)?

> >The differences you make so much noise about matters exactly jack shit
> >nowadays.
>
> When did you see me writing that its important nowadays? The point of this
> discussion is that the Amiga was better than the ST, and ST owners should
> admit it...

Go play somewhere else. For my uses, the Amiga is extremely inferior.
(again, audio)

> >other. Both have their strengths, try MIDI sequencing on your Amiga for
> >example, and be amazed on how poor the software support is for that
> >particular application.
> >
> Midi sequenceing??
>
> Argasm?
> Octamed 8?

This is kid stuff, you realise this?
Try running one of the following on your Amiga. These are known titles in the music industry.
Cubase Audio
Logic Audio
Creator
Notator

Name it.
Trackers like Octamed etc cannot really compete with this. At all.

> Midi sequencing on the Amiga was better and you know it...12 channel
> compared to the ST's 8 channel...The software support was immense...Read
up
> on the Amiga before you make such statements...

?

OK. You don't know what MIDI is, this is obvious. You have _no_ idea what
you are speaking of.

The Amiga has 4 channels of 8 bit non-linear audio with low samplerate. No
MIDI interface, except for third party hardware. There are some 16 bit+
soundcards available, but the software base is... missing. There are no
proffesional quality midi sequencing programs worth mentioning, perhaps Bars
& Pipes, or.. .er... perhaps not, right. No 12 channels.

The ST has a simpler internal sound system. This is not used for much except
the meteronome in Cubase. It has a built in MIDI interface and lots of pro
midi software.
The Falcon has a kick ass soundsystem compared to any standard Amiga, it
supported by pro software like Cubase Audio, and it features a 56001 DSP for
effects etc. These things are available _as_standard_ without extra
hardware. You will have to pay a zillion bucks to get this on your Amiga,
and you'll have exactly _no_ software to use it with.

My falcon has 8 x 16bit balanced audio outputs, SPDIF, high quality external
A/D converters etc.

> >These machines are history, but there are a few enthusiasts left, on both
> >platforms. There is no point in what you are doing. Grow up, stop wasting
> >our time. Go play somewhere else.
>
> Of course, since you cannot bring yourself to admit the facts, you have to
> take the higher moral ground and give me this trashy lecture about
"growing
> up" and playing somewhere else...

Prove me wrong. Give me links to the hardware and software that kicks my
current equipment and runs on one of my Amigas.

> >Start a MAC-PC flamewar in some other newsgroup instead. There you
actually
> >have something to discuss.

> I am not starting a flamewar, just stating the facts....Its only a flame
war
> because you ST owners get so worked up about it and start getting hot
under
> the collar...Just admit the Amiga was better in every respect (A500 v
> ST)...admit it to yourself even though you don;t admit it here....

So this is what you were discussing? Where did these 12 audiochannels come from? I used to program the Paula of the Amiga in assembler and it never had more than 4 channels. No standard amiga there. Just leave. This has no point.

1267. boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 21:40:58 UTC
From: Ben_Gainey
Message-ID: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
Source record: 37968
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

(i come from the world of pcs so please forgive me if i make some awful
asumptions ;-)

how does the atari boot ?

is its OS code kept all in rom, or does the rom load the os from a floppy?

linux works on the atari right?

how does linux boot on the atari so that it can take over the machine?

how would i go about making an atari boot my own code from, say, a floppy
disk?
the reason i ask is since i am working on a hobby os, mostly for the PC, but
i want to make it easily portable, so i intend to also write a basic
functionality to boot on different architecture (M68k processor with MMU).

any links or books?

Ta,
Ben

1268. Re: The various OS'es for the Atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 21:44:09 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C6C2FA9.66A04798@club-internet.fr>
Source record: 37967

Kacper Wysocki wrote:
>
> What are the various os'es for the atari?

let's try to provide an answer. The obvious ones are:
- original TOS in various versions
- TOS derivatives (MiNT, MultiTOS, Magic, EmuTOS, ...)
Unix clones include
- minix (small educational Unix clone that runs on a bare 68000)
- linux m68k (TT and Falcon?)
Other toys
- oberon?

> What are their pros and cons? What atari machines do they run on?

no idea.

> Where can I get them?

on the Internet :-)

Laurent.

1269. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 21:53:08 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4hbpahen1@newsreader.mailgate.org>
Source record: 37969
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

The atari ST has its bootstrap, BIOS, and GUI in ROM (well any atari ST
after ~1986)

No floppy disk is needed to boot to the desktop, though if there is no hard
drive, a blank floppy in the drive will speed up the boot process
considerably.

Linux is not available for the basic ST (something does exist but I nothing
"mainstream" i think).

If you write a program that runs under 68K then compile it and place it on
the floppy in a folder called "AUTO". When the system boots it will run this
program first. Other than that, you can put code in the bootsector of the
floppy, and make the checksum of the sector $1234. This will boot earlier in
the startup sequence than the auto folder one.

Ben_Gainey <[hotmail] @ [uk_top_geek].com> wrote in message
news:a4h9iu$8dv$1@newsg1.svr.pol.co.uk...
> (i come from the world of pcs so please forgive me if i make some awful
> asumptions ;-)
>
> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> linux works on the atari right?
>
> how does linux boot on the atari so that it can take over the machine?
>
> how would i go about making an atari boot my own code from, say, a floppy
> disk?
> the reason i ask is since i am working on a hobby os, mostly for the PC,
but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?

1270. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 22:05:42 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C6C34B6.8CBF38B9@club-internet.fr>
Source record: 37970
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Ben_Gainey wrote:
>
> (i come from the world of pcs so please forgive me if i make
> some awful asumptions ;-)

I don't know for others but I'll try not to be offended.

> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?

very old versions of the OS were on floppy, with a simple boot loader
in ROM. Now the OS is in ROM. However on bootup it
- checks for some hardware cartridge and jump into them at some point
- after reset it checks and in some conditions it jumps to a
reset-resident programs
- it loads the floppy bootsector, and if this bootsector is
executable, it jumps in
- it then try to execute an executable boot sector found on hard
disks.
- finally programs found in the X:\AUTO folder are executed one
after another (where X: stands for the letter of the boot drive,
either the floppy or a partition in a hard disk)
- at last the desktop appears.

> linux works on the atari right?

It is said so, but I never checked, as I only have a bare 68000
atari or emulators.

> how does linux boot on the atari so that it can take over the machine?

I suppose it is run from the auto folder, or perhaps launched by
boot loaders that can be installed on the MBR of the first hard
disk, (like LILO?)

> how would i go about making an atari boot my own code from, say, a floppy
> disk?

simply ensure that the first sector of your floppy has the right
checksum. For details, just have a look at the source code for
EmuTOS, a re-writing of the Atari ST OS covered in GPL, at

http://emutos.sf.net

especially the files bios/floppy.c and bios/blkdev.c (for the
floppy). As EmuTOS is self-contained, and runs currently on actual

and emulated hardware from 68000 to 68040, I think you might
find other valuable info there.

> the reason i ask is since i am working on a hobby os, mostly for the PC, but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?

extensive Atari ST documentation in the STOnX-for-java page at:

http://www.atari-st.lovely.net/atari-st-docs/index.html

Laurent.

1271. Re: will buy ethernet adapter

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 22:15:37 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6c36f0db99f1@tripnet.se>
Source record: 37971

On Thu 14-02-2002 10:54 (-0800) madmax wrote:

>Kacper Wysocki <kacperw@online.no> wrote in message
>news:<pan.2002.02.12.21.36.56.444722.15204@online.no>...
>> I'm trying to get ahold of a network interface card for my atari st -

>> I'm trying to get a web server running and the serial option has proved
>> to be extremely cumbersome.

So it seems. I think we had some conversation on the subject. Just tried the other day to run the Windows NAT32 using a modem on the PC and I failed to configure it properly?... Never got it to work at all, none of the other Ethernet networked computers got any packets in return.

>How do you run a Web Server on an ST?

Check out http://obooklage.free.fr/ where you can find Weblight. Runs with Magic or Geneva (without cgi) and possibly single TOS.

I have had Weblight online as my homepage now for over a year with almost no probles at all. 98.6% available checked by securityfocus.com since last April. It survived all the NIMDA and Code Red attacks perfectly. Especially NIMDA gave lots of traffic (up to 1000/day) before most other servers got cleaned up.

Unfortunately my provider has been a bit unreliable lately so it may be down sometimes:

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1272. FA: Complete TT030 system

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 22:53:44 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <a4hf5o$c1$1@testinfo.cs.uoguelph.ca>
Source record: 37972

I just moved, and my TT takes up too much room in my new placed for the amount of use it gets. So up it goes for auction. It's a TT030/4/4, towerized, 2GB and 350 MB hard drives, TTM195 monitor, DEKA keyboard adaptor. Many more features. See

http://cgi.ebay.ca/aw-cgi/eBayISAPI.dll?ViewItem&item=2003186836

for details. Will ship anywhere from Ontario, Canada. Auction closes Feb 24, 2002.

THeo

1273. FA: Crazy Dots II w/ NVDI 4 ET4000

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 22:57:25 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <a4hfcl$c1$2@testinfo.cs.uoguelph.ca>
Source record: 37974

Title says it all, really, It was in the TT I'm also auctioning off, but
why should you have to buy an entire TT system just to get the graphics card?
Check it out at

http://cgi.ebay.ca/aw-cgi/eBayISAPI.dll?ViewItem&item=2003177476

I'll ship anywhere in the world.

1274. FA: Atari 4/16 MB TT RAM board

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 22:58:47 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <a4hff7$c1$3@testinfo.cs.uoguelph.ca>
Source record: 37973

Again, the title says it all. This _wasn't_ in my TT, but sat in its box
waiting for me to get SIMMs for it. I didn't, and now never will. See

http://cgi.ebay.ca/aw-cgi/eBayISAPI.dll?ViewItem&item=2003161297

I'll ship it anywhere in the world.

THeo

1275. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 23:06:28 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202141506.588e5ae4@posting.google.com>
Source record: 37975

yves.rogne@free.fr (M?gamodeste) wrote in message
news:<3c6bf050$0$16594$626a54ce@news.free.fr>...
> ï¿½4. What's the max ram
>
> I had 32 Mo TT ram and 4 Mo of fast ST ram.
>
You can go far higher than 32Mb, but I do not know the limit.

Galen

1276. Re: Telephone help

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 23:18:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202141518.1ac716e9@posting.google.com>
Source record: 37976

Alexander Chaney <achaney@unix01.voicenet.com> wrote in message
news:<H2Ca8.607$yH5.105443@news2.voicenet.com>...
> This is going to sound a bit wierd especially to most computer tech heads
> who live and die by the keyboard and email, however, I need a real Atari
> guru who knows Mint, Multitos, Geneva, blah blah blah really well.
>
Well, it is a bit of an unusual request, but I have office hours MW
12:30 - 1:30 and could easily spare a few minutes if there wasn't a
student in my office (there usually isn't). 909-594-5611x6225

Galen
aka Prof. Eric Kaljumagi

1277. Re: Stacy Power

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 23:51:44 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202141551.57491b9b@posting.google.com>
Source record: 37977

jdplace@prodigy.net (Joseph D. Place) wrote in message
news:<dlna8.2461$SE4.503508032@newssvr17.news.prodigy.com>...
> I have a STacy 2 on the way, and I've actually never seen one "in real
> life." I'm looking forward to receiving it. I read that it has a
> compartment for 12 "C" batteries. If these are ni-cad batteries, will the
> power adaptor charge them? Is battery life of 5 hours to be expected as
> the specs say? Are there any "weak points" in the STacy that I should look
> out for?

Joseph,

Don't use "C" cells! Atari tried it, and it doesn't work well (you
get 15 minutes per charge). With some expensive high-amperage cells
you can get 30 minutes, but internal packs just don't have enough
juice!

Three solutions (in order of preference):

1 -- take 3 6V sealed lead acid cells and clip them together to make
an 18V battery. At this voltage, you will use about 2 - 3 AH
(Amp-Hours) per hour, so if the batteries are all 6AH, you will get
close to three hours off of new batteries. Don't connect the
batteries permanently since you'll need to charge them with a standard
6V charger.

2 -- take a really big 12V battery. The STacy has a 'power low' light
that comes on around 11.5V. However, the STacy keeps running until
somewhere around 10.5V, so a big battery will work. (A small battery
will lose voltage too quickly, so you'll only get around half the
battery's rated AH.) I used a wheelchair battery (13.8V) to power the
STacy for over 24 hours a charge! It did weigh some 40 pounds though.

3 -- take a 'jumpstart' battery (which is really a sealed 12V) and an
inverter. This is a bit inefficient, but if I had a STacy today, this
is the way I'd probably do it so I could use the battery for things
other than my STacy. In fact, I own a Mac Powerbook with a bad
battery and use a 'jumpstart' battery to get many, many hours per
charge for about the same cost as buying a new Powerbook battery.
It's just heavier. Try
http://www.store4power.com/battery-integrated-products/battery-integrated-products.asp
if you need a source -- the xPower 300 would be more than enough.

Before I go on, let me note that I haven't owned a STacy in years. I
once posted the exact voltage figures to this discussion, but I'm
going off of memory, so don't consider the numbers in this post to be
precise.

Now for the weaknesses of the STacy. First of all, it uses a rather unusual SCSI 1 drive that is 1/3 height. They are quite difficult to find, so you'll probably have to treat it like a ST and use an external drive if you need more room. Secondly, the screen is not brightly backlit. Either use in bright light (I loved working on it outside with the backlight off) or use it in muted light. Typical room lighting is just enough to make it hard to read. Finally, there is a BIG trick to taking the case apart. You must remove the STacy decal under the screen to find two screws. With these screws removed, you can take apart the upper half of the case, thus allowing enough room to take apart the bottom of the case without breaking anything. Needless to say, taking a STacy apart without damaging anything is not trivial.

Believe it or not, I actually gave my STacy away -- a move I now regret. Good luck!

Galen

1278. Re: Don't make me use PhotoShop

Newsgroup: comp.sys.atari.st
Date: 2002-02-14 23:53:02 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202141553.70d2475a@posting.google.com>
Source record: 37978

"Elliot" <stuff@recycledsteel.co.uk> wrote in message
news:<a4dibu$d2a$1@news7.svr.pol.co.uk>...
> There must be software out there on the ST, I know there is. Please help?
>
> Elliot...
There is. What exactly do you want to do?

Galen

1279. Re: Stacy Power

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 00:17:02 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u6ol07ldi36l9e@corp.supernews.com>
Source record: 37979

modern SCSI drives are no bigger than the claimed 1/3 original, I have a 1gig in mine, this by the way is the largest that the internal host will "see" larger capicity could be used but only 1gig is seen

1280. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 01:15:21 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c6c61d6$0$4605$626a54ce@news.free.fr>
Source record: 37980

hi
"Galen" <ekaljuma@mtsac.edu> a crit dans le message de news:
926a9946.0202141506.588e5ae4@posting.google.com...
> yves.rogne@free.fr (M?gamodeste) wrote in message
news:<3c6bf050$0$16594$626a54ce@news.free.fr>...
> > 4. What's the max ram
> >
> > I had 32 Mo TT ram and 4 Mo of fast ST ram.
> >
> You can go far higher than 32Mb, but I do not know the limit.
>
> Galen

256Mb of TTram with AixTT ram card

SeeU

1281. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 01:20:23 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c6c6304$0$4606$626a54ce@news.free.fr>
Source record: 37981

Hi
"Alexander Chaney" <achaney@unix01.voicenet.com> a crit dans le message de news:
L%Ua8.644$yH5.109271@news2.voicenet.com...
>
> : Matrix are ready for the VME tt bus and you will be able to have 2 differents
> : display in the same time : one on the TT monitor port and the other on the card
> : output.
>
> Hurray!!! I can't seem to find a vendor on the net. Do you know where I
> might be able to purchase one of these.
>
> And thanks for you help!
> -Alex
>

```
ag-computer have a matrix tc1208e for 300 euro
< http://www.ag-computer.de >

I have one matrix tc1208 on my TT
it was realy a great video card 8-)

SeeU
```

1282. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 01:27:20 UTC
From: Pascal Ricard <paricard@free>
Message-ID: <3c6c6aa2a08cc40@free.fr>
Source record: 37985

Hello,

in article <1f7lwtk.1lwaq5i17oyizsN%northstar2010@_I-hate-spam_yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Thu 14-02-2002 22:28 (GMT):

> ISO 8859-15?????
> I've never heard of this and thought 8859-1 was THE standard to use.
> Has 8859-1 been replaced by 8859-15 lately or something?

ISO-8859-15 (aka Latin 9) is not that new, maybe it's at least one or
two years old. It should replace ISO-8859-1 (aka Latin1), at least here
in France, because of some specific characters as said (OE and oe lig
for example) and elsewhere too because of the euro symbol. This one is
in the place (dec 164) where you can find the general currency symbol
(1) in Latin1, and a software following the rules should not be able to
post this one and the euro symbol... Some characters are also usefull
for other languages (z an Z with caron come in mind). Note that there is
also ISO-8859-16 in the work which also include the euro symbol.

(1) there are funny terms here to name the general currency symbol, the
famouest (sp?) one being "the arse hole" :-)

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

1283. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 01:28:28 UTC
From: Pascal Ricard <paricard@free>
Message-ID: <3c6c6aa2a08cc41@free.fr>
Source record: 37986

Hello,

in article <926a9946.0202141506.588e5ae4@posting.google.com> (comp.sys.atari.st)
Galen wrote on Thu 14-02-2002 15:06 (-0800):

> yves.rogne@free.fr (M?gamodeste) wrote in message
> news:<3c6bf050$0$16594$626a54ce@news.free.fr>...
> > ï¿½4. What's the max ram
> >
> > I had 32 Mo TT ram and 4 Mo of fast ST ram.
> >
> You can go far higher than 32Mb, but I do not know the limit.

It depends of the TT-RAM board. There is 64 MB on mine. The ST-RAM one
is 10 MB.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

1284. Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 02:14:25 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0202141811010.18415-100000@shell.pacifier.com>
Source record: 37984
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new ST Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.pacifier.com/~atari/numbers.htm Phone contact info and Hours!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/shipping.htm Shipping Information!
http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1285. Re: The various OS'es for the Atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 02:32:46 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202141832.6d8ed1e3@posting.google.com>
Source record: 37987

Kacper Wysocki <kacperw@online.no> wrote in message
news:<pan.2002.02.14.03.14.13.229647.3307@online.no>...
> What are the various os'es for the atari? What are their pros and cons?
> What atari machines do they run on? Where can I get them?

Hi Kacper,

I'll just state a few of the most common OS here:

MiNT -- Multitasking system somewhat related to UNIX. Free, fast, and powerful, but considered a bit tougher than others to set up. Note: MultiTOS was sold by Atari and is essentially a very early version of MiNT.

Magic -- Commercial multitasking system. Hates most games, but has lots of features like now found on Macs and Windows. Please tell us your country if you want to know where you can find a dealer.

Geneva -- Commercial multitasking system that replaces much, but not all of TOS. Not as powerful as either of the first two, but considerably more compatible with older software and games. Sold by GRIBNIF and a few dealers. Tell me if you want more information.

TOS 1.x -- The original operating system. Based on your computer, either 1.4 or 1.62 is the best of the ST era TOSes. All all rather similar in terms of look and feel.

TOS 2/3/4 -- Improved version of TOS (2 for ST, 3 for TT, 4 for Falcon). Although once a suggested upgrade, now it is probably better to put your money into one of the first three, since TOS is not multi-tasking.

Conclusion -- if you are upgrading your Atari, you probably want MiNT or Magic, though Geneva is still worth looking at. All require at least 1 MB of RAM, and frankly, 2 MB is a practical minimum. In addition, note that you can alter individual parts of OS such as the VDI (video controller software such as NDVI or fVDI). You can also alter the desktop software (e.g.: Thing, NeoDesk, Jinnee) and each of these dramatically change the look and feel of the computer.

Galen

1286. FS: Falcon 040 system (Half price)

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 03:03:29 UTC
From: Michael White <michael12@mindspring.com>
Message-ID: <a4htqd$e59$1@nntp9.atl.mindspring.net>
Source record: 37988
Cross-posted to: comp.sys.atari.st,dfw.forsale

I'm offering the following Falcon system for sale.
All hardware is in excellent working condition EXCEPT for the native video
output of the Falcon. There is a slight blue tinge that comes and goes.
This blue tinge is not present on the video card output.

$500 or best offer. Price does not include shipping.

----
o Falcon 030 in C-LAB MK-X Case
o 1.2 GB Internal Toshiba IDE hard drive
o Afterburner040 w/hardware switch to switch back to 030
o 36 MB RAM (4MB on board, 32MB on the Afterburner040)
o Nemesis accelerator
o Nova 64-bit graphics card with 2 MB VRAM
o QWERTYX AT keyboard/serial mouse adapter
o Mega STe keyboard
o Microspeed keyboard
o Mouse
o Motorola 28.8 external modem
o External monitor switch for Nova/Falcon video output
o All necessary interconnecting cables and power supplies
o 4.3 GB Internal IBM SCSI hard drive. This is currently house in a
case, and is required in order to boot MiNT.

Commercial Software
----
o NVDI 4.11
o Papyrus Gold 3.64 with 4.25 upgrade
o ProCopy ST
o SpeedoGDOS
o XBoot III
o Atari MultiTOS (upgraded)
o CAB 2.7
o CD Font Manager ST
o Extendos Pro
o Extendos Gold
o HD Driver 7.11 with 7.71 upgrade
o Thought - Idea processor (design tool)
o AtariWorks
o N.AES 2.0
o Straight Fax 2
o Flash II
o Bird of Prey CD (Floating Fish collection of Falcon stuff)
o Expert Software 2000 Fonts CD

o Bitstream 500 Fonts CD
o Selected Signs Font CD
o Speedo Superfont
o Wercs Resource editor
o Cleanup ST
o CD Writer
o GEMTrade German translation program
o MicroRTX
o ScanX scanner software
o UVK 2000
o MegaPaint CAD tool
o Radical Race (game)

Registered shareware
---
o Paula mod player
o CLA Digitial Circuit Designer
o Thing 1.27
o ANIPlay
o Others, I know....

Other software
---
o MiNT installed across both disks
o MiNT 1.12 currently running
o RPM installed
o SSL version of Lynx installed

I can be reached via email at michael12@mindspring.com, or you can
reach me by phone at 817-427-2129 in the evenings.

Thanks.
--
Michael White
michael12@mindspring.com

1287. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 03:25:58 UTC
From: ebaiz@skyenet.net
Message-ID: <ad%a8.265$MF6.206437@newsfeed.slurp.net>
Source record: 37989

On 13 Feb 2002 10:06:00 , "Darkling" wrote:
>Oh no it wasn't....
>
>Bob Ham wrote in message ...
>>On Mon, 11 Feb 2002 17:14:05 +0000, Matthias Arndt wrote:
>>
>>
>>> the Amiga vs ST debate is over for about 10 years with the
>>> Amiga winning.
>>
>>What!? But I only just found this newsgroup! Come on, you know the ST
>>was the best. :)

I have said this many times. The ST excels over the Amiga in MIDI, ease of use and the fact that TOS was more stable. The Amiga excelled in graphics and sound over the ST. Both are excellent computers and the fact people still use them is a tribute to both of them. Let's not bicker about this and just drop the subject.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1288. Re: Hades owner (long, take a beer)

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 03:26:11 UTC
From: ebaiz@skyenet.net
Message-ID: <nd%a8.266$MF6.206383@newsfeed.slurp.net>
Source record: 37990

On 12 Feb 2002 17:28:27 , lp wrote:
>in article Wlaa8.93$214.105148@newsfeed.slurp.net, Edward S. Baiz Jr. at
>ebaiz@skyenet.net wrote on 2/12/02 10:17 AM:
>
>> I was wondering what would happen if I could run something like StonX
>> under Mint or Linux and see if I could load in some ST games. Everytime
>> I try I can get the sound ok, but no graphics as you said. My graphics
>> card does not have a 16-color mode.
>
>I heard of someone doing this and it works, but was recompiled for Debain.

Yes, I was going to try this out with Debian Linux, but then Linux went
waccko after I installed the new chips that Fredi sent me.

Edward S. Baiz Jr.
(Gamer)

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Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1289. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 03:27:07 UTC
From: ebaiz@skyenet.net
Message-ID: <fe%a8.268$MF6.206861@newsfeed.slurp.net>
Source record: 37991

```
On 13 Feb 2002 10:06:00 , "Darkling" wrote:
>Oh no it wasn't....
>
>Bob Ham wrote in message ...
>>On Mon, 11 Feb 2002 17:14:05 +0000, Matthias Arndt wrote:
>>
>>
>>> the Amiga vs ST debate is over for about 10 years with the
>>> Amiga winning.
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>>What!? But I only just found this newsgroup! Come on, you know the ST
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Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
-----------------------------------------------------
```


```
Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
-----------------------------------------------------
```

1290. Re: Hades owner (long, take a beer)

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 03:27:18 UTC
From: ebaiz@skyenet.net
Message-ID: <qe%a8.269$MF6.206522@newsfeed.slurp.net>
Source record: 37992

On 12 Feb 2002 17:28:27 , lp wrote:
>in article Wlaa8.93$214.105148@newsfeed.slurp.net, Edward S. Baiz Jr. at
>ebaiz@skyenet.net wrote on 2/12/02 10:17 AM:
>
>> I was wondering what would happen if I could run something like StonX
>> under Mint or Linux and see if I could load in some ST games. Everytime
>> I try I can get the sound ok, but no graphics as you said. My graphics
>> card does not have a 16-color mode.
>
>I heard of someone doing this and it works, but was recompiled for Debain.

Yes, I was going to try this out with Debian Linux, but then Linux went
waccko after I installed the new chips that Fredi sent me.

Edward S. Baiz Jr.
(Gamer)

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Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1291. Re: .st --> ST conversion...

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 03:27:27 UTC
From: ebaiz@skyenet.net
Message-ID: <ze%a8.270$MF6.206755@newsfeed.slurp.net>
Source record: 37993

On 12 Feb 2002 19:20:04 , Derek W W Hunt wrote:
>On 12 Feb 2002 15:17:36 , Edward S. Baiz Jr. wrote:
>On 12 Feb 2002 02:40:09 , Tony Cianfaglione wrote:
>
>>>How does someone convert an .st disk image to an actual ST disk to use in
>>>a real ST? Is there a special program for it?
>
> Yes - but not the one below.
>
>>I have done this before, however you need a PC. There is a program for
>>the PC called ST-to-MSA. I got it off of the PacifiST homepage. This
>>exe program will convert the ST image to a MSA file. This MSA file can
>>be loaded into the Shadow MSA program (runs on an Atari computer) to
>>then be converted to the actual ST disk. If you cannot fine these
>>programs, email me and I will upload them to you.
>
> Find yourself a copy of ST2DISK,with that you will not need to
> dirty your hands using a PC or even any other programme. Once you
> have this programme you will find a lot of ATARI programmes etc can
> be downloaded from some of the Emulation sites. Mike Duncan in
> Australia has even put 2 CD`s of .st images on the market,mostly
> games,but some serious stuff as well. Find him as below.

You are correct. Your way is better since you do not have to use a PC.
I will have to look for this program...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1292. Re: Hades owner

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 03:27:40 UTC
From: ebaiz@skyenet.net
Message-ID: <Me%a8.271$MF6.206807@newsfeed.slurp.net>
Source record: 37994

On 12 Feb 2002 19:48:58 , M�gamodeste wrote:
>�motherboard and cannot get Ozk's PCI sound software driver to work fully.
>
>I think I read that his driver was very basic, so it maybe normal.

Could be, but it would be nice if it worked fully. Still, I do use it
to play audio CD's.

>�I even ordered and installed new chips from Medusa
>
>Wich ones ???

The chips that went around the CPU that allow DMA sound. Before I
installed these, I got no sample sound at all from Ozk's driver. Now I
get the static. I also installed the chip that allow me to use EDO
simms in my Hades...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1293. Looking for older GFA-Basic Editor

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 03:43:07 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B891EDFB.22EB%atarilp@hotmail.com>
Source record: 37995

Hi,

Does anyone have or know where I could find a copy of GFA-Basic v1.0 ?
I would like to have this for historical reasons.
Thanks.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1294. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 04:15:42 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B891D9B9.1E05C%nameerf@flash.net>
Source record: 37846

in article a4g1fn$m17$1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/14/02 2:28 AM:

>>
>> "I saw an Amiga once or twice. Never liked the thing as much as my Atari.
>
> But why? Because you did not know a good thing when youy saw one....YOu "saw
> an Amiga once or twice"...and out of pure whim you said "Oh I don;t like
> that"....What a stupid was to make a decision....Like I said, you never
> looked under the hood...

The couple times I saw it and got to really get my hands on it, I saw it in
action in a real-world senario, and asked a lot of questions about it. The
reason I didn't see it anymore after that was because no one I knew had one,
and I wasn't able to get back to the one I saw. Everyone I knew had PC's,
Macs, or Ataris. Also, the Amiga didn't have the music specs I needed (see
other responses people have made regarding MIDI and digital audio, which you
yourself said the Falcon was excellent for in its time). I also didn't like
the way the OS worked and felt compared to the Atari. It wasn't just a pure
whim. Also, you yourself have proven you don't know as much about the Atari
hardware as you proport to know, so which pot is calling the kettle black
here?

Never looked under the hood? I don't think the people who's Amiga I saw
would have like me pulling their computer apart.

>> So
>> what if the specs on one outdo the specs on the other?
>
> So what?? Why thats the whole point of this freaking thread...Have you been
> asleep??
> Read the title of the thread, it doesn;t say "Amiga was always
> better but so what", it says "The Amiga was always better"

First, don't take my responses out of context. That's a sure sign of
ignorance. I meant it to in relationship to the next sentence I wrote.

Ok, I'll humor you once again. Yeah, look at the title of your thread. Does
"better" to you mean pure hardware specs? That is completely obsurd. Any
good decision is based not only on pure specs, but practicality as well. Not
every machine is perfect for everybody, and every machine has advantages for
some and not others. You're saying that I (and every other Atari user here)
would be better off if I had gotten an Amiga. In actuality, I would have
wasted my money, because the Atari did *what I needed* better and cheaper.
"Better" means that it serves your needs more practically than anything the
alternatives offer. To me that was the Atari. For you that was the Amiga.

Your PC probably has better specs than your Amiga. Does that mean you should throw your Amiga away? Or does it still serve a purpose for you beyond the nostalgia? This is exactly what I've been saying all along. How can you not understand that this has everything to do with your thread?

> ....If you can't
> take this discussion I suggest you take your delicate disposition somewhere
> else...

I'm keeping up just fine, thank you. How about you? I haven't seen a whole lot of rational discussion from you. Instead, I've seen put downs, name calling, and foul language. That's usually the way to look for someone not able to take discussion. Last I checked, discussion meant calm, rational exchange of ideas, not "my computer beats up your computer". That's kindergarten-level threats more than discussion.

>> If one enjoys their
>> computer, that's what's important.
>
> That was never my point. Enjoy it all you want, for the nostalgia...But
> admit that it was outclassed by the AMiga...

Then what was your point? You said "Amiga was always better". Well, my basis of what's better relies mainly in how much I enjoy something and how useful it is. Specs are just numbers that are worthless if the machine doesn't work the way you need it and you don't enjoy it. If I don't enjoy it, then it sucks as far as my needs are concerned. Why can't you understand this?

Admit my Atari was outclassed by the Amiga? Why would I say anything like of the sort, when *for me* it wasn't true? Atari was very classy for my needs, far more than the Amiga was. If the Amiga was classy for you, great! I'm glad you have one!

And how is the Amiga any less nostalgic than the Atari? They are both pretty much in the same state as far as the computer market goes.

>> I also have a G3 Mac, which way
>> outperforms my Atari and Amigas, hardware-wise. But I enjoy my Atari more.
>> That's my choice. It has nothing to do with which computer is technically
>> better."
>
> Who cares about your choce?? As I said, read the damned title of the
> thread...

Once again... Who cares about specs if the machine doesn't work the way you need it to? Choice has everything to do with which is better, and so is everything in this discussion. If I had chosen to buy a computer that didn't meet my needs that would have been a very bad move on my part. That's why I bought the Atari. It was better... *for me*.

>> Basically, my point is that a person's choice in computers is purely theirs
>> to make, depending on what they need and want.
>

> WHY
> didn;t you like the AMiga and WHY did you like the ST? Did you have any
> reasonable logical reason for that decision?? NO YOU DIDN'T else you would
> have got an Amiga...

What an ignorant thing to say. You don't know me, beyond this conversation. You don't know how I came to this decision. You have no right to yell at me and tell me I had no logical reason to get my Atari. I always make every consideration before spending large sums of money. The Amiga wasn't equipt (without extensive upgrading) with the MIDI and other music-related hardware that the Atari had built-in, and I needed. I used on a couple time to see how it worked, and once I came to my decision, I didn't leave it at that. I asked around. Everyone I talked to confirmed my choice, including the store clerks, who sold both Amigas and Ataris and knew both quite well. Did you think so extensively about your choice when you bought your Amiga? I hope so, for your sake.

Also, on the topic of logic, why is it that when someone does make a logical argument, you either turn a blind eye to it or spout out "Amiga is better" propiganda or half-baked insults and leave it at that withoout further logical support of your position? Is that your idea of logic? Or are you just looking for a fight with strangers?

> And the fact that you have a shite MAC confirms my belief that you are a
> poor mindless consumer...Its so interesting to see that ST owners are also
> those simpletons who go out and buy Macs...

Look who's talking, PC-boy. Macs are much less a "poor, mindless consumer" thing than PC's are. And once again, Macs are better at music apps than PC's, and I like the way the OS operates better than Windows. Besides I still like the Atari better, like I said.

>>> Do you own this newgroup? I didn;t think so, so SHUT UP...
>>
>> No, I do not own the newsgroup. However, the purpose of this newsgroup is
>> to
>> offer a place for productive discussion of Atari-related topics.
>
> I think the fact that the Amiga was its greatest competitor and won
> outright, is a serious Atari topic...

Yeah, maybe 10 to 15 years ago. Did you miss the memo? The war's over.

>
>
>
>

Oh, is this the end? Still no real name and e-mail address, huh? Scared? :)

Mike Freeman
nameerf@flash.net

1295. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 04:38:02 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B891DF18.1E05D%nameerf@flash.net>
Source record: 37847

in article a4g1ni$m1b$1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/14/02 2:32 AM:

>> Proves my point about inadequacy. You must be really insecure if you need
> an
>> Atari user (which you yourself have deemed all ignorant of the truth) to
>> tell you an Amiga is better.
>
> Yes you are right, you ST owners ARE ignorant, however humility is the first
> step to wisdom, so it is good to see you humbly acknowledging the truth...

You're the one who said it, not I. Can you even keep something like that
straight? Sheesh! Is this all you can do, turn people's words around to make
a pointless insult? That's all this conversation has been from you. What's
your deal? Desparate for negative attention?

> The only inadequacy here is the ST's inadequacy compared to the Amiga...

If you are so sure of this, then why badger us to tell you what you are
already confident of? I would think that someone who feels that their choice
of computers is inadequate (whether that's the case or not) would be the
only kind of person that would even think of ridiculing an otherwise
peaceful group into telling him otherwise, which is exactly what you've been
doing, if you can't tell.

>> Why not just tell that to yourself and save us
>> all a lot of time and frustration?
>
> Why are you frustrated? Can't you handle the truth??

I'm not frustrated at all, although some here are. I'm a pretty patient guy
who's trying to make some logical arguments to your computer bashing stick
with you long enough for you to actually realize how dumb this whole thing
is. And truth? I've only seen insults and put downs. When you show me
something that even remotely resembles truth, then we'll talk about the
truth.

The truth is this: We all made our computer choices for valid reasons (I
assume you did, anyway), and neither computer is better than the other if
they are both useful to the one who owns it. Which one of us is badgering
the other about which computer we are using? The answer to that question
will point you to who can't handle the truth, because that person can't
handle the fact that computers are more than just the sum of their parts,
when put into the right hands. They are tools that get certain jobs done
better than other tools. Without a reason to be used, a computer is just a
pile of silicon, metal, and plastic, no matter what spec sheets say about

it. So lets leave it at that, shall we?

Mike Freeman
nameerf@flash.net

1296. Re: admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 04:49:36 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B891E1CC.1E05E%nameerf@flash.net>
Source record: 37848

in article a4g2vrmfv1@pony.kenan.com, Darkling at flump@hotmail.com wrote
on 2/14/02 2:53 AM:

> And below is a post by the same person claiming that I am disrupting the
> newsgroup. Company policy allows for reasonable use of the Internet, if you
> can't win an argument, its sad to see you trying to block access..

There's a difference between making a valid, on-topic argument and picking a
fight. You have done the latter, which is a lot more of a disruption to a
newsgroup than what Lonny said.

> If people
> don;t like the thread they won;t click on it. Are you suggesting people are
> too stupid to make that decisin? Who are you to control someone else's
> freedom of speech? Do you need to make the public's decisions for them?
>
> If people don;t like this they won;t respond. However if they want to join
> the discussion, they will. Its up to them, not you.

You are absolutely right in that. However, there are rules and etiquette to
newsgroup useage.

Freedoms like freedom of speech, which you wielded in this post, only go so
far until they begin treading on others' freedoms. You are much closer to
treading on others' freedoms than Lonny is. Careful with who and with how
you choose to attack. It might come back to haunt you.

Mike Freeman
nameerf@flash.net

1297. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 04:58:18 UTC
From: Capt_Willard@replyhere.net
Message-ID: <3c6c9498.432965515@207.106.92.52>
Source record: 37849

Dorkling,
You like the ST and thats why you spend time reading this newsgroup.
And you don't access this newsgroup at work because WalMart does not
provide net access to thier cashiers. Anyway, the ST community
welcomes you with open arms. I'm sure I speak for most of us here
when I say "Welcome new ST user!"

On Wed, 13 Feb 2002 10:54:44 -0000, "Darkling" <flump@hotmail.com>
wrote:

>Whats wrong with that?? Whats your point? I can use Win if I feel like it, I
>don;t have to prove anythig to you except the fact that the Atari was better
>than the Amiga in all respects...I have several Amigas, but I post messages
>from work where we use Windows...The Amiga is at home....

1298. Re: Re-casing a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 05:02:58 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B891E4ED.1E05F%nameerf@flash.net>
Source record: 37850

in article 20020214121631.05516.00000147@mb-cg.aol.com, SF0218 at sf0218@aol.com wrote on 2/14/02 9:16 AM:

> Hello All,
> I have a C-Lab Falcon. What would I need and how difficult would it be, to
> re-case my unit in a tower case? Also, it has an internal 2.5" scsi drive,
> and
> also has what I believe is a bus for an ide drive. So, what do need to do to
> place an ide drive in palce of the scsi drive?
> Any and all suggestions/ideas will be welcome,

I've recased my Falcon in a mid-tower. It wasn't as difficult as I thought, although it would be easier in a full tower. I just didn't like the looks of enormous cases like that. I first had to drill throught the rivets holding the port cover, as the motherboard was too long to fit completely inside. I then had to make a small cut in one of the 5.25" drive bays to let the board fit on that side. Once that was done, I was all set. I wired the PC PSU to the Falcon, plugged everything in, and it's away it went! Next on my to-do list: 1. Making a spacer to extend the port cover to fit on over the motherboard, which I will then screw back on, 2. Making extension cables from the Falcon ports to the case's port cover, letting the connectors be accessible there, 3. Unsoldering the reset button, extending wires from its old connection on the motherboard so that I can get it into the spot where the case's reset button is. It's a long process, but it's not too difficult if you know what you are doing. I'm just learning this stuff with a couple engineering friends as advice, and I'm having a great time with it!

As for the IDE device, I think the IDE connector is still active in the C-LAB machines, so you just need a cable to connect to your drive, and possibly a 44-pin to 40-pin adapter, if you're using a standard 3.5" drive instead of a 2.5" portable computer drive. Good luck!

Mike Freeman
nameerf@flash.net

1299. Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 05:33:59 UTC
From: puffpuffin@aol.com
Message-ID: <20020215003359.09506.00000111@mb-mv.aol.com>
Source record: 37851

Hi everyone,

I can't seem to be able to boot from my new Microtech DPA PCD25BHSF card reader. This is the one with 2 slots: one PCMCIA which I use with a CompactFlash card, and one SmartMedia drive.

I'm using HDDriver 7.55 on a MegaST4 with TOS 1.4 and a Link 97. I've tried everything that I did with my Syquest (which boots properly now), but the card reader doesn't want to boot. The only way I can get it to boot is by having a floppy in the disk drive with HDDriver in an AUTO folder. Otherwise, the card reader reads and writes fine.

My other trouble is when removing the card from the card reader. If I remove one card, I can't read either card. I tried placing MEDIACHG.TOS in the AUTO folder that I'm booting from, but it doesn't help.

Has anyone else with a Microtech card reader try booting from an ST? And anyone know why others have no problem exchanging cards while I do? (Hi Lonny! :-))

Thanks for any help, Phil

1300. Re: FS: Falcon 040 system (Half price)

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 07:28:38 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0202142328.36f226d7@posting.google.com>
Source record: 37852
Cross-posted to: comp.sys.atari.st,dfw.forsale

Somebody cough up the cash for this machine.
If you want a Falcon, this is a killer deal!

Michael White <michael12@mindspring.com> wrote in message
news:<a4htqd$e59$1@nntp9.atl.mindspring.net>...
> I'm offering the following Falcon system for sale.
> All hardware is in excellent working condition EXCEPT for the native video
> output of the Falcon. There is a slight blue tinge that comes and goes.
> This blue tinge is not present on the video card output.
>
> $500 or best offer. Price does not include shipping.
>
> --------
> o Falcon 030 in C-LAB MK-X Case
> o 1.2 GB Internal Toshiba IDE hard drive
> o Afterburner040 w/hardware switch to switch back to 030
> o 36 MB RAM (4MB on board, 32MB on the Afterburner040)
> o Nemesis accelerator
> o Nova 64-bit graphics card with 2 MB VRAM
> o QWERTYX AT keyboard/serial mouse adapter
> o Mega STe keyboard
> o Microspeed keyboard
> o Mouse
> o Motorola 28.8 external modem
> o External monitor switch for Nova/Falcon video output
> o All necessary interconnecting cables and power supplies
> o 4.3 GB Internal IBM SCSI hard drive. This is currently house in a
> case, and is required in order to boot MiNT.
>
> Commercial Software
> -------------------------------
> o NVDI 4.11
> o Papyrus Gold 3.64 with 4.25 upgrade
> o ProCopy ST
> o SpeedoGDOS
> o XBoot III
> o Atari MultiTOS (upgraded)
> o CAB 2.7
> o CD Font Manager ST
> o Extendos Pro
> o Extendos Gold
> o HD Driver 7.11 with 7.71 upgrade
> o Thought - Idea processor (design tool)

> o AtariWorks
> o N.AES 2.0
> o Straight Fax 2
> o Flash II
> o Bird of Prey CD (Floating Fish collection of Falcon stuff)
> o Expert Software 2000 Fonts CD
> o Bitstream 500 Fonts CD
> o Selected Signs Font CD
> o Speedo Superfont
> o Wercs Resource editor
> o Cleanup ST
> o CD Writer
> o GEMTrade German translation program
> o MicroRTX
> o ScanX scanner software
> o UVK 2000
> o MegaPaint CAD tool
> o Radical Race (game)
>
>
> Registered shareware
> --------------------
> o Paula mod player
> o CLA Digitial Circuit Designer
> o Thing 1.27
> o ANIPlay
> o Others, I know....
>
> Other software
> --------------
> o MiNT installed across both disks
> o MiNT 1.12 currently running
> o RPM installed
> o SSL version of Lynx installed
>
> I can be reached via email at michael12@mindspring.com, or you can
> reach me by phone at 817-427-2129 in the evenings.
>
> Thanks.

1301. Re: Don't make me use PhotoShop

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 07:30:22 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0202142330.41b3843b@posting.google.com>
Source record: 37853

"Elliot" <stuff@recycledsteel.co.uk> wrote in message
news:<a4dibu$d2a$1@news7.svr.pol.co.uk>...
> There must be software out there on the ST, I know there is. Please help?
>
> Elliot...

You want Photoline. As close to a clone as you will find.
Homa House may still offer it.

1302. Re: FS: Falcon 040 system (Half price)

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 07:52:53 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u6pfhkpgocf574@corp.supernews.com>
Source record: 37854
Cross-posted to: comp.sys.atari.st,dfw.forsale

Lordy lordy.

this deal makes me want to sell well.. ANYTHING to buy this...

Mark
http://atari-source.com

rustynutt wrote:

> Somebody cough up the cash for this machine.
> If you want a Falcon, this is a killer deal!
>
> Michael White <michael12@mindspring.com> wrote in message
> news:<a4htqd$e59$1@nntp9.atl.mindspring.net>...
>> I'm offering the following Falcon system for sale.
>> All hardware is in excellent working condition EXCEPT for the native
>> video
>> output of the Falcon. There is a slight blue tinge that comes and goes.
>> This blue tinge is not present on the video card output.
>>
>> $500 or best offer. Price does not include shipping.
>>
>> --------
>> o Falcon 030 in C-LAB MK-X Case
>> o 1.2 GB Internal Toshiba IDE hard drive
>> o Afterburner040 w/hardware switch to switch back to 030
>> o 36 MB RAM (4MB on board, 32MB on the Afterburner040)
>> o Nemesis accelerator
>> o Nova 64-bit graphics card with 2 MB VRAM
>> o QWERTYX AT keyboard/serial mouse adapter
>> o Mega STe keyboard
>> o Microspeed keyboard
>> o Mouse
>> o Motorola 28.8 external modem
>> o External monitor switch for Nova/Falcon video output
>> o All necessary interconnecting cables and power supplies
>> o 4.3 GB Internal IBM SCSI hard drive. This is currently house in a
>> case, and is required in order to boot MiNT.
>>
>> Commercial Software
>> -------------------------------
>> o NVDI 4.11
>> o Papyrus Gold 3.64 with 4.25 upgrade
>> o ProCopy ST

>> o SpeedoGDOS
>> o XBoot III
>> o Atari MultiTOS (upgraded)
>> o CAB 2.7
>> o CD Font Manager ST
>> o Extendos Pro
>> o Extendos Gold
>> o HD Driver 7.11 with 7.71 upgrade
>> o Thought - Idea processor (design tool)
>> o AtariWorks
>> o N.AES 2.0
>> o Straight Fax 2
>> o Flash II
>> o Bird of Prey CD (Floating Fish collection of Falcon stuff)
>> o Expert Software 2000 Fonts CD
>> o Bitstream 500 Fonts CD
>> o Selected Signs Font CD
>> o Speedo Superfont
>> o Wercs Resource editor
>> o Cleanup ST
>> o CD Writer
>> o GEMTrade German translation program
>> o MicroRTX
>> o ScanX scanner software
>> o UVK 2000
>> o MegaPaint CAD tool
>> o Radical Race (game)
>>
>>
>> Registered shareware
>> --------------------
>> o Paula mod player
>> o CLA Digitial Circuit Designer
>> o Thing 1.27
>> o ANIPlay
>> o Others, I know....
>>
>> Other software
>> --------------
>> o MiNT installed across both disks
>> o MiNT 1.12 currently running
>> o RPM installed
>> o SSL version of Lynx installed
>>
>> I can be reached via email at michael12@mindspring.com, or you can
>> reach me by phone at 817-427-2129 in the evenings.
>>
>> Thanks.
>

1303. Re: Re-casing a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 07:55:50 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u6pfn5fa6jcee4@corp.supernews.com>
Source record: 37855

You of course could take the route of following my guide located under the Help Guides section of my website, http://atari-source.com. At the bottom of this guide (with pictures) is another far more professional guide (with pictures) found on myatari.net. If you want a good case setup, this is the best way to go.

Mark
http://atari-source.com

SF0218 wrote:

> Hello All,
> I have a C-Lab Falcon. What would I need and how difficult would it be,
> to
> re-case my unit in a tower case? Also, it has an internal 2.5" scsi
> drive, and
> also has what I believe is a bus for an ide drive. So, what do need to do
> to place an ide drive in palce of the scsi drive?
> Any and all suggestions/ideas will be welcome,
>
> Thanks,
> Sam
>
> Sam F.
> Seattle Seahawks fan & Atari Computer nut
>

1304. Re: Hades owner

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 07:59:30 UTC
From: yves.rogne@free.fr
Message-ID: <3c6cbfe2$0$4606$626a54ce@news.free.fr>
Source record: 37856

>>I even ordered and installed new chips from Medusa
>Wich ones ???
The chips that went around the CPU that allow DMA sound. Before I
installed these, I got no sample sound at all from Ozk's driver. Now I
get the static. I also installed the chip that allow me to use EDO
simms in my Hades...

I should have ask the r@f@rences : EDO means Xilinx ramrom 16 or F2 (don't know wich is the best), and last PCI xilinx is I (I hope !!).

Regards

1305. Re: The various OS'es for the Atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 08:27:37 UTC
From: Kacper Wysocki <kacperw@online.no>
Message-ID: <pan.2002.02.15.03.30.31.461980.487@online.no>
Source record: 37857

Thanks guys.. now all I need is my ST and a _working_ way of transferring files from my pc to my atari.

(the files keep corrupting on a atari-formatted disk... then again, this might be the age-old disk drive)

Cheers,
Kacper

On Thu, 14 Feb 2002 21:32:46 -0500, Galen wrote:
[.. a lot of good stuff ..]

1306. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 08:31:42 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C6CC76E.6ECC2E40@seimet.de>
Source record: 37858

PuffPuffin schrieb:

> I can't seem to be able to boot from my new Microtech DPA PCD25BHSF card
> reader. This is the one with 2 slots: one PCMCIA which I use with a
> CompactFlash card, and one SmartMedia drive.
>
> I'm using HDDriver 7.55 on a MegaST4 with TOS 1.4 and a Link 97. I've tried
> everything that I did with my Syquest (which boots properly now), but the card
> reader doesn't want to boot. The only way I can get it to boot is by having a
> floppy in the disk drive with HDDriver in an AUTO folder. Otherwise, the card
> reader reads and writes fine.

It might be worth trying HDDRIVER 8.1 (demo version for a start).
What's the serial number of your HDDRIVER, BTW? I cannot find you in the
database of registered users.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1307. Italian Atari bbs

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 09:00:12 UTC
From: yves.rogne@free.fr
Message-ID: <3c6cce1c$0$4623$626a54ce@news.free.fr>
Source record: 37859

Hello,

Anyone managed to connect successfully to the Italian atari bbs ?

I got only a blank screen.

Regards

1308. Re: The various OS'es for the Atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 09:25:07 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a4ik5h$4ih$1@news.tpi.pl>
Source record: 37860

On 14 Feb 2002 18:32:46 , Galen wrote:
> Kacper Wysocki <kacperw@online.no> wrote in message
news:<pan.2002.02.14.03.14.13.229647.3307@onlin> e.no>...
> > What are the various os'es for the atari? What are their pros and cons?
> > What atari machines do they run on? Where can I get them?
>
> Hi Kacper,
>
> I'll just state a few of the most common OS here:
>
> MiNT -- Multitasking system somewhat related to UNIX. Free, fast, and
> powerful

Free - OK, but you need N.AES which is *not* free to run GEM applications.
Powerful - OK.
Fast - together with AES 4.1 it is grotesquely slow, together with N.AES
it is just very slow.
MagiC is much faster on original Atari hardware (ST,STE,Falcon,TT),
although certain versions might have certain problems with certain
Atari hardware ;-))

I will post my overview of Atari systems in a minute...

--
Grzegorz Pawlik
http://marijuana.atari.org/

1309. Re: The various OS'es for the Atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 09:25:12 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a4ik5j$4ih$2@news.tpi.pl>
Source record: 37861

On 14 Feb 2002 08:11:21 , Kacper Wysocki wrote:
> What are the various os'es for the atari? What are their pros and cons?
> What atari machines do they run on? Where can I get them?

TOS - a singletasking system, in most Ataris it is located in
the ROM memory. Versions from 1.0 to 2.06 are for ST/STE models,
versions from 3.01 to 3.06 for TTs, versions from 4.01 to 4.92
are for Falcons. Hades uses a modified 3.06 version. I don't know
about Milan.

Lows:
- does not allow long filenames, only 8+3 DOS-like,
- no "real-time" sliders in windows,
- version 1.0 is terribly slow,
- it is impossible to change the language version without changing
the ROMs
- versions 1.0 - 1.62 have very bad desktop that really needs to be
replaced by an alternative one,

Highs:
+ does not take much memory (RAM),
+ does not need to be loaded from disk, so even when something crashes
it is always available,
+ most games run with it,

***

MagiC - a fast, multitasking system, available from ASH, take a look at
http://www.application-systems.de/magic/index.html
Works on all Ataris, even on 520ST, although 2 MB RAM is really needed,
and the more RAM the better. A separate version for Milan is available.
Versions 6 and up work on Hades as well.

Highs:
+ very stable on most Ataris,
+ extremally fast (faster than TOS and any other Atari system!),
+ the concept of multithreading and background DMA function is
very user-friendly and allows for example to do something else
while you're copying files using the desktop,
+ together with ASH Scripter and an alternative desktop Jinnee it
becomes even more user-friendly (one click to unpack an archive, etc.)
+ TOS and TTP programs can be executed in a window,
+ allows VFAT filesystem with long filenames,
+ due to external "winframe" shared library the windows look nice
and their look may be changed. Source code of the winframe SLB
is provided,

+ easy installation (just type in the serial number, click on OK and
it is installed...)

Lows:
- certain versions might be grotesquely unstable on certain hardware,
you really *HAVE TO* check if it works with your Atari (on some models
version 6.01 works great and 6.10 is unstable, or 6.20 is stable
while previous ones are not, etc.) It may be difficult, because it
is commercial and there is no demo version available :-(
- network support with I-Connect looks nice, but it's shit ;-) better
get MagXNet from http://users.otenet.gr/~papval/
- ehm... ;-)

***

MiNT - a free, multitasking Unix-like system for all Ataris. Separate
versions for 68000, 68020, 68030 and 68040 processors are available;
I don't know about 68060. Does *NOT* contain AES (GEM window manager) so
you have to get a *commercial* N.AES (from Woller Systems) if you want to
use Atari GEM applications.

Highs:
+ powerfull,
+ it's relatively easy to port Unix software,
+ very actively developed,
+ allows VFAT file system with long filenames and more filesystems
which drivers are loaded at bootup,
+ source code of the system is available,

(I believe MiNT users will add more...)

Lows:
- there is no good AES for it, so you are limited to command line
interface unless you buy N.AES, which is slow and not very compatible
with modern applications; there is a free AES (XaAES), but due to
serious bugs it is hard to use (it locks up, has some redraw problems,
etc.)
- hard to install. In the past it was almost impossible to install it
properly, because you had to chase through the net in search for
certain components. Now an "EasyMiNT" package is available, which is
supposed to do the task, but I heard some people have problems with
it.
- the threads (i.e. way the multitasking works :-)) are not compatible
with MagiC. The point is that some programs that actually can work
in threads support only the MagiC-type ones.

***

All abovementioned systems need also NVDI from http://www.nvdi.de/ - it
is a low-level graphic system extension (the part of the system that
draws thing on the screen or sends them to the printer, etc.) NVDI
allows you to use vector fonts (Speedo, TrueType) and external printer
drivers. It also contains some bitmap-handling routines that are

requied by certain applications (Papillon, GEM-Graph...) When using TOS
or MiNT, NVDI speeds up the screen display approximately three times.
With MagiC it only speeds it up a little, because this system is
already very fast.

***

There is also Geneva, which is a kind of multitasking AES for TOS. It can
be used with MiNT as well, but is slower than N.AES. Lack of "real-time"
sliders in windows may be annoying while using GEM applications.

Another systems available that I heard of are Linux68k, NET-BSD and
Atari System V, which is an Unix clone developed by Atari (?) for use
with Atari TT. Those systems do *not* allow to use Atari applications.

--
Grzegorz Pawlik
http://marijuana.atari.org/

1310. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 09:44:53 UTC
From: Nicolas Lekuona - Apple Services Spain <nlecuona@euro.apple.com>
Message-ID: <B8929725.3A06%nlecuona@euro.apple.com>
Source record: 37862
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

>
> linux works on the atari right?
>

Dunno about Linux, but I recall some guy running MINIX on a barebones ST
with one of the olde "shoebox" HDDs attached, back in the late '80s...

And certainly we had a TT030 running a complete AT&T UNIX SVR4 system with
X-windows and Motif (I think it was Motif) on it (a bit unstable, but it was
a prototype, anyway). That was in '91, I think.

Nick.-

Ex Atari Corp (Spain) Employee (looooooong ago!)

1311. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 10:57:54 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4ipokusm1@newsreader.mailgate.org>
Source record: 37863

You dont need to be in the top ten in popular music to be a full-time musician you prat.

Aziz Alami <pizzaman@azizleyton.fsnet.co.uk> wrote in message news:a4es72$5b4$1@news8.svr.pol.co.uk...
> YOu are a full time musician?? Wayne Martz?? I've never heard of you,
> obviiosly your flagging music career has a lot to do with the fact that you
> use the Atari ST...

1312. STF & SCSI 100Mb Zip Drive

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 11:05:57 UTC
From: good too far <goodtoofar@hotmail.com>
Message-ID: <1013771157.11283.0.nnrp-12.3e31ee9e@news.demon.co.uk>
Source record: 37864

Hey y'all,

How do i connect & use a 100Mb Zip drive with my trusty old 1024 STF?

I gather I'll need some sort of adaptor and driver?

Searching about the web has revealed a whole Atari language I don't understand
(or can't remember from 15 years back).

Help!

Cheers,

Andrew

1313. Hades for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 12:03:47 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c6cfbf1$0$29610$4c56ba96@master.news.zetnet.net>
Source record: 37865

Hades 60 for sale. UK preferred.

Desktop case, 64MB memory, ATI Mach64 (4MB ram) video card, 2.2GB hard drive, SCSI CD Plexwriter 4/2/20 and external SCSI 2 interface.

Send me an email if interested (remove the nospam blocker).

--
JI Logan

1314. Re: Atari BBS

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 12:45:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4712_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 37866

In uno strano messaggio del 14 Feb 02 yves.rogne@free.fr (2:333/608.1)
scrisse al povero All :
yr> You'll find there the more powerfull terminal for Atari, an always the
yr> last release : Starcall.

What's the actual status of Starcall/starfax ? Supported ? Money feed ? Free
? Sources available ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

1315. Hades North America

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 13:22:48 UTC
From: sf0218@aol.com
Message-ID: <20020215082248.04745.00000810@mb-fo.aol.com>
Source record: 37867

Where in North America can one buy a Hades (complete or motherboard kit only).
Am interested primarily in a motherboard kit for a relatively low price.

Thanks,
Sam F.
Seattle Seahawks fan & Atari Computer nut

1316. Books for sale (UK) - computer arithmetic

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 14:01:35 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c6d1498$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 37868

Anyone want these books for ï¿½15 (ex P&P)? Note that they are NOT Atari specific. Would prefer not to split the bundle.

- Computer Arithmetic Logic and Design by Otto Spaniol
(This is an advanced book)
- Microprocessors and Microcomputers by Eric Huggins
(An easy introduction to CPUs with algorithims for FP maths)
- Numbers in Theory and Practice by Byte Books
(An easy introduction with various algorithms)

Send me an email if interested (remove the nospam blocker).

--
JI Logan

1317. Books for sale (UK) - general computing

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 14:06:52 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c6d1546$0$29607$4c56ba96@master.news.zetnet.net>
Source record: 37869

Anyone want these books for the cost of P&P? Note that they are NOT Atari specific. Would prefer not to split the bundle.

- 6801, 68701, & 6803 Microcomputer Programming and Interfacing by Andrew C Staugaard
- Computer Organisation and Programming by C William Gear
- Principles of Interactive Computer Graphics by William M Newman and Robert F Sproull
- Writing Interactive Compilers and Interpreters by PJ Brown
- Starting FORTH by Leo Brodie

Send me an email if interested (remove the nospam blocker).

--
JI Logan

1318. Books for sale (UK) - M68000 processor

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 14:06:59 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c6d154d$0$29612$4c56ba96@master.news.zetnet.net>
Source record: 37870

Anyone want these books for ï¿½15 (ex P&P)? Note that they are NOT Atari specific. Would prefer not to split the bundle.

- The 68000 Hardware and Software by Patrick Jaulent
- Programming the M68000 by Tim King and Brian Knight
- M68000 Family Programmers Reference manual by Motorola
- 68000 Microprocessor Handbook by Gerry Kane
- The M68000 Microprocessor Family by Yu-cheng Liu

Send me an email if interested (remove the nospam blocker).

--
JI Logan

1319. Books for sale (UK) - Atari various

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 14:07:04 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c6d1553$0$29604$4c56ba96@master.news.zetnet.net>
Source record: 37871

Anyone want these books for the cost of P&P? Would prefer not to split the bundle.

- Atari ST Graphics and Sound by First Publishing Ltd
- Gem on the Atari ST by First Publishing Ltd
- Atari ST Internals by Abacus Software
- Atari ST Application Programming by Lawrence J Pollack and Eric JT Weber

Send me an email if interested (remove the nospam blocker).

--
JI Logan

1320. Books for sale (UK) - Atari system reference

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 14:07:13 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c6d155c$0$29607$4c56ba96@master.news.zetnet.net>
Source record: 37872

Anyone want these books for ï¿½15 (ex P&P)? Would prefer not to split the bundle.

- Compute!'s Technical Reference Guides Vol 1 VDI
- Compute!'s Technical Reference Guides Vol 2 AES
- Compute!'s Technical Reference Guides Vol 3 TOS
- Modern Atari System Software by HiSoft
- The Concise Atari ST 68000 Programmers Reference Guide by Katherine Peel
- Real Time Graphics for the Atari ST by Andrew Tyler

Send me an email if interested (remove the nospam blocker).

--
JI Logan

1321. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 14:07:28 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <cC8b8.46$zW6.104005@newsfeed.slurp.net>
Source record: 37873

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3C6CC76E.6ECC2E40@seimet.de...
> PuffPuffin schrieb:
>
> > I can't seem to be able to boot from my new Microtech DPA PCD25BHSF card
> > reader. This is the one with 2 slots: one PCMCIA which I use with a
> > CompactFlash card, and one SmartMedia drive.
> >
> > I'm using HDDriver 7.55 on a MegaST4 with TOS 1.4 and a Link 97. I've
tried
> > everything that I did with my Syquest (which boots properly now), but
the card
> > reader doesn't want to boot. The only way I can get it to boot is by
having a
> > floppy in the disk drive with HDDriver in an AUTO folder. Otherwise,
the card
> > reader reads and writes fine.
>
> It might be worth trying HDDRIVER 8.1 (demo version for a start).
> What's the serial number of your HDDRIVER, BTW? I cannot find you in the
> database of registered users.

Ohh... busted :)

>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

1322. C-Lab Falcon and Mercenary...

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 14:29:41 UTC
From: Karl Morris <karlmorris@eircom.net>
Message-ID: <nY8b8.461$W8.4193@news.indigo.ie>
Source record: 37874

Hi Guys,

I am looking for a nice photo of the C-Lab Falcon Mk.1, or just the C-Lab badge if anyone can help?

Also, I am on the hunt for DAMOCLES and/or THE MISSION DISKS, boxed if possible.

Anybody here got Atari Annual Reports they are willing to sell?

Cheers,

Karl

1323. Re: Hades North America

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 14:53:37 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8928B21.231C%atarilp@hotmail.com>
Source record: 37875

in article 20020215082248.04745.00000810@mb-fo.aol.com, SF0218 at
sf0218@aol.com wrote on 2/15/02 8:22 AM:

> Where in North America can one buy a Hades (complete or motherboard kit only).
> Am interested primarily in a motherboard kit for a relatively low price.

Medusa is out of stock, and one of the main chips has gone obsolete.
No longer available. If you can find a dealer with one still on the shelf
that is your best bet, or a used system. They don't come up used often!

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1324. What's new at Atari-source.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 16:20:49 UTC
From: duwolf@hotmail.com
Message-ID: <4cd3b1ba.0202150820.173dfe7b@posting.google.com>
Source record: 37876

Hey guys,

Here's an update on the content you will find at atari-source.com
today!

Reviews:
GEMGT2 v.045
MyMail v1.54
Arthur 2002 beta
Mega Player 0.98 beta

The reviews are located under the "reviews" link on the side bar.
There are many more.

Articles:
Due to the recent tower case questions there is a guide with
photographs to putting a Falcon in a full tower case. It is a poor
job but at the end of the article is a link to a page that has a high
quality tower case job with pictures and illustrations.
A starting Guide to Emulators
The Great Hardware Upgrade Debate
An updated MagiC versus MiNT debate to reflect updates about MiNT and
utilities.

Also, I try to keep absolutely current with news following several
other news sources and try to create a collective news feed that
features all news relevant to advances in atari 16 bit computers (with
the occaisional off-topic piece of news).

Mark
http://atari-source.com

1325. Re: Info Needed

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 18:29:10 UTC
From: "Derryck Croker"
Message-ID: <1013845088-114348AEicMi@ntlworld.com>
Source record: 37891

From: "Joshua Kaijankoski" <gaiyan@atari.org>
Date: Mon, 11 Feb 2002 18:52:03 -0500

>You'll have to check the PC's with a multimeter.

Starlord will have to remember to use a 6 or 12V lamp as a dummy load on the
+5V from the PC PSU when checking it, otherwise it will probably not start.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1326. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 18:47:22 UTC
From: "Derryck Croker"
Message-ID: <1013845092-114944AEicMi@ntlworld.com>
Source record: 37892

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Wed, 13 Feb 2002 21:05:36 GMT

>Off course Okami has no problems displaying his ï¿½ like he intended it to
>look like. The same happens when someone uses ï¿½ï¿½ï¿½ and Atari ASCII. Don't
>know about ï¿½ and ï¿½, though.
>
>By using some small magic tricks Okami corrects errors like this.

I'd like to point out that ASH's Emailer client has no problems in this
direction either BTW.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1327. Re: TT030 networking port

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 19:10:55 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <1013800294.20154.0.nnrp-07.9e9834fc@news.demon.co.uk>
Source record: 37879

"Alexander Chaney" <achaney@unix01.voicenet.com> wrote in message
news:YPRa8.633$yH5.108540@news2.voicenet.com...
> What use is the networking port of the TT030 useful for today?
>
> Does it require another Atari to work?

No. It's an RS422 port. I've got a cable that goes
to my PC and it runs at 115K baud with no problems.

Using FreeMiNT too.

Alan.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.323 / Virus Database: 180 - Release Date: 08/02/2002

1328. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 19:36:48 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <mtmq6ucsvu8g6856bs0pq8j4152gc2vjcj@4ax.com>
Source record: 37880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 15 Feb 2002 04:40:47 GMT, northstar2010@_I-hate-spam_yahoo.no
(Hallvard Tangeraas) wrote:

>JT <smeg_007@nospam.hotmail.com> wrote:
>
>> No floppy disk is needed to boot to the desktop, though if there is no hard
>> drive, a blank floppy in the drive will speed up the boot process
>> considerably.
>
>I've always wondered why this happens. Why does the drive keep spinning
>and spinning seemingly forever if there's no disk inserted, until the
>desktop finally arrives?
>What is the machine actually looking for using the disk drive when it
>starts up?
>

I think it's just the "timeout" value of the floppy drive having to
expire before the system finally decides there's no readable floppy in
the drive.

The system tries to read anything in the "AUTO" folder on the floppy
drive during the boot process.

If there is no disk in the drive, the system gets a read error and
retries until the timeout expires.

With a disk in the drive, the system receives a "file not found" error
immediately and moves on.

That's my guess, anyway.

BobR

1329. XaAES v0.941

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 22:50:18 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C6D9081.760A1D8E@chello.nl>
Source record: 37881

LS

There is a new version available on my homepage (url in sig).

1
Fix in wind_get(0, WF_OWNER, ...)
Fixes desktop draw failure in TeraDesk after selecting icons.

2
Fix in drawing the character of a boxchar object.
In 3D mode the character was always written in replace mode.

3
Implemented wind_get(WF_(D)COLOR).
Sliders in CAB 2.xx now look better.
CAB does some strange WF_DCOLOR calls which I dont have figured out yet.
As a result I didnt succeed in letting CAB draw the slider background
in dark grey.

4
It appeared that the mouse was not changed in graf_mouse() in certain
circumstances. Very confusing for most of the applications, and of course
their users. I lifted those restrictions.
This makes for instance snapshot.acc usable.

5
The fileselector didnt use the plain filename parameter at all.
This was already wrong in v0.7b.
Fixed.

6
Clip text to its object rectangle in all circumstances.
Fixes drawing problems in papyrus.

7
Clear the screen before closing VDI workstation.

8
Improved handling of disabled for all object types.
This affects disabled icons in CAB and LUNA.

9
Fix in writing G_IMAGE objects.

Replaced the images for extended button formats in boxchar widgets by icons.
These images do not perform as expected in the context for which they are
designed.

10
The setting of the sizes of the small (IBM) font was incorrect.
Fix in setting the small font cursor position.

Editing in 6X6 fields now works OK.

11
Fix in graf_dragbox and graf_rubberbox:
This all fixes the problems in INTERFACE editing a icon text or character.

12
Fixed a bug in resource handling.
This makes Jinnee start up.
Jinnee needs WDIALOG or N_DLG
I used Jinnee with N_DLG, which seems to work.
(As far as I got with Jinnee demo version.)

13
Implemented outlined border sizing using the right button.

Read the history file.
Have fun!

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

1330. Re: attack and release times for LA 2A?

Newsgroup: comp.sys.atari.st
Date: 2002-02-15 23:03:31 UTC
From: garthrr@aol.com
Message-ID: <20020215180331.05538.00000591@mb-cg.aol.com>
Source record: 37882

>Are you sure you're in the right group, mate? What's a Teletronix?
>
>Joshua.

Ooops! sorry. Wasnt watching what I was doing.

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

1331. Re: Telephone help

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 00:18:39 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <zzhb8.678$yH5.114464@news2.voicenet.com>
Source record: 37883

Galen <ekaljuma@mtsac.edu> wrote:

Thank you, I will!

now this is what I call community support!!!

-Alex

: Alexander Chaney <achaney@unix01.voicenet.com> wrote in message
news:<H2Ca8.607$yH5.105443@news2.voicenet.com>...
:> This is going to sound a bit wierd especially to most computer tech heads
:> who live and die by the keyboard and email, however, I need a real Atari
:> guru who knows Mint, Multitos, Geneva, blah blah blah really well.
:>
: Well, it is a bit of an unusual request, but I have office hours MW
: 12:30 - 1:30 and could easily spare a few minutes if there wasn't a
: student in my office (there usually isn't). 909-594-5611x6225

: Galen
: aka Prof. Eric Kaljumagi

1332. Re: Stacy Power

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 05:48:14 UTC
From: jdplace@prodigy.net
Message-ID: <yomb8.27716$z45.126082147@newssvr16.news.prodigy.com>
Source record: 37884

On 15 Feb 2002 00:17:02 , "Gill Bates" wrote:
>modern SCSI drives are no bigger than the claimed 1/3 original, I have a
>1gig in mine, this by the way is the largest that the internal host will
>"see" larger capicity could be used but only 1gig is seen

This STacy is supposed to have a 170 MB syquest drive. It will be
interesting to see how that is installed when I receive it. Hopefully I
can still get the cartridges for it.

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, 4 MB Atari 1040STe /|\
2.0 GB HD, QPS CD-RW
Geneva, NeoDesk, Extendos Gold

1333. Re: Italian Atari bbs

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 07:20:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4757_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 37885

In uno strano messaggio del 15 Feb 02 yves.rogne@free.fr (2:333/608.1)
scrisse al povero All :
yr> Anyone managed to connect successfully to the Italian atari bbs ?
yr> I got only a blank screen.

So was it you trying today ? I tryed chatting but I there was something wrong
in the modem connection.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
MICROSOFT - Most Intelligent Customers Realize Our Software Only Fools
Teenagers

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

1334. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 08:08:38 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4l47a$u7q$1@newsreader.mailgate.org>
Source record: 37886

Would you use the name PuffPuffin when registering commercial software???
LOL.

Joshua Kaijankoski <gaiyan@atari.org> wrote in message
news:cC8b8.46$zW6.104005@newsfeed.slurp.net...
>
> "Uwe Seimet" <us__nospam__@seimet.de> wrote in message
> > It might be worth trying HDDRIVER 8.1 (demo version for a start).
> > What's the serial number of your HDDRIVER, BTW? I cannot find you in the
> > database of registered users.
>
> Ohh... busted :)
>

..

1335. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 08:12:24 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4l4ec$u8g$1@newsreader.mailgate.org>
Source record: 37887
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bob Retelle <bobr1@provide.net> wrote in message
news:mtmq6ucsvu8g6856bs0pq8j4152gc2vjcj@4ax.com...
>
> I think it's just the "timeout" value of the floppy drive having to
> expire before the system finally decides there's no readable floppy in
> the drive.

Absolutley, the timeout value is 30 seconds, the same as the printer
timeout.

>
> The system tries to read anything in the "AUTO" folder on the floppy
> drive during the boot process.

Well only files that end in .PRG and .TOS AFAIK.

> If there is no disk in the drive, the system gets a read error and
> retries until the timeout expires.

To allow people time to hunt for that boot disk, when they should have found
it "before" turning the computer on.

> With a disk in the drive, the system receives a "file not found" error
> immediately and moves on.
>
> That's my guess, anyway.

Well you are totally correct. :-)

1336. Re: TT030 networking port

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 08:18:34 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4l4pu$u9s$1@newsreader.mailgate.org>
Source record: 37888

Alan Hourihane <alan_hourihane@hotmail.com> wrote in message
news:1013800294.20154.0.nnrp-07.9e9834fc@news.demon.co.uk...
> "Alexander Chaney" <achaney@unix01.voicenet.com> wrote in message
> news:YPRa8.633$yH5.108540@news2.voicenet.com...
> > What use is the networking port of the TT030 useful for today?
> >
> > Does it require another Atari to work?
>
> No. It's an RS422 port. I've got a cable that goes
> to my PC and it runs at 115K baud with no problems.
>
> Using FreeMiNT too.
>
> Alan.
>
>

BTW, that same port is also available on the Mega STE and the Falcon 030.
AFAIK there wasn't any software made by atari to connect machines up to a
network, which is a shame as even 115k would have been quick enough for
networking atari's. If anyone knows of any software that can be used for
that purpose under TOS or MagiC someone let me know - I have a falc and a
MSte on my desk that could do with starting a conversation. In the immortal
words of Cliff Richard, "Its so funny..... that we dont talk anymore.....".
:-)

...

1337. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 08:27:39 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C6E17FB.8D0BFED8@seimet.de>
Source record: 37889

Joshua Kaijankoski schrieb:

> Ohh... busted :)

Note that guys like you are definitely not helping the Atari platform to
keep alive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1338. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 08:28:18 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C6E1822.B644EE68@seimet.de>
Source record: 37890

JT schrieb:

> Would you use the name PuffPuffin when registering commercial software???

Do you think I was looking for PuffPuffin in my database?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1339. Re: Re-casing a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 08:30:20 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <eUob8.10316$O5.23430@nntpserver.swip.net>
Source record: 37893

Hi,

> As for the IDE device, I think the IDE connector is still active in the
> C-LAB machines, so you just need a cable to connect to your drive, and
> possibly a 44-pin to 40-pin adapter, if you're using a standard 3.5" drive
> instead of a 2.5" portable computer drive. Good luck!

Note - The falcon is extremely picky about the length of the IDE cable,
especcially accellerated machines. I can't get mine to work with cables
longer than 20 cm..

regards

/Peter

1340. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 11:19:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6e400c17de5f0@tripnet.se>
Source record: 37894

On Fri 15-02-2002 18:47 (GMT) Derryck Croker wrote:

>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Wed, 13 Feb 2002 21:05:36 GMT
>
>>Off course Okami has no problems displaying his ï¿½ like he intended it to
>>look like. The same happens when someone uses ï¿½ï¿½ï¿½ and Atari ASCII. Don't
>>know about ï¿½ and ï¿½, though.
>>
>>By using some small magic tricks Okami corrects errors like this.
>
>I'd like to point out that ASH's Emailer client has no problems in this
>direction either BTW.

Normally a news/mail program _should have_ difficulties to display
Megamodï¿½ste's name in his _Newsie_ posts or any other "national"
characters as they are in Atari ASCII.

Did the name Megamodï¿½ste display correct in the from-field in his own
post? If so Emailer does the same tricks.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1341. Re: TT030 networking port

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 11:19:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6e400c17de5f1@tripnet.se>
Source record: 37895

On Sat 16-02-2002 08:18 (GMT) Jt wrote:

>
>Alan Hourihane <alan_hourihane@hotmail.com> wrote in message
>news:1013800294.20154.0.nnrp-07.9e9834fc@news.demon.co.uk...
>> "Alexander Chaney" <achaney@unix01.voicenet.com> wrote in message
>> news:YPRa8.633$yH5.108540@news2.voicenet.com...
>> > What use is the networking port of the TT030 useful for today?
>> >
>> > Does it require another Atari to work?
>>
>> No. It's an RS422 port. I've got a cable that goes
>> to my PC and it runs at 115K baud with no problems.

>networking atari's. If anyone knows of any software that can be used for
>that purpose under TOS or MagiC someone let me know - I have a falc and a
>MSte on my desk that could do with starting a conversation. In the immortal

Well, STinG with BNeT does this very well. Also MagicNet with a Sambalike
client might be interesting to you.

http://users.otenet.gr/~papval/ is the url and you will also find a ftp
server there.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1342. Re: Stacy Power

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 11:19:24 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6e400c17de5f2@tripnet.se>
Source record: 37796

On Thu 14-02-2002 15:51 (-0800) Galen wrote:

>jdplace@prodigy.net (Joseph D. Place) wrote in message
>news:<dlna8.2461$SE4.503508032@newssvr17.news.prodigy.com>...
>> I have a STacy 2 on the way, and I've actually never seen one "in real

>> the specs say? Are there any "weak points" in the STacy that I should

>2 -- take a really big 12V battery. The STacy has a 'power low' light
>that comes on around 11.5V. However, the STacy keeps running until
>somewhere around 10.5V, so a big battery will work. (A small battery

How do you connect this battery? When I got my secondhand Stacy many
years ago the battery compartment was empty with no connectors for
internal batteries or anything.

Will it work to just put in 12 V to the standard adaptor connector? I
have used an external 13.8 V power source as the Atari one broke down and
this works fine. Will the "power low" indicator light up when on this
external connector too? Perhaps the connector and the internal battery
was simply put in a parallel circuit?

>external drive if you need more room. Secondly, the screen is not
>brightly backlit. Either use in bright light (I loved working on it

Another tip is to use a desktop lamp(!) like the one that could be seen
on the picture on my home page. This will give a very clear picture but
with some minor interference with LCD frequence and the mains 50 Hz. You
have to look carefully to notice the interference, though.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1343. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 12:58:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013865498.11596.2@eos.uk.clara.net>
Source record: 37798
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Ben

| (i come from the world of pcs so please forgive me if i make some awful
| asumptions ;-)

For which you will suffer severe insulting!. 8-)

| how does the atari boot ?

In General, at switch on the machine firstly checks for the precense of a cartridge, if the cart is present and is a bootable cart then control is handed straight to the cart, if no cart the floppy drive is checked for an executable bootsector, if so this will be executed, the actions following this will depend on the executed code, if the floppy is non-executable or gives a return to the OS then the ACSI chain is scanned for devices from numbers 0 to 6, if any contains an executable bootsector then control is handed to the relevant code, if the code returns control then the subsystems are initialised and then Auto folder programs are run and any accesories are loaded and run, control is now handed to the desktop, what hapens next depends on the user.

| is its OS code kept all in rom, or does the rom load the os from a floppy?

Only the early Atari's had the OS on disk and had a bootloader subsystem in ROM to load it.

| linux works on the atari right?

Extremely well, but only on 68030 powered machines i believe.

| how does linux boot on the atari so that it can take over the machine?

It patches into the hard disk bootloader.

| how would i go about making an atari boot my own code from, say, a floppy
| disk?

Write an executable bootsector or use a so Called AUTO-program, this is an app that resides in a folder called AUTO, on the atari system Any program that resides in such a folder is executed by the OS automatically.

| the reason i ask is since i am working on a hobby os, mostly for the PC,
but
| i want to make it easily portable, so i intend to also write a basic
| functionality to boot on different architecture (M68k processor with MMU).
|
| any links or books?

Millions, welcome to the internet..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

1344. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 13:07:44 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013865499.11596.3@eos.uk.clara.net>
Source record: 37799
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

HI Hallvard

| > No floppy disk is needed to boot to the desktop, though if there is no
hard
| > drive, a blank floppy in the drive will speed up the boot process
| > considerably.
|
| I've always wondered why this happens. Why does the drive keep spinning
| and spinning seemingly forever if there's no disk inserted, until the
| desktop finally arrives?
| What is the machine actually looking for using the disk drive when it
| starts up?

Its a TOS bug, never caused any harm so it doesn't get mentioned.

My MegaSTE doesn't do it.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

1345. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 13:11:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013865501.11596.4@eos.uk.clara.net>
Source record: 37797
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Nicolas

| Nick.-
|
| Ex Atari Corp (Spain) Employee (looooooong ago!)

I'm starting an Atari museum at my Atari club, could we please stuff and mount yourself and put you in a display case.

How abut dishing some dirt on the "Real" Atari Corp, with none of the press-dressed ballux..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

1346. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 13:16:48 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4lm95$3ov$2@newsreader.mailgate.org>
Source record: 37800

Uwe Seimet <us__nospam__@seimet.de> wrote in message
news:3C6E1822.B644EE68@seimet.de...
> JT schrieb:
>
> > Would you use the name PuffPuffin when registering commercial
software???
>
> Do you think I was looking for PuffPuffin in my database?
>

I was making a joke, it wasn't a reference to you being stupid or
anything....

..

1347. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 13:17:04 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4lm9l$3p9$1@newsreader.mailgate.org>
Source record: 37801

Thats bullshit. How do you know whether he is or not helping the Atari platform. He was merely making a light hearted reference to getting caught using software without paying for it. Theres more than one way to contribute other than putting money in some guys wallet. (no matter how brilliant HDDriver is :)

Uwe Seimet <us__nospam__@seimet.de> wrote in message news:3C6E17FB.8D0BFED8@seimet.de...
> Joshua Kaijankoski schrieb:
>
> > Ohh... busted :)
>
> Note that guys like you are definitely not helping the Atari platform to
> keep alive.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

..

1348. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 14:28:28 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u6sr4ip2pmql77@corp.supernews.com>
Source record: 37802

<snip>
> Thats bullshit. How do you know whether he is or not helping the Atari
> platform. He was merely making a light hearted reference to getting caught
> using software without paying for it. Theres more than one way to
contribute
> other than putting money in some guys wallet. (no matter how brilliant
> HDDriver is :)
<snip>

I agree, also what happens if he bought the disk second hand? He wouldn't
necessarily be in the database would he?

1349. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 15:02:30 UTC
From: Pascal Ricard <paricard@free>
Message-ID: <3c6e8cf8218f530@free.fr>
Source record: 37805

Hello,

in article <3c6e400c17de5f0@tripnet.se> (comp.sys.atari.st)
Kenneth Medin wrote on Sat 16-02-2002 11:19 (GMT):

> On Fri 15-02-2002 18:47 (GMT) Derryck Croker wrote:

> >I'd like to point out that ASH's Emailer client has no problems in this
> >direction either BTW.
>
> Normally a news/mail program _should have_ difficulties to display
> Megamodï¿½ste's name in his _Newsie_ posts or any other "national"
> characters as they are in Atari ASCII.

Not on an Atari OS as the e acute (Atari dec 130) is not in the ISO
range and therefore is not decoded. This is a problem on PC, as well as
posts using characters in the range 128-159 of a PC may be difficult to
read on anything else but a PC.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

1350. Re: Books for sale (UK) - Atari system reference

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 15:17:37 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c6e7759$0$29607$4c56ba96@master.news.zetnet.net>
Source record: 37803

These have gone. Thanks for the interest.

--
JI Logan

1351. Re: Books for sale (UK) - Atari various

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 15:18:45 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c6e779d$0$29604$4c56ba96@master.news.zetnet.net>
Source record: 37804

These have gone. Thanks for the interest.

--
JI Logan

1352. compute atari st reference manuals

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 16:54:06 UTC
From: Brent <beamer@islandtelecom.com>
Message-ID: <O8wb8.44$FX.22097@sapphire.mtt.net>
Source record: 37806

I am looking for computes set atari st:
aes
vdi
tos

Thank you.
Reply to breamer@canada.com

1353. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 17:01:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013882612-321114AEicMi@xs4all.nl>
Source record: 37813

From: <local>
To: <qwerty@hotmaul.com>
Date: Sat, 16 Feb 2002 18:55:38 +0200

>.YOu make me laugh trying to weasel yourself out of
admiting the
>amiga was better....
Never met such a stubborn person before....What are
you trying to achieve? I am not talking about better
of worse (that's your habgup..) but about being
different.

>Like I said, the amiga is in a class of its own...
Wish you stayed in the first class you ever went
to...

>Yes, but whats MAC got to do with this??
That was the only comparison at that time valuable
for me: Atari and Mac were doing great things then
concerning DTP. And I am not saying as you are
implying all the time that the amiga could not
perform that but it just did not come to a comparison
because at that time Atari's and Mac did it for me...

>HAs this simple message managed to penetrate your
>thick cranium??
Why do you have to go into this over and over
again...Loosing grip? I haven't read any comment on
one of the posts from here with really contained
facts...So it should be loosing grip...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x
STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1354. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 17:05:48 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1013882852-368820AEicMi@xs4all.nl>
Source record: 37815

```
>Name me one thing that the ST excels over the AMiga
>in...(Annd no its not
>midi)...
Spelling checker?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x
Lynx.
```

1355. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 17:30:24 UTC
From: NewDarkling <qwerty@hotmaul.com>
Message-ID: <a4m4qh$9ba$1@newsg1.svr.pol.co.uk>
Source record: 37807

>
> I have said this many times. The ST excels over the Amiga in MIDI, ease

No it doesn't, midi capabilities on the Amiga were better..Since midi was
not built into the AMiga, you could upgrade to better and better cards all
the time, unlike the Shit Thing...

> of use and the fact that TOS was more stable.

Hahahaha yes of course it was, because it was so rubbish and simplistic, it
couldn't really do anything complicated enough to warrant a crash...

>The Amiga excelled in
> graphics and sound over the ST.

Lamer, isn't midi a prt of the SUOND category??? YOu prove my point, the
Amiga is better in both respects...

>Both are excellent computers and the
> fact people still use them is a tribute to both of them. Let's not
> bicker about this and just drop the subject.
>

If you want to drop the subject, don;t post any more messages and accept the
humiliating truth...

Nuff said...

1356. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 17:36:34 UTC
From: NewDarkling <qwerty@hotmaul.com>
Message-ID: <a4m562$9h5$1@newsg1.svr.pol.co.uk>
Source record: 37808

> For being in the shadow of something it should be in
> its proximity...

What? YOur point being??

>You are doing that: I've never start
> to compare these machines,

Obviously everything in this post has gone way over your head...The whole damned message has been about comparing the 2 machines...So, er...what exactly are you doing here then???

>mostly because they
> perform differnt tasks

Er, they both use 68000's and perfomr almost thesame atsks as each other...they compute, the display on the screen, they have a kernel and an os etc etc..YOu make me laugh trying to weasel yourself out of admiting the amiga was better....

>and can hardle be compared to
> each other.

Like I said, the amiga is in a class of its own...

> Somehow you have never learnt how to read: I bought
> the TT for its performance and the average price of
> software which made altogether it affordable. The TT
> was then twice as fast as a Mac and half the price.

Yes, but whats MAC got to do with this?? YOur mind is giogn in 8 differetn dierctions...We were never comapring the ST and the MAC, we are comparing the Atari and the Amiga....HAs this simple message managed to penetrate your thick cranium??

> For what I wanted to do with my computer then the
> amiga wasn't even in sight....The amiga could do some
> thing the Tt could not but on the other hand the same
> thing can be said for the other way round...

No it can't, the A4000 could do anythign the TT could...even the A1000...

1357. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 17:47:41 UTC
From: NewDarkling <qwerty@hotmaul.com>
Message-ID: <a4m5qu$8m$1@newsg2.svr.pol.co.uk>
Source record: 37809

>
> The couple times I saw it and got to really get my hands on it, I saw it
in
> action in a real-world senario, and asked a lot of questions about it.

Oh dear, you asked a lot of questions eh?? Who did you ask? Some 10 year old
school boy??

>The
> reason I didn't see it anymore after that was because no one I knew had
one,
> and I wasn't able to get back to the one I saw.

This is just too funny....Inside the mind of an ST lamer...SO, lets get this
straight...you never really saw an Amiag afterthat, and so your
HOmer-Simpson mind said "Ok brain, its just you and me, if we can't see an
amiga, it doesn;t exist, lets buy an ST"...

YOu werent' able to "get back" to the one you saw?? Perhaps there was an
obstacle in your way, like a door or a wall....

Did you not have the mental capacity to buy some computer mags and truly
compare the 2 machines? Or weven go down to a local dixons???

>Everyone I knew had PC's,
> Macs, or Ataris. Also, the Amiga didn't have the music specs I needed (see
> other responses people have made regarding MIDI and digital audio, which
you
> yourself said the Falcon was excellent for in its time).

>I also didn't like
> the way the OS worked and felt compared to the Atari.

Of cousre, you preferred the shite yellow/green display on the Atari
compared to the vastly better Workbench...LIke I said, your agrguments are
hollow and everythign I would expect from an ST owner...

>
> Never looked under the hood? I don't think the people who's Amiga I saw
> would have like me pulling their computer apart.

Ever heard the expression "a figure of speech"??? I didn;t think so....the
green/yellow display on the ST would have addled the mind ages ago...

> Ok, I'll humor you once again. Yeah, look at the title of your thread.
Does
> "better" to you mean pure hardware specs?

> > I think the fact that the Amiga was its greatest competitor and won
> > outright, is a serious Atari topic...
>

> Yeah, maybe 10 to 15 years ago. Did you miss the memo? The war's over.

Thats all I wanted to hear, ST owner...

And people like you carry the war on...>
>
> Oh, is this the end? Still no real name and e-mail address, huh? Scared?
:)

Oooh I'm really scared....

1358. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 17:57:35 UTC
From: NewDarkling <qwerty@hotmaul.com>
Message-ID: <a4m6df$a7r$1@newsg1.svr.pol.co.uk>
Source record: 37810

Arsehole...

>
> No, I mean some aspects. Try midisequencing/audio on your poor piece of
shit
> sounding equipment. The software isn't there.

Bullshit, whats Octamed sound studio??? Betterthan hardware based midi on
the ST....

>
> I have accellerated Falcons and MSTE:s. What Amiga will spank that for my
> purpose (audio)?

A1200 with PCI bus board+ any pci sound card of your choice (take note A1200
is only an 020)...

>
>
> Go play somewhere else. For my uses, the Amiga is extremely inferior.
> (again, audio)

ST sound is shite..you are living in denial...ANd why are you using an Atari
for audio??? WHy not get at least a PC?? The reason is you are cheap and
arestill using an ST from years ago...and cheapness was also the sole reason
you bought the ST in the first place...Quality costs money...

>
>
> This is kid stuff, you realise this?
> Try running one of the following on your Amiga. These are known titles in
> the music industry.
> Cubase Audio
> Logic Audio
> Creator
> Notator
> Name it.
> Trackers like Octamed etc cannot really compete with this. At all.

Octamed sound studio kills all of them...
Also, Bars and Pipes was so good that M$ bought out the comany and used the
technology in Windoze...

>
> My falcon has 8 x 16bit balanced audio outputs, SPDIF, high quality
external
> A/D converters etc.

My A1200 with a Soundblaster Live has SPDIF and digitail optical I/O...and
thats comparing a theoretically weaker Amiga to the Falcon...

>
> Prove me wrong. Give me links to the hardware and software that kicks my
> current equipment and runs on one of my Amigas.

It won';t fo you any good, since you make decisions based on whims and good
looks...There are many links out there, I don;t need to find them for you...

>
> > >Start a MAC-PC flamewar in some other newsgroup instead. There you
> actually
> > >have something to discuss.
>
YOu are making it a flame war....why not just shut up??

>
> So this is what you were discussing? Where did these 12 audiochannels come
> from? I used to program the Paula of the Amiga in assembler and it never
had
> more than 4 channels. No standard amiga there. Just leave. This has no
> point.

YOu must be a shite programmer....HOw come programmers of Octamed managed to
get 8 channels of sound out of the AMiga?? Just shows your lame programming
skills...

Just zip your lips,loser...

1359. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 18:01:58 UTC
From: NewDarkling <qwerty@hotmaul.com>
Message-ID: <a4m6lm$q7$1@newsg2.svr.pol.co.uk>
Source record: 37811

>
> If you are so sure of this, then why badger us to tell you what you are
> already confident of?

Becauee you need to admit the truth to yourselves...

>
> I'm not frustrated at all,

Ha ha ha given the length of your reply its clear that YOU are frustrated...

>although some here are. I'm a pretty patient guy
> who's trying to make some logical arguments to your computer bashing stick
> with you long enough for you to actually realize how dumb this whole thing
> is. And truth? I've only seen insults and put downs. When you show me
> something that even remotely resembles truth, then we'll talk about the
> truth.

Name me one thing that the ST excels over the AMiga in...(Annd no its not
midi)...

> better than other tools. Without a reason to be used, a computer is just a
> pile of silicon, metal, and plastic, no matter what spec sheets say about
> it.
AGreed, and my pile of silicon is better that the ST pile of silocon...

>So lets leave it at that, shall we?
>
OK...Lets have no more tripe from you,...

1360. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 18:04:04 UTC
From: NewDarkling <qwerty@hotmaul.com>
Message-ID: <a4m6pj$vj0$1@newsg3.svr.pol.co.uk>
Source record: 37812

> I see, so can you get Logic for the Amiga? How about Notator? Hotz
> Translator? Hmmm... Let's see - Cubase? No? Well, I guess that pretty
> much leads me to the conclusion that Amigas can't do everything that Atari
> computer can, or at least, certainly not "better".

All the above are rubbish....Octamed Sound STudio and Bars and Pipes kills
all of them...

>
> Apparently you place such little value on their time that you spend time
> reading newsgroups for computer platforms that you don't like? Go bother
> people in the TI-99 and TRS-80 newsgroups next time.

I'm not bothering you...you chose to open up this tree and chat...

>
> Cheers!

1361. Re: admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 18:08:48 UTC
From: NewDarkling <qwerty@hotmaul.com>
Message-ID: <a4m72gajp1@newsg1.svr.pol.co.uk>
Source record: 37814

>
> There's a difference between making a valid, on-topic argument and picking
a
> fight. You have done the latter, which is a lot more of a disruption to a
> newsgroup than what Lonny said.

NO itys YOU who is causing the disruption...if you don;t like this
discussion, go somewhere else...

> Freedoms like freedom of speech, which you wielded in this post, only go
so
> far until they begin treading on others' freedoms.

DO shut up...dont; make me puke...where the hell have I been treading on
others freedom??? DOn;t give me this bolllox smear campaign...I have treaded
on NO ONES freedom so SHUT UP...If you dont; like it, stop reading this
thread and take your poor little head somewhere else...

>You are much closer to
> treading on others' freedoms than Lonny is.

Please explain, HOW am I treading on others freedom??? HOW?? Am I physically
stoppping them posting messages?? Don't talk rubbish you cotton wooled
saccharine sherbet...

>Careful with who and with how
> you choose to attack. It might come back to haunt you.

OOooohhh I;m really scared...

An LP you twat, nice try but you forgot that messages can be posted from
anywhere, not just from work...IN YOUR FACE...

1362. Re: admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 18:11:09 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8940AEC.23AA%atarilp@hotmail.com>
Source record: 37816

in article a4m72gajp1@newsg1.svr.pol.co.uk, NewDarkling at
qwerty@hotmaul.com wrote on 2/16/02 1:08 PM:

> An LP you twat, nice try but you forgot that messages can be posted from
> anywhere, not just from work...IN YOUR FACE...

I see you got a new host, lol. So they determined your useage was not
'reasonable' use of the internet. I was right.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1363. FS: Atari/Mac format Synth libraries

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 19:54:51 UTC
From: jamesbrey@aol.com
Message-ID: <20020216145451.18951.00001521@mb-mk.aol.com>
Source record: 37817

ROLAND:

D-50/Sound Source Unlimited -- Country/Acoustic folk -- Atari ST format floppy
D-50/Sound Source Unlimited -- Atmospheric textures and FX -- Atari ST format floppy
D-110/Sound Source Unlimited -- Digital Synths -- Atari ST format floppy
D-110/Sound Source Unlimited -- Dance Mix -- Atari ST format floppy
D-110/Sound Source Unlimited -- New Age -- Atari ST format floppy
SC-55/Sound Source Unlimited -- Film/New Age -- Roland MC-500 format floppy
SC-55/Sound Source Unlimited -- Stage & Studio -- Roland MC-500 format floppy

YAMAHA:

SY99/Sound Source Unlimited -- Vector Emulations -- Atari ST format floppy
SY99/Sound Source Unlimited -- Super R&B -- Atari ST format floppy
SY99/Sound Source Unlimited -- Rock, Pop, and Roll -- Atari ST format floppy
SY99/Sound Source Unlimited -- Killer B3's -- Atari ST format floppy
SY99/Sound Source Unlimited -- Radical Film textures -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- Ultimate Top 40 -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- SY77 Impressions -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- Proteus Impressions -- Atari ST format floppy
TG33/Sound Source Unlimited -- New Age/Orchestral -- Atari ST format floppy
TG33/Sound Source Unlimited -- R&B/Industrial -- Atari ST format floppy
DX7II/Sound Source Unlimited -- Soundtrack II -- Atari ST format floppy
DX7II/Sound Source Unlimited -- New Age Collection -- Atari ST format floppy
DX7II/Sound Source Unlimited -- Super R&B -- Atari ST format floppy
TG500/Sound Source Unlimited -- Radical Film Textures -- MacIntosh format floppy
TG500/Sound Source Unlimited -- Country/Acoustic Folk -- MacIntosh format floppy
TG500/Sound Source Unlimited -- Hybrid Textures -- MacIntosh format floppy
SY55/TG55 Funk Set floppy for SY55 format disk drive
Standard Collection 3 -- Evening Dance for PSR-6700 floppy with jewel case, docs

KORG:

Wavestation AD/Pro Rec -- FilmTexture -- Atari ST format floppy
Wavestation/Pro Rec -- Filmscape -- Atari ST format floppy
M3R/Sound Source Unlimited -- Multi-Timbral, Vol.1 -- Macintosh format floppy
M3R/Sound Source Unlimited -- Pop/Rock Collection -- Macintosh format floppy
M3R/Sound Source Unlimited -- Radical Film Textures -- Macintosh format floppy

ENSONIQ: SD-1 Sequencer OS Disk 4.00 includes preset files and demos
EMU: Proteus/1/XR Sound Source Unlimited -- Library Pack (3 banks) -- Atari

ST format
KURZWEIL: Atari Object Mover for K1000 series (includes disk and docs)
CAKEWALK SEQUENCER: DNA Groove Templates Volume 1: R&B Collection

1364. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 20:03:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c6ebb4074e19b1@pandora.be>
Source record: 37819
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/gtk8779.zip
(1.019.284 bytes): Graoumf Tracker v 0.8779, A 32-voice DSP soundtracker for the Atari
Falcon.

**mint**
ftp://chapelie.rma.ac.be/atari/mint/misc/shutdown.tar.gz
(15.528 bytes): Shutdown for MiNT

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/keytab07.lzh
(77.681 bytes): Little system extension which makes
routines available to convert non-Atari signs into Atari signs.

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

1365. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 20:10:11 UTC
From: Ben_Gainey
Message-ID: <a4meai$5ck$1@newsg3.svr.pol.co.uk>
Source record: 37818
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Ta all

ben

"Ben_Gainey" <[hotmail] @ [uk_top_geek].com> wrote in message
news:a4h9iu$8dv$1@newsg1.svr.pol.co.uk...
> (i come from the world of pcs so please forgive me if i make some awful
> asumptions ;-)
>
> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> linux works on the atari right?
>
> how does linux boot on the atari so that it can take over the machine?
>
> how would i go about making an atari boot my own code from, say, a floppy
> disk?
> the reason i ask is since i am working on a hobby os, mostly for the PC,
but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?
>
> Ta,
> Ben
>
>
>
>

1366. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 21:09:13 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C6ECA79.2D8D988@club-internet.fr>
Source record: 37820
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Steve Sweet wrote:
>
> | how does the atari boot ?
>
> In General, at switch on the machine firstly checks for the precense of a
> cartridge, if the cart is present and is a bootable cart then control is
> handed straight to the cart, if no cart the floppy drive is checked for an
> executable bootsector, if so this will be executed, the actions following
> this will depend on the executed code, if the floppy is non-executable or
> gives a return to the OS then the ACSI chain is scanned for devices from
> numbers 0 to 6, if any contains an executable bootsector then control is
> handed to the relevant code, if the code returns control then the subsystems
> are initialised and then Auto folder programs are run and any accesories are
> loaded and run, control is now handed to the desktop, what hapens next
> depends on the user.
>
> | is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> Only the early Atari's had the OS on disk and had a bootloader subsystem in
> ROM to load it.

I wanted to apologize for my bad english in this forum!
Apparently Steve found necessary to answer these questions
again two days after I did :-|

Laurent.

1367. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 22:45:07 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8942F62.1E4AA%nameerf@flash.net>
Source record: 37821

in article a4m4qh$9ba$1@newsg1.svr.pol.co.uk, NewDarkling at
qwerty@hotmaul.com wrote on 2/16/02 9:30 AM:

>>
>> I have said this many times. The ST excels over the Amiga in MIDI, ease
>
> No it doesn't, midi capabilities on the Amiga were better..Since midi was
> not built into the AMiga, you could upgrade to better and better cards all
> the time, unlike the Shit Thing...

So you think Amiga MIDI is better because you can upgrade their cards? That
proves nothing, as you make no mention about how good the cards are to begin
with. Especially, as they apparently need upgrading. And you *can* get
alternative MIDI hardware for the ST (if you need multiple ports, etc.), so
the Amiga's not alone in this.

>> The Amiga excelled in
>> graphics and sound over the ST.
>
> Lamer, isn't midi a prt of the SUOND category??? YOu prove my point, the
> Amiga is better in both respects...

Yet again, you prove you know nothing about MIDI. It has nothing to do with
the ST's sound capabilities. MIDI is simply a serial port that sends data,
not sound, to keyboards, drum machines, etc., which make their own sounds.
Beyond this, MIDI has nothing to do with sound. Without a keyboard to hook
it up to, for example, you basically have little more than odd looking
serial ports. No sound is produced by them at all.

Mike Freeman
nameerf@flash.net

1368. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-16 23:26:45 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8943924.1E4AB%nameerf@flash.net>
Source record: 37822

in article a4m5qu$8m$1@newsg2.svr.pol.co.uk, NewDarkling at
qwerty@hotmaul.com wrote on 2/16/02 9:47 AM:

>>
>> The couple times I saw it and got to really get my hands on it, I saw it
> in
>> action in a real-world senario, and asked a lot of questions about it.
>
> Oh dear, you asked a lot of questions eh?? Who did you ask? Some 10 year old
> school boy??

Are you really this stupid? I asked the University professor who owned it,
and as I mention later (didn't you read?) I asked sales representatives who
deal in Amigas and Ataris and knew a lot about both.

>> The
>> reason I didn't see it anymore after that was because no one I knew had
> one,
>> and I wasn't able to get back to the one I saw.
>
> This is just too funny....Inside the mind of an ST lamer...SO, lets get this
> straight...you never really saw an Amiag afterthat, and so your
> HOmer-Simpson mind said "Ok brain, its just you and me, if we can't see an
> amiga, it doesn;t exist, lets buy an ST"...

You have a short memory. This is in response to your statement that I made a
bad decision because I only saw it in a real-world situation a couple times.
Had I the opportunity, I would have played with the thing more. I did know
they exist, hence the reason I went on to ask Amiga sales reps. I didn't
just buy the ST without extensive consideration of other platforms. You
couldn't put these simple pieces of information together on your own? This
explains a lot...

> YOu werent' able to "get back" to the one you saw?? Perhaps there was an
> obstacle in your way, like a door or a wall....

There was an obstacle, like I didn't know the person who owned it. I saw it
with an aquaintance of mine who worked briefly with the man, and shortly
thereafter graduated and moved away. After that I never saw the University
professor who owned it, and as I said, I didn't know of anyone else who had
one.

> Did you not have the mental capacity to buy some computer mags and truly
> compare the 2 machines? Or weven go down to a local dixons???

I had a couple subscriptions to magazines containing both Atari and Amiga
onfo. They all said that both computers had their good and bad points, and

that the Atari was stronger in the MIDI/music field. Besides, you really
can't compare machines well without actually getting to use them a little.
Specs are only a small part of the entire picture when purchasing a
computer. Never heard of Dixons. We don't have those here, I guess.

>> Everyone I knew had PC's,
>> Macs, or Ataris. Also, the Amiga didn't have the music specs I needed (see
>> other responses people have made regarding MIDI and digital audio, which
> you
>> yourself said the Falcon was excellent for in its time).
>
>> I also didn't like
>> the way the OS worked and felt compared to the Atari.
>
> Of cousre, you preferred the shite yellow/green display on the Atari
> compared to the vastly better Workbench...LIke I said, your agrguments are
> hollow and everythign I would expect from an ST owner...

What kind of arguments have you given so far? You make statements, but don't
give any hard evidence, and instead throw around half-baked insults. In this
post alone, you made lames joke about a 10-year-old and Homer Simpson, and
insulted my mental capacity. How does this further your argument? This is
all I've seen from you. I have given you detailed information about my
experiences with the Amiga, and reasons for my purchase of the Atari. From
you I have not seen any objective and truthful information, I've not seen
any iota of rational thought, and I've not seen any signs of intelligent
conversation. Now who's arguments are hollow?

>> Never looked under the hood? I don't think the people who's Amiga I saw
>> would have like me pulling their computer apart.
>
> Ever heard the expression "a figure of speech"??? I didn;t think so....the
> green/yellow display on the ST would have addled the mind ages ago...

Ever heard of "sarcasm"??? And by the way, my ST's screen was never green
and yellow, and although its default color was green, white, and black, you
can easily change it, and I did. You can also get many other OS's and
desktops, if you don't like TOS, many of which are very nice and
feature-packed.

>> Ok, I'll humor you once again. Yeah, look at the title of your thread.
> Does
>> "better" to you mean pure hardware specs?
>
>>> I think the fact that the Amiga was its greatest competitor and won
>>> outright, is a serious Atari topic...
>>
>
>> Yeah, maybe 10 to 15 years ago. Did you miss the memo? The war's over.
>
> Thats all I wanted to hear, ST owner...

I don't own an ST. I own a Falcon. And good, you've gotten what you wanted to hear! Will you leave now?

> And people like you carry the war on...>

Um... who's the one who came here spouting "Amiga was always better"? I never went to Amiga newsgroups and spouted the same about the Atari. You know, the more I read your posts, the more I realize, you constantly accuse us of the things you do and ignor what we say and do unless you can twist it into a lame joke.

>> Oh, is this the end? Still no real name and e-mail address, huh? Scared?
> :)
>
> Oooh I'm really scared....

Apparently. You still haven't given that info.

Well, here's my final analysis of this post:

You obviously just want to pick a fight and have no interest in discussion this topic open-mindedly and reasonably. I guess I was being overly optimistic in my hopes that I could have a rational, objective discussion with you about this subject. You are either incapable or unwilling to do so, as you refuse to acknowledge reasonable arguments, put down others left and right, and accuse them of what you yourself are doing. I guess I should have listened to those who advised not to respond to you. I just hoped you might have more maturity and common sense. You've proven over and over you do not. If you don't belive me, read your many posts. You can count the number of objective, non-abusive posts on one hand and have plenty of fingers left. You've managed to convince me that not only did I make the right choice in buying my ST and then my Falcon, but I also don't want to have anything to do with the Amiga if you are the type of person who uses them (although I'm sure most have a higher I.Q. than you). Even Amiga users are starting to disassociate themselves from you. You are an senseless, pitiable human being (if that). I refuse to post in this thread any more, as I have more productive things to do than waste my time going around in circles with fools like you. Don't bother responding. I will not read it.

Mike Freeman
nameerf@flash.net

1369. Re: Italian Atari bbs

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 00:11:09 UTC
From: maurizio <wordbox@tin.it>
Message-ID: <3c6ef463$0$87615$45beb828@newscene.com>
Source record: 37823

scusa potrei accedere anche io a questa bbs? come?

maurizio

"Mike De.Petris" <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> ha scritto nel messaggio news:4757_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it...
> In uno strano messaggio del 15 Feb 02 yves.rogne@free.fr (2:333/608.1)
> scrisse al povero All :
> yr> Anyone managed to connect successfully to the Italian atari bbs ?
> yr> I got only a blank screen.
>
> So was it you trying today ? I tryed chatting but I there was something wrong
> in the modem connection.
>
> Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
>
> --
> MICROSOFT - Most Intelligent Customers Realize Our Software Only Fools
> Teenagers
>
> --
>
> Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

1370. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 00:26:19 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u6tu428vqneed2@corp.supernews.com>
Source record: 37824

Tim Anderson wrote:

> <snip>
>> Thats bullshit. How do you know whether he is or not helping the Atari
>> platform. He was merely making a light hearted reference to getting
>> caught using software without paying for it. Theres more than one way to
> contribute
>> other than putting money in some guys wallet. (no matter how brilliant
>> HDDriver is :)
> <snip>
>
> I agree, also what happens if he bought the disk second hand? He wouldn't
> necessarily be in the database would he?

That's how I got half the software I have.. They just happen to be
ultra-old versions :-/

Mark

1371. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 00:42:57 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u6tv38bbiav6a8@corp.supernews.com>
Source record: 37825

Darkling wrote:

> Yeah whatever you say. Just face the fact that when you realized your
> mistake in wasting money on the ST and had none left over to buy an Amiga,
> you were so embarassed that you went into denial and now think that the ST
> was actually in some way equal to the Amiga...
>
> Face it, you bought a toy and were forced to live with it for years,
> desperately trying to quieten the voice deep down inside that said "YOu
> fool you wasted your money"....
>

Have you not figured out that you are a useless pathetic sack devoit of a human soul living a worthless existence, fighting for a cause whose members HATE you? What do you really have left besides your flawed argument? An Amiga 500? Judging by the numerous posts I've seen from you, I'm guessing that you have no life outside of the internet, and certainly have nothing better to do with the 1 1/2 braincells that rubbed together to form your original post. So there you have it, you are nothing.. Your life is worthless, believe it or not Atari users use them on purpose and are far from denial. You have nothing left.. Nobody likes you... End it now (boom)

Nuff said.
Mark
http://atari-source.com

1372. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 00:51:09 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u6tvik93hgr478@corp.supernews.com>
Source record: 37826

Ok,

Using that theory I will go out and buy a PISA backplane and call it better
than your amiga because it's much more upgradeable. Doh!, you're wrong
again.

Mark

NewDarkling wrote:

>>
>> I have said this many times. The ST excels over the Amiga in MIDI, ease
>
> No it doesn't, midi capabilities on the Amiga were better..Since midi was
> not built into the AMiga, you could upgrade to better and better cards all
> the time, unlike the Shit Thing...
>
>> of use and the fact that TOS was more stable.
>
> Hahahaha yes of course it was, because it was so rubbish and simplistic,
> it couldn't really do anything complicated enough to warrant a crash...
>
>>The Amiga excelled in
>> graphics and sound over the ST.
>
> Lamer, isn't midi a prt of the SUOND category??? YOu prove my point, the
> Amiga is better in both respects...
>
>>Both are excellent computers and the
>> fact people still use them is a tribute to both of them. Let's not
>> bicker about this and just drop the subject.
>>
>
> If you want to drop the subject, don;t post any more messages and accept
> the humiliating truth...
>
> Nuff said...
>
>
>

1373. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 03:30:42 UTC
From: puffpuffin@aol.com
Message-ID: <20020216223042.05476.00000836@mb-cg.aol.com>
Source record: 37827

Everyone,

PLEASE! CALM DOWN! I don't want to see my thread asking for help turn into another flame war. We already got that dumbs*** Dorkling terrorizing us.

To set the records straight...I bought my copy of HDDriver from Systems For Tomorrow back in 98. (Still have the receipt!) I just never got around to sending it overseas from the US (which I admit, still makes me nervous) to upgrade. This includes upgrading NVDI 4 to 5. My handle is from my brother's fantasy baseball team - The Puffin' Puffins. Catchy, eh? So unless Puff Daddy wants to sue me for trademark infringement, I'll stick with it. :-)

I'll try the version 8.1 demo from your site and report back to this thread.

Uwe,I will email you my serial number too. And no, I didn't register it under PuffPuffin. <big grin>

-Phil

1374. Re: How to...

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 03:53:43 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <bs0u6usd49er7ufvid6o8intf78v823947@4ax.com>
Source record: 37828

On Tue, 12 Feb 2002 19:48:32 +0100, "Marijan" <mrmelody@net4u.hr>
wrote:

>...upgrade memory on my Mega 1 ST?
>

You will need to open up your Mega 1 and look at the motherboard.

The first Mega 2 STs used the same motherboard as the Mega 4 STs, but
only HALF the memory chips were installed.

Atari Corp soon discovered that people were opening their machines and
adding the rest of the RAM chips to turn their Mega 2s into Mega 4s,
in complete disregard for Atari's stated memory upgrade policy, which
was "throw away your old machine and buy a new one from us".

So they redesigned the Mega 2 motherboard to eliminate the extra RAM
locations and make it more difficult to upgrade.

(They sold so few Megas you have to wonder if they ever recouped the
extra cost of the R&D to design a new board, along with the extra
costs of stocking TWO different motherboards, but that's a different
topic.)

I'm pretty sure the Mega 1 motherboard (which was designed later than
the original Mega 2/4) does NOT have any "extra" RAM locations
designed onto it, so upgrading the memory is not as simple as just
soldering more RAM chips onto it.

Also, the 1040STe was the first Atari model to use SIMMs, so the Mega1
won't use them natively.

It's virtually certain that you will have to obtain a "third party"
memory upgrade kit to expand the memory on your Mega 1 ST.

The Mega 1 was a later addition to the Atari line, and was sold mostly
in Europe, so you'll need to find an upgrade kit which specifically
states that it is suitable for use in the Mega 1.

BobR

1375. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 04:53:16 UTC
From: James Ingram <james.hippo.ingram@btinternet.hippo.com>
Message-ID: <au9v6usj6rlru2k7k6vje8fssh1k2sm0nc@4ax.com>
Source record: 37829
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Sat, 16 Feb 2002 12:58:47 -0000, "Steve Sweet"
<stevesweet@freeuk.com> wrote:

>Hi Ben
>
>| (i come from the world of pcs so please forgive me if i make some awful
>| asumptions ;-)
>
>For which you will suffer severe insulting!. 8-)
>
>| how does the atari boot ?
>
>In General, at switch on the machine firstly checks for the precense of a
>cartridge,

IIRC, technically, the *first* thing it does is check the reset
vector.

Pedantic? Moi?

James

1376. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 07:07:23 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C6F56AB.8B3D07F8@seimet.de>
Source record: 37831

JT schrieb:

> Thats bullshit. How do you know whether he is or not helping the Atari
> platform. He was merely making a light hearted reference to getting caught
> using software without paying for it. Theres more than one way to contribute
> other than putting money in some guys wallet. (no matter how brilliant
> HDDriver is :)

No matter how brillant it my be, it's commercial software. In other
words, it's not legal to use it without paying for it.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1377. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 07:08:14 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C6F56DE.A77B76DA@seimet.de>
Source record: 37832

Tim Anderson schrieb:

> I agree, also what happens if he bought the disk second hand? He wouldn't
> necessarily be in the database would he?

He can register with me in this case. So what?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1378. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 07:15:01 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C6F5875.8F35DC38@seimet.de>
Source record: 37833

PuffPuffin schrieb:

> PLEASE! CALM DOWN! I don't want to see my thread asking for help turn into
> another flame war. We already got that dumbs*** Dorkling terrorizing us.

I agree. I have made my point and those that do not agree should think
hard about the current state of the Atari market and that not paying for
commercial software will definitely result in the handful of programmers
that write this software *and offer support for it* leaving the scene.
If you are not willing to pay you must simply not use it. That's how the
rules are.

> I'll try the version 8.1 demo from your site and report back to this thread.

Please do so. Please also check the physical sector size your card
reader reports. Even though there are no sectors like you find them with
an ordinary hard disk drive the card reader device will report a value
for this property. It might be more than 512 bytes per sector. TOS can
only boot from media with exactly 512 bytes per sector. The sector size
is displayed in HDDRUTIL's partitioning dialog box.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1379. Re: TT030 networking port

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 07:20:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4772_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 37830

In uno strano messaggio del 16 Feb 02 smeg_007@nospam.hotmail.com
(2:333/608.1) scrisse al povero All :
s> BTW, that same port is also available on the Mega STE and the Falcon
s> 030. AFAIK there wasn't any software made by atari to connect machines up
s> to a network, which is a shame as even 115k would have been quick enough
s> for networking atari's. If anyone knows of any software that can be used
..

The main reason for which there was no support for the LAN port of
TT-MSTE-Falcon is that it is not DMA-driven.

The main use for the LAN port would have been to build appletalk-like
networks, using the multipoint feature of RS422, but having no DMA transfer
ability, it would have been a pain. So it is just used as an alternative
serial port, and with little use on MSTE and TT as it was just switchable
with serial2, using the same ESCC.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
DEC - Do Expect Cuts

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

1380. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 07:27:22 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <e3Jb8.10447$O5.23741@nntpserver.swip.net>
Source record: 37834

> Bullshit, whats Octamed sound studio??? Betterthan hardware based midi on
> the ST....

Even if you expand your Amiga to infinity, this software is still amateur kid stuff, sorry. Do you even know what Cubase is?

> > I have accellerated Falcons and MSTE:s. What Amiga will spank that for my
> > purpose (audio)?
> A1200 with PCI bus board+ any pci sound card of your choice (take note A1200
> is only an 020)...

Fine, you can dope up your amiga too, but - There are no pro quality music applications worth mentioning (With the exception of Bars & Pipes, but if you have ever used it, you see why people prefer Cubase & Notator.

You don't get it here. Of course, you can put all kinds of cool hardware in your Amiga, but that is not the issue. There are no pro software of that cateory. The Amiga was for graphics, desktop video, and of course games. That was Amiga:s strength, and it did that a lot better than the ST. For MIDI and music, it is the other way around.

Btw, you said it yourself there. 020? 14mhz? no MMU? no FPU? oops...

> > Go play somewhere else. For my uses, the Amiga is extremely inferior.
> > (again, audio)
>
> ST sound is shite..you are living in denial...ANd why are you using an Atari
> for audio??? WHy not get at least a PC?? The reason is you are cheap and
> arestill using an ST from years ago...and cheapness was also the sole reason
> you bought the ST in the first place...Quality costs money...

Shit for brains, I have two studios, with both PC:s and Ataris in both. My stuff probably cost more than you will ever earn.

> Octamed sound studio kills all of them...
> Also, Bars and Pipes was so good that M$ bought out the comany and used the
> technology in Windoze...

(I have used Octamed myself, I know what it is. And it is _not_ pro stuff) One of my composing friends did a lot of work in Octamed before he moved to Cubase.

Bars & Pipes technology? :) Guess that's why Steinberg uses their own, MROS, then :) But you probably don't know what Steinberg or MROS is anyway.

> > My falcon has 8 x 16bit balanced audio outputs, SPDIF, high quality
> external
> > A/D converters etc.

> My A1200 with a Soundblaster Live has SPDIF and digitail optical I/O...and
> thats comparing a theoretically weaker Amiga to the Falcon...

While the SBLive has a lot of horsepower, being based on the EMU10k chip, the D/A converters are poor consumer qualitiy stuff. The S/N ratio of the SBLIVE is somewhere around 70db. If I remember correctly, this is equal to a resolution of somewhere around 13bits. I know the SBLive is supposed to do 16 bits, but Creative screwed up the hardware and used poor quality op amps and D/A:s...
Compared to my falcon, 96db S/N ratio, balanced outputs, well...

Tip: Use it's bigger brother EMU-APS instead. That is pro stuff. I use a couple of those in my PC:s, btw. The last time I checked these cost like 7000skr, about 700$.

> YOu must be a shite programmer....HOw come programmers of Octamed managed
to
> get 8 channels of sound out of the AMiga?? Just shows your lame
programming
> skills...

Brainless, the HARDWARE only has 4 channels. By combining 2 channels at fixed frequency per channel, and lowering the resolution by 1 to prevent distortion. I know how. Then you have 7 bits, 8 channes, 29khz, but hey, you say that this is pro quality.

1381. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 07:28:08 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <X3Jb8.10448$O5.23738@nntpserver.swip.net>
Source record: 37835

> All the above are rubbish....Octamed Sound STudio and Bars and Pipes kills
> all of them...

How come noone uses them?

1382. Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 07:31:30 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <67Jb8.10449$O5.23628@nntpserver.swip.net>
Source record: 37836

Ladies and gentlemen,

Let's do ourselves a favour and stop replying to this guy. This is the only fun he has..

/Peter

1383. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 07:33:41 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <99Jb8.10450$O5.23722@nntpserver.swip.net>
Source record: 37837

> >although some here are. I'm a pretty patient guy
> > who's trying to make some logical arguments to your computer bashing
stick
> > with you long enough for you to actually realize how dumb this whole
thing
> > is. And truth? I've only seen insults and put downs. When you show me
> > something that even remotely resembles truth, then we'll talk about the
> > truth.

This is why you use words like shite?
What is dumb is you don't know what your talking about, and wants to discuss
it. Go home to mama.

1384. Re: Italian Atari bbs

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 08:16:51 UTC
From: yves.rogne@free.fr
Message-ID: <3c6f66f2$0$200$626a54ce@news.free.fr>
Source record: 37838

On 16 Feb 2002 18:11:09 , "maurizio" wrote:
>scusa potrei accedere anche io a questa bbs? come?

What does this mean ?

1385. Re: Czuba Tech

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 08:58:09 UTC
From: exxos <exxos@home.com>
Message-ID: <a4nrfc$p7f$1@news8.svr.pol.co.uk>
Source record: 37839

I get the same.

chris

"Thomas Jordan" <Thomas@thomasrichard.freeserve.co.uk> wrote in message
news:a46teg$1q5$1@newsg4.svr.pol.co.uk...
> has any one had problems logging on to http://www.czuba-tech.com/
>
> error message gateway timeout was replied each time I tried to log on
> tonight
>
> regards
>
> Thomas
>
>

1386. Re: Re-casing a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 10:06:41 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a4nvbkgtk1@newsg1.svr.pol.co.uk>
Source record: 37840

Or you could get a Lighthouse, pricey but easy to install.

"SF0218" <sf0218@aol.com> wrote in message
news:20020214121631.05516.00000147@mb-cg.aol.com...
> Hello All,
> I have a C-Lab Falcon. What would I need and how difficult would it be,
to
> re-case my unit in a tower case? Also, it has an internal 2.5" scsi
drive, and
> also has what I believe is a bus for an ide drive. So, what do need to do
to
> place an ide drive in palce of the scsi drive?
> Any and all suggestions/ideas will be welcome,
>
> Thanks,
> Sam
>
> Sam F.
> Seattle Seahawks fan & Atari Computer nut

1387. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 10:22:57 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0202171213180.15797-100000@hal.pp.fishpool.fi>
Source record: 37841

On Wed, 13 Feb 2002, Kenneth Medin wrote:

> I have a feeling the ligature characters OE and oe (which were the ones I
> typed above) are not present in ISO-8859-1 that I normally use. Perhaps
> this would have worked in some other ISO-8859-x variant?

OElig appeared in ISO-8859-15 (Latin9 a.k.a. Euro-enhenced Latin1), while
AElig exists in ISO-8859-1 (Latin1) and several other encodings.

Of course, the best long-term solution would be to switch to ISO-10646
(Unicode), which separates locale setting from display fonts.

Unicode offers support for every human language's glyph and then some, by
design, including some ancient but historically significant alphabets. Of
course, proper Unicode supports is also dependant upon the OS's fonts and
whether they include a desired character from a specific range e.g. if the
Cyrillic range of the full encoding is not covered by the installed font,
then the text will not dislay as intended.

Using the default Atari system font as a starting point, it should already
be possible for Internet client authors to include partial Unicode (UTF-8)
support into their software, by at least converting to/from characters
already present in the TOS system font.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1388. Calamus for sale

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 10:36:11 UTC
From: d.e.cohen@qmul.nospam.ac.please.uk.invalid
Message-ID: <1f7qvvv.btvlofp6phvkN%d.e.cohen@qmul.nospam.ac.please.uk.invalid>
Source record: 37842

I am still wanting to sell my copy of Calamus SL if I can get a good price.

It is Calamus SL 95, which is a bit ancient, but still very usable.

Also, if anyone wants the latest version, Calamus 2002 (which runs both on powerful TOS machines such as Falcon or Milan and on PCs - also on Macs with MagicMac), buying SL95 from me will entitle the buyer to a *huge* reduction in the price of 2002 (2002 new is something like 700 euros, with the upgrade only 200 euros). I have confirmed from the distributors of Calamus that I can transfer my registration of 95 so that the buyer is entitled to upgrade to 2002.

--
Remove "nospam" and "please" and "invalid" for a correct address

1389. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 10:48:57 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0202171223390.15797-100000@hal.pp.fishpool.fi>
Source record: 37843

On Thu, 14 Feb 2002, Hallvard Tangeraas wrote:

> Swedish/German OE ("Ø" in HTML) = ï¿½
> Swedish/German oe ("ø" in HTML) = ï¿½
> Norwegian/Danish AE ("&Aelig;" in HTML) = ï¿½
> Norwegian/Danish ae ("æ" in HTML) = ï¿½
> Norwegian/Danish/Swedish AA ("Å" in HTML) = ï¿½
>
>
> (I'm using MacSOUP on the Apple Mac, and it should be using the ISO
> 8859/1 character set as far as I know).

Kenneth probably meant:

œ in HTML.
Œ in HTML.

ISO-8859-15 (Latin9) introduces, besides the Euro, several other
characters needed by major European and Scandinavian languages:

Euro
oe ligature
OE ligature
s caron
S caron
z caron
Z caron
Y acute

Essentially, Latin9 replaces Latin1's spare accents and the universal
currency sign by these glyphs.

OElig and Yacute were requested by France and Scaron and Zcaron by Finland
(as far as I can remember). I don't remember why French needs the former.

Finnish needs the later because gramatical rules state an ortograph based
upon one sound per letter, which creates problems when translating Russian
or other Slavic words (Russian has 7 sibilant consonnants), because there
are no equivalents letters for ze, zhe, tse, tche, sha, scha. The solution
found by Finnish gramaticians was to mandate the usage of the caron accent
used in several Central European Slavic languages, when transliterating
Slavic words to Finnish. This decision is documented in standard SFS 4900.

***

Btw, there is a Latin9 equivalent meant for Central/Eastern Europe:

ISO-8859-16 (Latin10)

Along similar lines to Latin9, this one is essentially ISO-8859-2, plus
the Euro. It also improves support for some latin-based East European
languages, at the expense of a few others.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1390. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 10:54:12 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0202171253160.15797-100000@hal.pp.fishpool.fi>
Source record: 37844

On Fri, 15 Feb 2002, it was written:

> 256Mb of TTram with AixTT ram card

That reminds me, Aixit still owes me a replacement AixTT for the broken
one they sold me a couple of years ago. Assholes!

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1391. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 12:11:30 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6f9db62a4bac0@tripnet.se>
Source record: 37845

On Sun 17-02-2002 12:48 (+0200) Martin-ï¿œric Racine wrote:

>Kenneth probably meant:
>
>œ in HTML.
>Œ in HTML.

Exactly. I simply found it interesting to check how Okami would be able to deal with ï¿œ and ï¿œ (I'm in ISO-8859-15 now). How the conversion to and from Atari ASCII etc would work.

The result is that most is fine. If I have set Okami to use ISO-8859-1 as default any incoming messages in another charcter set will disply correct according to the settings in the header.

On the downside, if I reply to a post in ISO-8859-15 Okami will still encode my answer with my default charcter set which is ISO-8859-1. If there where any ï¿œ or ï¿œ in the quoted text they would still look allright while I'm in the external editor but later show up as 1/2 and 1/4 in Okami itself. On the other hand most newsreaders don't understand ISO-8859-15 anyway so the benefits would be marginal...

>OElig and Yacute were requested by France and Scaron and Zcaron by Finland
>(as far as I can remember). I don't remember why French needs the former.
>
>Finnish needs the later because gramatical rules state an ortograph based
>upon one sound per letter, which creates problems when translating Russian
>or other Slavic words (Russian has 7 sibilant consonnants), because there

I've always wondered (for a couple of years, that is...) why Finnish would need any special characters not present in ISO-8859-1. Usually in older printers etc Finnish and Swedish uses the same character set but this explains why you posted here in ISO-8859-15 some time ago :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1392. Re: Calamus for sale

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 12:11:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6f9db62a4bac1@tripnet.se>
Source record: 37747

On Sun 17-02-2002 10:36 (GMT) Daniel Cohen wrote:

>It is Calamus SL 95, which is a bit ancient, but still very usable.
>
>Also, if anyone wants the latest version, Calamus 2002 (which runs both
>on powerful TOS machines such as Falcon or Milan and on PCs - also on

Also the new shareware (50 Euro) version Calamus 2002 Light is now
available in English from the Inverse website for download. You get a
free 30 days trial. I'm working with it now on a 36 MB RAM TT and it
runs really well. It's nice to have a major application like this with a
release date of february 2002 on a dead platform :-)

Calamus in now really multiplatform as the very same code runs (by
emulation) on Ataris, PC's and Mac's. I'm considering ordering the full
2002 upgrade so the above deal is recommended.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1393. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 12:11:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6f9db62a4bac2@tripnet.se>
Source record: 37746

On Sun 17-02-2002 12:54 (+0200) Martin-ï¿½ric Racine wrote:

>On Fri, 15 Feb 2002, it was written:
>
>> 256Mb of TTram with AixTT ram card
>
>That reminds me, Aixit still owes me a replacement AixTT for the broken
>one they sold me a couple of years ago. Assholes!

Did you ever try the RAM card in another TT? One of my TT's is rock solid (runs my webserver) with only 4 MB ST RAM. If I put in a genuine Atari 4 MB TT RAM card it sort of works with TOS-Geneva but fails to boot with Magic if it is not completly cold. In Geneva most programs work except some written in GFA where strange things start to happen (file not found etc.). Also Cubase fails completely.

I used this computer (with the TT RAM) for over a year for most of my Internet activity using CAB, Okami etc without instability under Geneva. So obviously some programs like Magic, Cubase, etc simply puts the hardware to the edge.

If I put this card in another TT everything is OK. Both TT's are of the same older type with metal shielding etc.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1394. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 13:57:19 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4od13$3ot$2@newsreader.mailgate.org>
Source record: 37748
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote in message news:1f7p8lc.15yw0fe1888p8gN%>
<snip>
> The printer timeout makes more sense as I could have forgotten to turn
> it on. It's been a long time since I printed out something on the ST,
> but do you get a "printer is not ready" message before those 30 seconds
> are up, or are you saying that you have to wait 30 seconds before even
> getting that message, and then the chance to turn it on and press [OK]?

If you do what I used to do quite often, i.e forget to plug a mouse in and boot to gem, then use ALT with the arrows to move the mouse cursor, eventually you will hit the help key with ALT pressed which will try to dump the screen to the printer. When there is no printer attached, the machine apparently locks up with no error message and you have to wait 30 seconds for it to come back.

Yes its a bit of a PITA.

1395. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 15:33:17 UTC
From: yves.rogne@free.fr
Message-ID: <3c6fcd3c$0$23523$626a54ce@news.free.fr>
Source record: 37749

>That reminds me, Aixit still owes me a replacement AixTT for the broken
>one they sold me a couple of years ago. Assholes!

So there are not only in France ? (-;

I used this computer (with the TT RAM) for over a year for most of my
Internet activity using CAB, Okami etc without instability under Geneva.
So obviously some programs like Magic, Cubase, etc simply puts the
hardware to the edge.

Did you tried the same version of Magic on the other TT ?

If I put this card in another TT everything is OK. Both TT's are of the
same older type with metal shielding etc.

Sounds that the TTramcard slots on the first TT had a dammaged slot or an half
broken trace, both on the motherboard.

Regards

M gamodeste

1396. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 15:57:13 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8953CE2.2408%atarilp@hotmail.com>
Source record: 37750

in article 3c6f9db62a4bac2@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 2/17/02 7:11 AM:

> Did you ever try the RAM card in another TT? One of my TT's is rock solid
> (runs my webserver) with only 4 MB ST RAM.

I've had one (aixit) in my TT since 1990 something, forget what year, it's been that long. Works perfectly. Just need an ethernet solution as reliable, as the TT is now the only machine not on my LAN atm. ;-)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1397. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 17:10:40 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C6FE410.A2BF95E0@club-internet.fr>
Source record: 37751
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

James Ingram wrote:

> >In General, at switch on the machine firstly checks for the precense of a
> >cartridge,
>
> IIRC, technically, the *first* thing it does is check the reset
> vector.

No. The *first* three things done are:
- disable interrupts by loading 0x2700 in sr
- reset the external peripherals, using the reset instruction
- check if a diagnostic cartridge is in place and if so, jump in

the reset vector is checked later, after the memory has been
configured, (but it is true that 'ordinary' cartridges are tested
after the reset vector).

Laurent.

1398. XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 17:35:22 UTC
From: Matthias Alles <mega_metty@gmx.de>
Message-ID: <3C6FE9DA.4080001@gmx.de>
Source record: 37752

Hi!

How can I make XaAES work together with my screenblaster? When trying it with the fvideo-option the falcon reboots immidiatly after selecting the resolution with the SB-Software..

Bye,
Matthias

1399. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 17:42:57 UTC
From: James Ingram <james.hippo.ingram@btinternet.hippo.com>
Message-ID: <o0n07us1l82fprnbl0s721fu92tor4g265@4ax.com>
Source record: 37753
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 17 Feb 2002 18:10:40 +0100, Laurent Vogel
<lvl@club-internet.fr> wrote:

>James Ingram wrote:
>
>> >In General, at switch on the machine firstly checks for the precense of a
>> >cartridge,
>>
>> IIRC, technically, the *first* thing it does is check the reset
>> vector.
>
>No. The *first* three things done are:
>- disable interrupts by loading 0x2700 in sr
>- reset the external peripherals, using the reset instruction
>- check if a diagnostic cartridge is in place and if so, jump in
>
>the reset vector is checked later, after the memory has been
>configured, (but it is true that 'ordinary' cartridges are tested
>after the reset vector).

God, it's good to think about this stuff again after so long! And
after the reset vector, the memory was scanned to see if there were
any magic reset-proof programs in memory... or did that happen AFTER
the floppy bootsector. Yup, it did, or those viruses wouldn't have
worked.

Since I got my emulator up and running I've just been itching to write
some 68000, but I have to be rather more constructive right now..
looking for work!

James

1400. Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 17:46:14 UTC
From: ebaiz@skyenet.net
Message-ID: <G%Rb8.97$1F5.140314@newsfeed.slurp.net>
Source record: 37754

On 17 Feb 2002 08:31:30 , "Peter Persson" wrote:
>Ladies and gentlemen,
>
>Let's do ourselves a favour and stop replying to this guy. This is the only
>fun he has..
>
>/Peter

Ahmen to that. I have already stopped and asked people to do the same.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1401. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 18:19:37 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014063759.31527.0@eos.uk.clara.net>
Source record: 37710
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi again Hallvard

| > | > No floppy disk is needed to boot to the desktop, though if there is
no
| > hard
| > | > drive, a blank floppy in the drive will speed up the boot process
| > | > considerably.
| > |
| > | I've always wondered why this happens. Why does the drive keep
spinning
| > | and spinning seemingly forever if there's no disk inserted, until the
| > | desktop finally arrives?
| > | What is the machine actually looking for using the disk drive when it
| > | starts up?
| >
| > Its a TOS bug, never caused any harm so it doesn't get mentioned.
| >
| > My MegaSTE doesn't do it.
|
| How come? Which TOS version is it?
| I have TOS 2.06 in an STe and a Mega STe myself. Haven't had the Mega
| STe for long enough to use it extensively, but know for a fact that on
| the STe (also with TOS 2.06) the timeout seems forever.
|
| Is there something else in the Mega STe which prevents this from
| happening, or are you using an entirely different (or patched) OS from
| me?

My TOS has been heavily modified, its the PAK custom 32bit 3.06, some stuff
heavily modified, some other stuff missing altogether.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

1402. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 18:22:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6ff4ae8acac1@tripnet.se>
Source record: 37755

On Sun 17-02-2002 15:33 (GMT) Mï¿½gamodeste wrote:

>ï¿½I used this computer (with the TT RAM) for over a year for most of my
>ï¿½Internet activity using CAB, Okami etc without instability under Geneva.
>ï¿½So obviously some programs like Magic, Cubase, etc simply puts the
>ï¿½hardware to the edge.
>
>Did you tried the same version of Magic on the other TT ?

Yes, the very same harddisk actually so everything was exactly the same.

>
>ï¿½If I put this card in another TT everything is OK. Both TT's are of the
>ï¿½same older type with metal shielding etc.
>
>Sounds that the TTramcard slots on the first TT had a dammaged slot or an
>half
>broken trace, both on the motherboard.

Maybe, but to me it sounds more like some sort of timing problem or
something?

Intereresting was that some compiled GFA programs I have written myself
worked perfect. Another GFA bookkeeping program (Bokfï¿½ring 3 by Bo Leuf
for Swedish readers) however failed to find certain files and tended to
crasch. Also the GFA 3.6 interpreter did not run at all. On the other TT
all was fine.

There was no general memory corruption that I know of. No textfiles got
misspelled and QED was set to allocate in TT RAM, etc.

P.S. Your unortodox citation mark (ï¿½) ruins my nice multicolour display
with different colours depending on the numbers of > signs at the
beginning of the line. I have already put in | as an alternative but your
ï¿½ signs are afaik unique... On the other hand your name comes up
correctly here but you will not be able to see it yourself with Newsie.
D.S.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1403. Re: TT and Co

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 18:22:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c6ff4ae8acac0@tripnet.se>
Source record: 37756

On Sun 17-02-2002 10:57 (-0500) lp wrote:

>in article 3c6f9db62a4bac2@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>wrote on 2/17/02 7:11 AM:
>
>> Did you ever try the RAM card in another TT? One of my TT's is rock solid
>> (runs my webserver) with only 4 MB ST RAM.
>
>I've had one (aixit) in my TT since 1990 something, forget what year, it's
>been that long. Works perfectly. Just need an ethernet solution as
>reliable, as the TT is now the only machine not on my LAN atm. ;-)

I have been running the Genius LAN pocket adaptor (now sold out) with the special cartridge adaptor now for over a year on a 24 H a day basis. So far not a single dropped packet using STinG, so this is really a very solid solution. There has been quite a lot of traffic here at times. When the Windows IIS trojan NIMDA peaked I got a couple of thousands requsts a day without problems.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1404. Stacy Power Converter

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 20:32:54 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3c72131f.11802652@news-east.giganews.com>
Source record: 37757

After some methodical threading of cables thro hinge pivots etc I have managed to disassemble my Stacy 2 and fit a 240mb Seagate HD. I have removed the 68000 and put a socket in there. With some shield hacking I have got a nice T28 accelerator to fit a treat. One snag. Every thing works great until the need to use a floppy. Unexpectedly the HD must be taking more power than the (older) 20mb standard drive The internal power converter then decides that it has had enough and shuts down briefly causing a reboot. There seem to be a few Stacy experts here. Anyone know how to modify said converter to provide just that bit more ooomph please?
Beedub

1405. Nominations wanted for the MyAtari 2002 Awards

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 21:03:30 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0202171303.80f9247@posting.google.com>
Source record: 37758

Dear Atari users,

I am pleased to inform you that MyAtari magazine has just added a new article (The MultiJoy8 Interface by Harry Reminder) to its February 2002 issue! The other exciting news is, next month, MyAtari will be holding its first annual awards. However, before voting begins in March, we want you to send us your nominations for the following categories;

Best Atari web site of the year
Best Programmer of the year
Best Commercial release of the year
Best Shareware release of the year
Best PD/Freeware release of the year
Best Game release of the year
Best Hardware upgrade of the year
Best Atari supporting company of the year
Best Atari magazine of the year
Outstanding contribution to the Atari community

To read the latest issue or submit your nominations, please visit our web site at http://www.myatari.net

Best Regards,

Matthew Bacon, Editor

1406. Re: Stacy Power Converter

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 21:08:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c701bb8272e320@tripnet.se>
Source record: 37759

On Sun 17-02-2002 20:32 (GMT) Beedub wrote:

>After some methodical threading of cables thro hinge pivots etc I have
>managed to disassemble my Stacy 2 and fit a 240mb Seagate HD. I have

>must be taking more power than the (older) 20mb standard drive The
>internal power converter then decides that it has had enough and shuts

What happens if you first park the harddisk and then access the floppy?
Does it still reboot?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1407. Re: Stacy Power Converter

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 21:28:15 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3c741fcf.15051338@news-east.giganews.com>
Source record: 37760

On Sun, 17 Feb 2002 21:08:22 GMT, "Kenneth Medin"
<kennethm@tripnet.se> wrote:

>On Sun 17-02-2002 20:32 (GMT) Beedub wrote:
>
>>After some methodical threading of cables thro hinge pivots etc I have
>>managed to disassemble my Stacy 2 and fit a 240mb Seagate HD. I have
>
>>must be taking more power than the (older) 20mb standard drive The
>>internal power converter then decides that it has had enough and shuts
>
>What happens if you first park the harddisk and then access the floppy?
>Does it still reboot?
I suspect that all would then be well as simply putting the standard
68000 back in thereby reducing the power requirement sets everything
working ok.
Parking the HD is not something that I can see that can be
done easily. Not with the drive running on ICD Pro software anyway.
Unless you know better?
Thanks
Beedub

1408. Re: admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 21:31:31 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <1013981491.17276.0.nnrp-01.9e983130@news.demon.co.uk>
Source record: 37761

>And below is a post by the same person claiming that I am disrupting the
>newsgroup. Company policy allows for reasonable use of the Internet, if you
>can't win an argument, its sad to see you trying to block access..If people

Reasonable use yes, moronic proseltysing I would think no.

Still you do show some honesty, I did notice one of your earlier posts
mentioned you didn't understand.

See if a double dose of the tablets help.

1409. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 23:23:55 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a4pdtcgqo1@newsg1.svr.pol.co.uk>
Source record: 37762

> Never met such a stubborn person before....What are
> you trying to achieve? I am not talking about better
> of worse (that's your habgup..) but about being
> different.

But I AM talking about better or worse...Are you stuipid or something?? Have you even read the title of the thread? The word better is in there...I am talking about the Amiga being better than the ST....If you are not talking about better or worse, what the hell are you doing here??

>
> >Like I said, the amiga is in a class of its own...

Ah yes the taste of victory, an ST user finally and grudgingly admitting the truth...
>
> perform that but it just did not come to a comparison
> because at that time Atari's and Mac did it for me...

Becuase you are an illogical STuser...
>
> Why do you have to go into this over and over
> again...Loosing grip? I haven't read any comment on
> one of the posts from here with really contained
> facts...So it should be loosing grip...

Its actually grammatcially correct to say LOSING grip, not LOOSING grip...Must be your CALAMUS gramemr checker HAHA

>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x
> STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.
>

1410. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 23:28:26 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a4pe5q$7lh$1@newsg2.svr.pol.co.uk>
Source record: 37763

>
> So you think Amiga MIDI is better because you can upgrade their cards? That
> proves nothing, as you make no mention about how good the cards are to begin
> with. Especially, as they apparently need upgrading. And you *can* get
> alternative MIDI hardware for the ST (if you need multiple ports, etc.), so
> the Amiga's not alone in this.

To get alternative ahrdware for the ST is a joke....what expansion ports do you have?? Only a SHIT THING would be designed such that you have to break the machine open and resolder the damned motherboard, what a stupid way to upgrade a machine....Like I said, the ST is designed in a stupid way, its just a game machine...

>
> Yet again, you prove you know nothing about MIDI. It has nothing to do with
> the ST's sound capabilities. MIDI is simply a serial port that sends data,
> *not sound*, to keyboards, drum machines, etc., which make their own sounds.
> Beyond this, MIDI has nothing to do with sound. Without a keyboard to hook
> it up to, for example, you basically have little more than odd looking
> serial ports. No sound is produced by them at all.

Yes, but MIDI comes under the category of sound, since MIDI is used for SOUND purposes...

1411. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 23:30:53 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a4peae$ue0$1@newsg4.svr.pol.co.uk>
Source record: 37764

>
> Using that theory I will go out and buy a PISA backplane and call it
better
> than your amiga because it's much more upgradeable. Doh!, you're wrong
> again.

What a stupid typical ST user argument...Its notr a therory its a fact....

Can an ISA backplane take a 68000 CPU?? NO it can't...so stupid example,
again...from an ST user...

1412. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 23:32:08 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a4pecp$7pl$1@newsg2.svr.pol.co.uk>
Source record: 37765

> of use and the fact that TOS was more stable.

TOS was stable because it cuold not do anything of value...

>The Amiga excelled in
> graphics and sound over the ST. Both are excellent computers and the
> fact people still use them is a tribute to both of them. Let's not
> bicker about this and just drop the subject.

The Amiga was better full stop, even in midi, with midi expansion, which was
better hat the ST default port...

1413. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 23:37:27 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a4pemnhae1@newsg1.svr.pol.co.uk>
Source record: 37766

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:B8943924.1E4AB%nameerf@flash.net...
> in article a4m5qu$8m$1@newsg2.svr.pol.co.uk, NewDarkling at
> qwerty@hotmaul.com wrote on 2/16/02 9:47 AM:
>
> >>
> >> The couple times I saw it and got to really get my hands on it, I saw
it
> > in
> >> action in a real-world senario, and asked a lot of questions about it.
> >
> > Oh dear, you asked a lot of questions eh?? Who did you ask? Some 10 year
old
> > school boy??
>
> Are you really this stupid? I asked the University professor who owned it,
> and as I mention later (didn't you read?) I asked sales representatives
who
> deal in Amigas and Ataris and knew a lot about both.

HAHAHAHAHAHA you asked the university professor...And wait, you asked the
SALES REP!!! Sales reps are the most IT-illiterate people in the world, and
you asked some chump at Dixons about the intricacies of the Paula/Fat
Agnus/COPPER chips on the Amiga???

Liek I said, lamers asking lamers...

>
> I had a couple subscriptions to magazines containing both Atari and Amiga
> onfo. They all said that both computers had their good and bad points, and
> that the Atari was stronger in the MIDI/music field.

Yes, you must have been readong The ONE for Atari or ATARI Format....

>Besides, you really
> can't compare machines well without actually getting to use them a little.
> Specs are only a small part of the entire picture when purchasing a
> computer. Never heard of Dixons. We don't have those here, I guess.

Hold on a minute...where ARE you from??

>
>
> > And people like you carry the war on...>
>
> Um... who's the one who came here spouting "Amiga was always better"? I

AND WHO RESPONDED?????

> fools like you. Don't bother responding. I will not read it.
>

Oh but you will!!

1414. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 23:44:16 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a4pf3hhhk1@newsg1.svr.pol.co.uk>
Source record: 37767

> Even if you expand your Amiga to infinity, this software is still amateur
> kid stuff, sorry. Do you even know what Cubase is?

Cubase is an amateur sound program...SOmething better is the Amiga's Octamed Sound Studio Pro or Bars and Pipes...

>
> > > I have accellerated Falcons and MSTE:s. What Amiga will spank that for
> my
> > > purpose (audio)?
> > A1200 with PCI bus board+ any pci sound card of your choice (take note
> A1200
> > is only an 020)...
>
> Fine, you can dope up your amiga too,

So I answered your question then...ok change the subject...

>
> Btw, you said it yourself there. 020? 14mhz? no MMU? no FPU? oops...

I was making a comparison...If I comapred an A3000 or even an A4000 it would have been unfair...

>
> Shit for brains, I have two studios, with both PC:s and Ataris in both. My
> stuff probably cost more than you will ever earn.

Bollox...the fact that you bought an ST proves you are a cheapskate...Don;t give me your lies about your "studio"...Prob your own bedroom with laminate flooring and you think its a studio...

> (I have used Octamed myself, I know what it is. And it is _not_ pro stuff)

Being a cheapskate, you prob only used Octamed 8, shareware stuff...you never tried Octamed Soundstudio Pro...

>
> While the SBLive has a lot of horsepower, being based on the EMU10k chip,
> the D/A converters are poor consumer qualitiy stuff. The S/N ratio of the
> SBLIVE is somewhere around 70db. If I remember correctly, this is equal to
a
> resolution of somewhere around 13bits. I know the SBLive is supposed to do
> 16 bits, but Creative screwed up the hardware and used poor quality op
amps
> and D/A:s...

So what, if you are that hung up, buy Audigy or ROland...Turtle beach, or many of the hundreds of Professional cards that you simply cannot stick into the poorly designed ST....

1415. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 23:46:33 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a4pf7qhjr1@newsg1.svr.pol.co.uk>
Source record: 37768

> This is why you use words like shite?
> What is dumb is you don't know what your talking about, and wants to
discuss
> it. Go home to mama.

I'd rather go to your mama....In fact I freqent her residence often....she
squeals at octaves which the ST could never produce..

I'd send you an IFF cound sample, but you probably couldn't play it back at
its full quality on your crap sounding ST...

>
>

1416. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 23:47:33 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a4pf9mhkv1@newsg1.svr.pol.co.uk>
Source record: 37769

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:X3Jb8.10448$O5.23738@nntpserver.swip.net...
> > All the above are rubbish....Octamed Sound STudio and Bars and Pipes
kills
> > all of them...
>
> How come noone uses them?

Because there is mcuh better software on PC these days...during the Amiga/ST
days, SAtariu managed to get away with the marketibng hype that ST was
better for midi...

>
>

1417. Re: admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 23:48:51 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a4pfc4$8ch$1@newsg3.svr.pol.co.uk>
Source record: 37770

"lp" <atarilp@hotmail.com> wrote in message
news:B8940AEC.23AA%atarilp@hotmail.com...
> in article a4m72gajp1@newsg1.svr.pol.co.uk, NewDarkling at
> qwerty@hotmaul.com wrote on 2/16/02 1:08 PM:
>
> > An LP you twat, nice try but you forgot that messages can be posted from
> > anywhere, not just from work...IN YOUR FACE...
>
> I see you got a new host, lol. So they determined your useage was not
> 'reasonable' use of the internet. I was right.

Actually they did not, I am simply posting from home...

And I also happen to be the netwrok admin at the company...HAHA

1418. Re: admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-17 23:49:30 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a4pfda$v51$1@newsg4.svr.pol.co.uk>
Source record: 37771

Go back to sleep will you...

"M.Bedford" <mike@mbedford.demon.co.uk> wrote in message
news:1013981491.17276.0.nnrp-01.9e983130@news.demon.co.uk...
>
> >And below is a post by the same person claiming that I am disrupting the
> >newsgroup. Company policy allows for reasonable use of the Internet, if
you
> >can't win an argument, its sad to see you trying to block access..If
people
>
> Reasonable use yes, moronic proseltysing I would think no.
>
> Still you do show some honesty, I did notice one of your earlier posts
> mentioned you didn't understand.
>
> See if a double dose of the tablets help.
>

1419. FA: Atari ST software, Atari carts, more... [02/17/2002]

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 00:40:20 UTC
From: zathras11@iwon.com
Message-ID: <a7351fb7.0202171640.236df3b0@posting.google.com>
Source record: 37772
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace

Lots of Atari ST computer software (mostly games), video games,
and other stuff too...

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=zathras_eleven

--
"Cannot say. Saying, I would know. Do not
know, so cannot say". -- Zathras (Babylon 5)

1420. Re: admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 02:09:27 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B895CC87.243E%atarilp@hotmail.com>
Source record: 37773

in article a4pfc4$8ch$1@newsg3.svr.pol.co.uk, NewDarkling at goping@hotmaul.com wrote on 2/17/02 6:48 PM:

> Actually they did not, I am simply posting from home...
> And I also happen to be the netwrok admin at the company...HAHA

Whatever.
You can't accept the fact that Atari matured into a better machine out of the box. Apparently you lack the skill to research and read specs and ignore most facts. Be that as it may the current situation seems even worse since there are 2 complete motherboard designs for the Atari with integrated PCI slots (4 to be exact). So what if they are 3rd party, so are all the upgrades for the amigo. So if you do the homework on the PCI specs, you'll find it out performs the age old zorro bus. So by your logic Atari is still better even today. Atari is and will always be a better over all machine, and it still is, I don't see amigo clones with integrated pci slots. Not to mention a complete lack of understanding when it comes to midi and how it works.

I don't mind heathly debate, but you don't understand that either. Reply all you want I'm also done with this particular thread. One cannot have a discussion if the other end can't listen to one word. Please note I didn't toss around insults in my posts. Denial can lead to serious health problems, perhaps you should seek professional help ASAP. I'm serious.

Have a nice fantasy...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1421. TROLL ALERT

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 02:34:47 UTC
From: Atari <atari@qnet.com>
Message-ID: <3C706847.F4504B2@qnet.com>
Source record: 37774

I went to Google and checked other newsgroups and found the following message that Darkling has been posting in the Amiga usenet group. Seems he also hates the Amiga and is posting the same crap there. I used flump@hotmail.com to pull up his messages.

Don

Below is a message I copied from Google that was posted by Darkling.

Hopefully everyone stops responding to him..

From: Darkling (flump@hotmail.com)
Subject: Re: gamesss
Newsgroups: comp.sys.amiga.games
Date: 2002-02-08 19:05:32 PST

Nathan wrote in message <3C646DBC.5090001@yahoo.co.nz>...
>
>Darkling wrote:
>
>> You sad little Amiga owners make me puke....I'll post messages in
>> this forum any way I feel like, top or bottom posting....
>
>Oooooh... I'm shaking. ;-) So you're a troll. Not a very good one
>though. Shame, you were almost entertaining. <grin>

Troll?

I am not here to entertain you four-eyed gimps....I merely browse this group
occasionaly for the sheer entertainment of seeing dickheads arguing that the
Amiga is a viable platform; when in fact its long dead...

>
>Um, so yeah, I have an emulated Amiga .. you're next posting indicates
>that you most likely have an emulated Amiga too. (Either that, or you
>have all these 'ROMs' and haven't yet worked out what to do with them.)

Yeah I have an emulated Amiga, on a ***WINDOWS*** machine (AMiga owners stick your heads up your arse), and an athlon, and it runs an emulated amiga
faster that your actual A4000...

>
>Also I have a nice wee a4000 .. which I gotta admit is damn useful.

>Coz you gotta admit, the software emulators still aren't quite there
>compatibility wise.
>So are these regurgitation fits merely because u
>realise that you can't run everything we can? Does it hurt that much?

hahaha You sad worthless geek...Do you really think I give a fuck
whether or
not my emulation compatibility isn't as good as an A4000??? I just use
it to
play games, which is all the AMiga was ever good for....What do I care
whether or not I can emulate an A4000??? Its now a piece of junk
anyway....Its been overtaken by newer hard/software....

Regurgitation fits??? Over not being able to run shite A4000 software???

PLEASE STOP, you are killing me, this is just too funny....

Er, no it doesn't hurt that much....In fact it doesn't hurt at all...Oh,
and
what shite software are you talking about? WHy would I want to run
everything you can when an Athlon and WIndows can give me almost any
software I want, faster and better than the old AMiga....

>
>Poor boy. You need some friends. ..You need to work on that.

Gee thanks for the advice!! Thats exactly what I need!

Grow up and move out of your parents basement....The A4000 is obsolete,
just
accept it.....

>
></troll_feeding>
>
>Nathan.
>

1422. Re: TROLL ALERT

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 03:41:29 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B895E219.2453%atarilp@hotmail.com>
Source record: 37775

in article 3C706847.F4504B2@qnet.com, Atari at atari@qnet.com wrote on 2/17/02 9:34 PM:

> I went to Google and checked other newsgroups and found the following
> message that Darkling has been posting in the Amiga usenet group. Seems
> he also hates the Amiga and is posting the same crap there. I used
> flump@hotmail.com to pull up his messages.
>
> Don
>
> Below is a message I copied from Google that was posted by Darkling.
>
> Hopefully everyone stops responding to him..

Geesh, what a sad individual.
Everybody add that one to your kill file.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1423. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 05:41:51 UTC
From: puffpuffin@aol.com
Message-ID: <20020218004151.00983.00001033@mb-cu.aol.com>
Source record: 37776

Uwe,

I just tried using HD Driver 8.1 demo, but the card reader still will not boot.
I also checked the bytes per sector and it is 512. *sigh*

-Phil

P.S. I hope you got my registration data.

1424. [Epyx Shrine] Rogue

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 07:18:46 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3C70AAD6.5EB42B11@neulandmm.de>
Source record: 37777

Hi there!

I just finished uploading the Epyx Shrine (home.arcor.de/cybergoth)
page about Rogue, featuring a long (~5 pages!) interview with Glenn
Wichman!

Here's a little teaser:
"One of the great and amazing things about Rogue is how someone can go
into a total panic (increased heart rate, sweating, twitching, etc) just
by seeing a capital "T" on the monitor." -> Glenn Wichman

Enjoy,
Manuel

1425. HELP!!: Protar Progate R44 with TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 08:53:26 UTC
From: chris.crosskey@vicon.com
Message-ID: <97a8a4d8.0202180053.556bbf5a@posting.google.com>
Source record: 37778

Hi Folks...

I've got a big problem setting up a Protar Progate R44 cartridge drive (it's a Syquest SQ55) with a TOS2.06 STe. When I first set it up it was with a TOS1.62 STe adn it was fine, the supplied software (v4.02) worked fine, and it was a doddle to get the whole thing up and running as an auto-booting hard-drive. I really need to get it working on a friends TOS2.06 machine, she doesn't really want to go back to 1.62 cos she's got used to the 2.06 desktop shortcuts etc....Whatever I do it seems to corrupt the cartridges if I write data to it under 2.06....I've tried different floppy drives, I even tried putting in different TOS ROM's and I've also tried HD-Driver 6 and 7....It's always the same...if I'm in TOS2.06 it'l;l corrupt the whole partition if try to write to it, if it's 1.62 it's fine.....any ideas?....is it a switch I'm missing somewhere?

chrisc

1426. Re: Stacy Power Converter

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 08:57:33 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0202181053150.25383-100000@hal.pp.fishpool.fi>
Source record: 37779

On Sun, 17 Feb 2002, Beedub wrote:

> After some methodical threading of cables thro hinge pivots etc I have
> managed to disassemble my Stacy 2 and fit a 240mb Seagate HD. I have
> removed the 68000 and put a socket in there. With some shield hacking
> I have got a nice T28 accelerator to fit a treat. One snag. Every
> thing works great until the need to use a floppy. Unexpectedly the HD
> must be taking more power than the (older) 20mb standard drive The
> internal power converter then decides that it has had enough and shuts
> down briefly causing a reboot. There seem to be a few Stacy experts
> here. Anyone know how to modify said converter to provide just that
> bit more ooomph please?
> Beedub

The same problem happened to me and, as such, my Stacy is currently dead.

The small print should have read:

Beware of power-hungry hard-disks, they will blow up the 12v part
of your power regulator board, forcing you to resort to floppies.

I already figured out what parts I need to make a new 12v regulator board.
The parts count is so small, I could build it on a piece of perforated
prototyping phenolic board and house the circuit under the battery hatch.

I guess it's yet another TO-DO on my list...

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1427. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 10:58:21 UTC
From: Nicolas Lekuona <nlecuona@mac.com>
Message-ID: <B8969CDD.3C30%nlecuona@mac.com>
Source record: 37780
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I'll make some document giving you my body when I die; not a pleasant sight,
anyway...

;-)

Nick.-
nlecuona@mac.com

*Sinclair ZX Spectrum 48K + Interface I + Microdrives
*Sinclair/Amstrad ZX Spectrum +3
*Commodore 64
*Atari 520 STFM 4Mb + GCR Spectre + Supercharger
*PC Clone Pentium 60
*PC Clone AMD K6-2 500
*Apple PowerBook G4

And proud of it, man!

> Hi Nicolas
>
> | Nick.-
> |
> | Ex Atari Corp (Spain) Employee (looooooong ago!)
>
> I'm starting an Atari museum at my Atari club, could we please stuff and
> mount yourself and put you in a display case.
>
> How abut dishing some dirt on the "Real" Atari Corp, with none of the
> press-dressed ballux..
>
>
> --
>
>
> Steve. S.
>
>
> ---
> Outgoing mail has been certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02
>
>

1428. Re: HELP!!: Protar Progate R44 with TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 11:36:13 UTC
From: Robert Schaffner <rsmac@t-online.de>
Message-ID: <20020218123613250+0100@news.t-online.de>
Source record: 37781

In <97a8a4d8.0202180053.556bbf5a@posting.google.com>
chris.crosskey@vicon.com (chrisc1966) wrote:

>I've got a big problem setting up a Protar Progate R44 cartridge drive
>(it's a Syquest SQ55) with a TOS2.06 STe. When I first set it up it
>was with a TOS1.62 STe adn it was fine, the supplied software (v4.02)

"Protar" used another driver and is not "AHDI" compatible.

>different TOS ROM's and I've also tried HD-Driver 6 and 7....It's
>always the same...if I'm in TOS2.06 it'l;l corrupt the whole partition
>if try to write to it, if it's 1.62 it's fine.....any ideas?....is it

Your problem looks mainly like a size trouble.
Atari TOS releases can?t handle all the same partition sizes.

Please have a look: (DOITF030 article 19.2 / DOITST article 21.2)

Tabelle 56: Atari Partition Sizes
TOS-Release Size / Gr?sse Comment / Kommentar
TOS 1.00 - 1.02 256
MByte
TOS 1.04 - 3.xx 512 Mbyte
TOS 4.0x 1024 MByte
MagiC 1024
MByte
BigDOS 1024 MByte
MagiC / BigDOS 2048 MByte (DOS-Kompatibel)
MagiC
6.1 -> FAT32 -> Terrabyte (nicht MagiC 6.01)
FreeMiNT 1.15 FAT 16 2048
MByte (DOS/TOS komp. Partitionierung)FreeMiNT FAT 32 !> Terrabyte

Hope that helps :)

Regards, Robert
--
Atari und Macintosh Hardware FAQs http://www.doitarchive.de

1429. Re: Accents

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 12:06:44 UTC
From: Pascal Ricard <paricard@free>
Message-ID: <3c710daa2402141@free.fr>
Source record: 37787

Hello,

in article <Pine.LNX.4.21.0202171223390.15797-100000@hal.pp.fishpool.fi>
(comp.sys.atari.st)
Martin-ï¿½ric Racine wrote on Sun 17-02-2002 12:48 (+0200):

> OElig and Yacute were requested by France and Scaron and Zcaron by Finland
> (as far as I can remember). I don't remember why French needs the former.

Damned! I didn't know that the Y acute was a request from France and/as
I don't know any French word with an y acute, being the first lettre or
not.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

1430. Re: XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 12:09:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a4qqt7$9fg$1@snipp.uninett.no>
Source record: 37782

Matthias Alles <mega_metty@gmx.de> wrote:
> How can I make XaAES work together with my screenblaster? When trying it
> with the fvideo-option the falcon reboots immidiatly after selecting the
> resolution with the SB-Software..

Which version of ScreenBlaster are you using? I used ScreenBlaster III on
my Falcon, and it had serious problems with MiNT. I switched to Videlity,
never had a problem with that.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1431. Re: XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 12:17:51 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3C70F0EE.353BAEB8@sun1000.pwr.wroc.pl>
Source record: 37783

> > How can I make XaAES work together with my screenblaster? When trying it
> > with the fvideo-option the falcon reboots immidiatly after selecting the
> > resolution with the SB-Software..
>
> Which version of ScreenBlaster are you using? I used ScreenBlaster III on
> my Falcon, and it had serious problems with MiNT. I switched to Videlity,
> never had a problem with that.

I have the same problem with ScreenBlaster II (external) and XaAES. It just
hangs up when XaAES should start.
But without XaAES, MiNT works perfectly - never had any problems with it.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

1432. Re: XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 13:00:00 UTC
From: Björn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam>
Message-ID: <3C70FAD0.8080207@nospam.physik.uni-giessen.de.nospam>
Source record: 37784

Jo Even Skarstein wrote:

> Matthias Alles <mega_metty@gmx.de> wrote:
>
>>How can I make XaAES work together with my screenblaster? When trying it
>>with the fvideo-option the falcon reboots immidiatly after selecting the
>>resolution with the SB-Software..
>>

Nice. Mine just stops doing anything.

> Which version of ScreenBlaster are you using? I used ScreenBlaster III on
> my Falcon, and it had serious problems with MiNT. I switched to Videlity,
> never had a problem with that.

Yes. If I had an internal Screenblaster that would be my choice, too.
But I do NOT think that Videlity can use the external Screenblaster
hardware!

Tschau,

Bjoern

1433. Re: HELP!!: Protar Progate R44 with TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 13:28:48 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <a9398e13475169594a8710b3fdff9333.71025@mygate.mailgate.org>
Source record: 37785

"Robert Schaffner" <rsmac@t-online.de> wrote in message
news:20020218123613250+0100@news.t-online.de...

> "Protar" used another driver and is not "AHDI" compatible.
>

The manual says from v4 that it's AHDI, besides I formatted adn
installed HD-Driver happily under TOS1.62, when you go to 2.06 it borks
again...

> >different TOS ROM's and I've also tried HD-Driver 6 and 7....It's
> >always the same...if I'm in TOS2.06 it'l;l corrupt the whole partition
> >if try to write to it, if it's 1.62 it's fine.....any ideas?....is it
>
> Your problem looks mainly like a size trouble.
> Atari TOS releases can?t handle all the same partition sizes.
>

5Mb boot partition, 18Mb in the other two...should be fine ...is fine
under 1.62, dies under 2.06 if you write to it....

chrisc

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1434. Re: XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 14:49:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a4r49v$c6v$1@snipp.uninett.no>
Source record: 37788

Bjï¿½rn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam> wrote:

>> Which version of ScreenBlaster are you using? I used ScreenBlaster III on
>> my Falcon, and it had serious problems with MiNT. I switched to Videlity,
>> never had a problem with that.

> Yes. If I had an internal Screenblaster that would be my choice, too.
> But I do NOT think that Videlity can use the external Screenblaster
> hardware!

Have you tried this? Set clock to "external" in Videlity, and see what
happens. My guess is that it works, unless the external Screenblaster has
some control lines from a joystick port or something like that (I don't
know, I've never seen one).

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1435. Re: Italian Atari bbs

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 15:02:40 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <4840_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 37786

In uno strano messaggio del 17 Feb 02 yves.rogne@free.fr (2:333/608.1)
scrisse al povero All :
yr> On 16 Feb 2002 18:11:09 , "maurizio" wrote:
yr> ﷽scusa potrei accedere anche io a questa bbs? come?
yr>
yr> What does this mean ?

He was just asking how to access my BBS, and told him he can use a terminal
program and call 040 8331217 with a modem or ISDN X.75 connection.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
BASIC - Bill's Attempt to Seize Industry Control

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

1436. Re: HELP!!: Protar Progate R44 with TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 15:12:34 UTC
From: rsmac@t-online.de
Message-ID: <1f7t5rl.1rpq0un1kqhxfiN%rsmac@t-online.de>
Source record: 37789

Chris Crosskey <chris.crosskey@vicon.com> wrote:

> The manual says from v4 that it's AHDI, besides I formatted adn
> installed HD-Driver happily under TOS1.62, when you go to 2.06 it borks
> again...

OK, so you have the later release of. Good! ;)
For me it looks like partition size touble.

No other idea this moment, sorry

Regards, Robert
--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

1437. Re: HELP!!: Protar Progate R44 with TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 15:39:34 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <3183f8dc683f3a65c450a38f946788eb.71025@mygate.mailgate.org>
Source record: 37790

"Robert Schaffner" <rsmac@t-online.de> wrote in message
news:1f7t5rl.1rpq0un1kqhxfiN%rsmac@t-online.de...

> Chris Crosskey <chris.crosskey@vicon.com> wrote:
>
> > The manual says from v4 that it's AHDI, besides I formatted adn
> > installed HD-Driver happily under TOS1.62, when you go to 2.06 it borks
> > again...
>
> OK, so you have the later release of. Good! ;)
> For me it looks like partition size touble.
>
>

I can't see it being partition size related, the boot partition is only
5Mb, the other two are 19.5 and 17.5Mb respectively and are being picked
up happily with any software I use under TOS1.62. Under TOS2.06 the
whole partition corrupts (any of them) as soon as I write any data to
it, be it direct from the desktop or from within a program.

chrisc

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1438. Re: XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 15:50:38 UTC
From: Björn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam>
Message-ID: <3C7122CE.60300@nospam.physik.uni-giessen.de.nospam>
Source record: 37793

>
> Have you tried this? Set clock to "external" in Videlity, and see what
> happens. My guess is that it works, unless the external Screenblaster has
> some control lines from a joystick port or something like that (I don't
> know, I've never seen one).
>

It uses the Paddleport 2 for changeing the external clock.

Tschau,

Bjoern

1439. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 15:59:23 UTC
From: David Rodger <david.rodger@ntlworld.com>
Message-ID: <ux9c8.101348$H37.13562542@news2-win.server.ntlworld.com>
Source record: 37791

Here Duckling can you explain to all these "poor st users" what exactly midi is? Personally I don't think you can and so your arguments have all been in vain.

David

"NewDarkling" <goping@hotmaul.com> wrote in message news:a4pf9mhkv1@newsg1.svr.pol.co.uk...
>
> "Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
> news:X3Jb8.10448$O5.23738@nntpserver.swip.net...
> > > All the above are rubbish....Octamed Sound STudio and Bars and Pipes
> kills
> > > all of them...
> >
> > How come noone uses them?
>
> Because there is mcuh better software on PC these days...during the
Amiga/ST
> days, SAtariu managed to get away with the marketibng hype that ST was
> better for midi...
>
> >
> >
>
>

1440. Re: TROLL ALERT

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 16:04:38 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8967486.1E695%nameerf@flash.net>
Source record: 37792

>> Darkling wrote:
>>
>>> You sad little Amiga owners make me puke....I'll post messages in
>>> this forum any way I feel like, top or bottom posting....

Now why doesn't this surprise me? Well, he just lost what little (if any) credibility he had in any of his ranting.

Mike Freeman
nameerf@flash.net

1441. Calamus in 16-bit?

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 16:27:21 UTC
From: jba4@po.cwru.edu
Message-ID: <3c712a4b.298954276@news.cwru.edu>
Source record: 37794

Hey everyone! I've been extremely happy with my Galaxy grpahics card from Mario Becroft lately. It has worked like a charm. The only thing that I've been a little down about is not being able to use Calamus SL. The Galaxy uses 16-bit color only (only) through fVDI, although a monochrome driver for the Galaxy exists. I hate having to swtich to monochrome and, therefore, I have not been able to use Calamus for a long while. Mario has explained to me that Calamus has some real problems deep within its code with trying to operate in 16-bit color. I was wondering if there exists any other solution other than siwtching to a different color depth. Is there any software (or wiould it be possible ot create any software) that could fool Calamus into thinking the screen was monochrome or perhaps 256 color? I know it's not quite as simple as that, but oculdn't a driver be written that could be run before Calamus so that when calamus is run, it can only see two colors out of the whole pallete and perhaps work with fVDI in 16-bit color mode? Just a thought! Anyone have any suggestions?

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

1442. Re: TROLL ALERT

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 16:34:48 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1014065624-384368AEicMi@xs4all.nl>
Source record: 37712

>I went to Google and checked other newsgroups and
>found the following
>message that Darkling has been posting in the Amiga
>usenet group. Seems
>he also hates the Amiga and is posting the same crap
>there. I used
>flump@hotmail.com to pull up his messages.

So that's what's been going on; this Duck has fallen
for the marketinghype accompanying the introduction
of Windows....And now he is regetting that so much
that he wants to piss off every other different
computer user...

Discussion over!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1443. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 16:36:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1014065628-385024AEicMi@xs4all.nl>
Source record: 37713

>Its actually grammatcially correct to say LOSING
>grip, not LOOSING
>grip...Must be your CALAMUS gramemr checker HAHA
Writing this with another at least two mistakes and
faults...It sure is another class...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

1444. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 17:36:08 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <44bc8.10603$O5.24354@nntpserver.swip.net>
Source record: 37696

> I'd send you an IFF cound sample, but you probably couldn't play it back
at
> its full quality on your crap sounding ST...

You have 8 bit sound on your wondermachine. But I guess thats full quality
for you.

1445. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 17:39:26 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <97bc8.10604$O5.24388@nntpserver.swip.net>
Source record: 37698

> > How come noone uses them?
>
> Because there is mcuh better software on PC these days...during the
Amiga/ST
> days, SAtariu managed to get away with the marketibng hype that ST was
> better for midi...

Frankly, you are so lost. If you have ever used these programs you would
know what we are talking about. The midi functionality of Cubase 3.10 on the
ST is identical to the midi functionality of Cubase VST32 5.0. The
difference is the Audiopart.
But as you say, Cubase is not for pros..
Even if you think Cubase is kid stuff, how about Logic Audio?

Guess this is why every musician in the world used the great Amiga, because
everything else was crap, right?

1446. Re: Re-casing a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 17:43:00 UTC
From: sf0218@aol.com
Message-ID: <20020218124300.25172.00001580@mb-ft.aol.com>
Source record: 37795

So where can a person get a 'lighthouse' case?
Sam F.
Seattle Seahawks fan & Atari Computer nut

1447. FS: C Lab Notator Alpha and Aura

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 17:46:53 UTC
From: disciple7 <tcarman@telusplanet.net>
Message-ID: <h6bc8.4071$Bw4.2229564@news1.telusplanet.net>
Source record: 37697

Anyone interested my copy of C Lab Notator Alpha. This is a simpler version of the Notator program. Original disks manual and dongle in original packaging.

I also have a copy of C Lab Aura, which is a Music Education program.

Make me an offer.

Tom Carman

1448. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 17:49:42 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <Ngbc8.10608$O5.24282@nntpserver.swip.net>
Source record: 37699

> Cubase is an amateur sound program...SOmething better is the Amiga's
Octamed
> Sound Studio Pro or Bars and Pipes...

Yeah, I agree. 7 bit sound is a lot better than 16 bit. Also, Octamed with its timing resolution of something like 50 pulses per quarter note so great. Also, Bars and Pipes feature "thou shalt not be able to change the midichannel of a track" is one of the best in history.

> > > > I have accellerated Falcons and MSTE:s. What Amiga will spank that
for
> > my
> > > > purpose (audio)?
> > > A1200 with PCI bus board+ any pci sound card of your choice (take note
> > A1200
> > > is only an 020)...
> >
> > Fine, you can dope up your amiga too,
> So I answered your question then...ok change the subject...

Partypants, what was the discussion about now again? Software and standard hardware, or - was it about how much we could fit inside the hood of our computer.

> > Btw, you said it yourself there. 020? 14mhz? no MMU? no FPU? oops...
> I was making a comparison...If I comapred an A3000 or even an A4000 it
would
> have been unfair...

Well, the 1200 was launched at about the same time as the Falcon, and was inteded to be the falcon-spanker.

> Bollox...the fact that you bought an ST proves you are a
cheapskate...Don;t
> give me your lies about your "studio"...Prob your own bedroom with
laminate
> flooring and you think its a studio...

I am starting to loove you. Do you work at a circus? You don't know shit about music stuff, defenitely nothing about computers other than the Amiga, and exactly nothing about me. Yet, you do this. Keep up the good work monkeyboy.

> > (I have used Octamed myself, I know what it is. And it is _not_ pro
stuff)
> Being a cheapskate, you prob only used Octamed 8, shareware stuff...you
> never tried Octamed Soundstudio Pro...

It's still a trackerbased system, honey. But that is so fucking great about it! Yeah, everything will allways be perfectly quantized. Thats great. Nothing can go wrong.

1449. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 17:55:37 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <kmbc8.10615$O5.24341@nntpserver.swip.net>
Source record: 37701

> The Amiga was better full stop, even in midi, with midi expansion, which
was
> better hat the ST default port...

I guess in your world there is no midi expansions for the Atari range. But
in mine there sure is.

And btw, I have an ISA interface on my MegaSTE, it is a bridgeboard for the
VME bus in it. But as you said, VME busses cant be used for expansion.
Neither can the cardridge port. And yeah, the direct CPU slot on the Falcon
cannot be used for expansions either. And the MegaBUS on the MegaST cant etc
etc etc

I'll hurry and buy some more Amigas so I can get all those wonderful
expansion kits, and move away from this stupid world of so called
"pro-equipment". Now I know what "pro" means. Yeah. I'll buy an Amiga, a 24
bit soundcard with a kick ass DSP, and use some REAL pro software, not like
the ones on my Falcon nooohoo I'll use Octamed!
Not like amateur stuff like the "industry standard" Cubase or Logic. That is
just shite.
Yeah. I'll do that tomorrow.

You won! Thankyou for showing is the way! How could we all have been so
stupid!
Again, Thankyou.

1450. Re: C Lab Notator Alpha and Aura

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 17:59:03 UTC
From: Paul CAILLET <paul.caillet@vnumailler.com>
Message-ID: <a4rfcd$e9u$1@news2.isdnet.net>
Source record: 37700

Hello Tom :-)

> Anyone interested my copy of C Lab Notator Alpha. This is a simpler
version
> of the Notator program. Original disks manual and dongle in original
> packaging.
>
> I also have a copy of C Lab Aura, which is a Music Education program.
>
> Make me an offer.

You can purpose your sale on my WebSite ... it's free :-)
http://music-atari.org/foire/index_e.htm

Best regards :-)

--
Paul CAILLET.
atarimusic@alussinan.org
http://music-atari.org

1451. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 18:02:59 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <etbc8.10620$O5.24365@nntpserver.swip.net>
Source record: 37703

> Can an ISA backplane take a 68000 CPU?? NO it can't...so stupid example,
> again...from an ST user...

Well, besides address decoding, you need the following, if I remember
correctly.

The 68000 has no A0 like the ISA bus, but this can be fixed using some logic
and the DS1/DS0 signals. DS1 connects to the SBHE in the ISA bus.
For BALE, you can often use AS. For timing reasons, some boards requires
BALE to be in better sync with DS1/DS0, but this can also be done with a
couple of gates.
To enable the use of I/O R/W and MEMR/MEMW/SMEMR/SMEMW, some address
decoding is needed, to put the I/O access in another memoryarea.
A 14.xxx mhz oscillator
8 mhz clock.

But as you said, I don't know shit.

1452. Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 18:05:47 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <Svbc8.10621$O5.24366@nntpserver.swip.net>
Source record: 37704

> >Ladies and gentlemen,
> >
> >Let's do ourselves a favour and stop replying to this guy. This is the
only
> >fun he has..
> >
> >/Peter
>
> Ahmen to that. I have already stopped and asked people to do the same.

I was so tired I forgot what I was doing. Working too much. But I'd better stop now, Darkiling will get a soar organ from jerking off to all these posts. Perhaps he will sue us.

Again, sorry. I broke my own recommendation after just one day :)

1453. Re: XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 18:09:42 UTC
From: Matthias Alles <mega_metty@gmx.de>
Message-ID: <3C714366.9010606@gmx.de>
Source record: 37702

> Which version of ScreenBlaster are you using? I used ScreenBlaster III on
> my Falcon, and it had serious problems with MiNT. I switched to Videlity,
> never had a problem with that.
>

I have a Screenblaster III as well (external version). Iï¿½ll try Videlity
then..

1454. Re: Calamus in 16-bit?

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 18:09:45 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <Bzbc8.10622$O5.24347@nntpserver.swip.net>
Source record: 37705

Does Calamus work in 24bit colour?
In this case, it should be possible to make a "24 bit emulation" driver,
where the screen memory is 24 bits but the physical colourdepth remains
16bit.. But this would eat lots of memory and probably be dead slow too.

/Peter

"Jeff Armstrong" <jba4@po.cwru.edu> wrote in message
news:3c712a4b.298954276@news.cwru.edu...
> Hey everyone! I've been extremely happy with my Galaxy grpahics card
> from Mario Becroft lately. It has worked like a charm. The only
> thing that I've been a little down about is not being able to use
> Calamus SL. The Galaxy uses 16-bit color only (only) through fVDI,
> although a monochrome driver for the Galaxy exists. I hate having to
> swtich to monochrome and, therefore, I have not been able to use
> Calamus for a long while. Mario has explained to me that Calamus has
> some real problems deep within its code with trying to operate in
> 16-bit color. I was wondering if there exists any other solution
> other than siwtching to a different color depth. Is there any
> software (or wiould it be possible ot create any software) that could
> fool Calamus into thinking the screen was monochrome or perhaps 256
> color? I know it's not quite as simple as that, but oculdn't a driver
> be written that could be run before Calamus so that when calamus is
> run, it can only see two colors out of the whole pallete and perhaps
> work with fVDI in 16-bit color mode? Just a thought! Anyone have any
> suggestions?
>
>
> Jeffrey Armstrong (jba4@po.cwru.edu)
> Case Western Reserve University

1455. Re: TROLL ALERT

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 18:11:46 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <uBbc8.10623$O5.24288@nntpserver.swip.net>
Source record: 37707

Again guys, I am very sorry for my replies to that egghead today. I wasn't thinking.

/Peter

1456. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 18:18:52 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u72hcclspn37f3@corp.supernews.com>
Source record: 37706

> > I agree, also what happens if he bought the disk second hand? He
wouldn't
> > necessarily be in the database would he?
>
> He can register with me in this case. So what?

Sorry, I didn't know that. I will have to find my version 7.5 that I bought
from Barrie and register it with you.

I didn't mean to offend I just wanted to put a stop to this piracy lark

Tim

1457. Re: Re-casing a Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 19:00:29 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a4rj0gits1@newsg3.svr.pol.co.uk>
Source record: 37708

I got mine from www.atari-workshop.co.uk however I am sure I found a site the US that sold them. They are not cheap but they do work and are very simple.

"SF0218" <sf0218@aol.com> wrote in message news:20020218124300.25172.00001580@mb-ft.aol.com...
> So where can a person get a 'lighthouse' case?
> Sam F.
> Seattle Seahawks fan & Atari Computer nut

1458. Re: FS: C Lab Notator Alpha and Aura

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 19:11:23 UTC
From: disciple7 <tcarman@telusplanet.net>
Message-ID: <vlcc8.4123$Bw4.2274636@news1.telusplanet.net>
Source record: 37709

Thanks Hallvard.

Tom Carman <><

Hallvard wrote:
> I've forwarded your message to my Notator/Creator mailing list (see
> signature for more info) and told anyone who's interested to contact
> you.
>
>
> Hallvard

1459. Re: XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 20:30:31 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a4ro97hbn1@snipp.uninett.no>
Source record: 37711

Bjï¿½rn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam> wrote:

> It uses the Paddleport 2 for changeing the external clock.

So it has a variable clock?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1460. EasyMint

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 21:50:02 UTC
From: ebaiz@skyenet.net
Message-ID: <eGec8.351$w46.244290@newsfeed.slurp.net>
Source record: 37714

Hello all,

Has anyone sucessfully installed this. I am ready to do so myself, but I have some questions. What OS do you have to be in when you do the install? Also, the program requires the file tree to be in a certain order when the rpm packets are installed. I was wondering, does the program ask which rpm packet to install next? If not, how do you arrange the lising so the whole thing installs properly?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1461. Re: TROLL ALERT

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 21:50:12 UTC
From: ebaiz@skyenet.net
Message-ID: <oGec8.352$w46.244043@newsfeed.slurp.net>
Source record: 37715

On 17 Feb 2002 18:34:47 , Atari wrote:
>I went to Google and checked other newsgroups and found the following
>message that Darkling has been posting in the Amiga usenet group. Seems
>he also hates the Amiga and is posting the same crap there. I used
>flump@hotmail.com to pull up his messages.

Sheeez, what a jerk. I hope the Amiga users ignor him also.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1462. Re: Calamus in 16-bit?

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 21:50:24 UTC
From: ebaiz@skyenet.net
Message-ID: <AGec8.353$w46.244456@newsfeed.slurp.net>
Source record: 37716

On 18 Feb 2002 19:09:45 , "Peter Persson" wrote:
>Does Calamus work in 24bit colour?
>In this case, it should be possible to make a "24 bit emulation" driver,
>where the screen memory is 24 bits but the physical colourdepth remains
>16bit.. But this would eat lots of memory and probably be dead slow too.
>
>/Peter

No, the latest version only works in 32-bit for color. I do believe it
also work in mono. Maybe that will change in the next update. The
program loads in 24-bit, but the color output looks strange.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1463. Re: XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 22:00:18 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C717945.754AF3F2@chello.nl>
Source record: 37717

Matthias Alles wrote:
>
> Hi!
>
> How can I make XaAES work together with my screenblaster? When trying it
> with the fvideo-option the falcon reboots immidiatly after selecting the
> resolution with the SB-Software..
>

You cannot change resolution while XaAES is running.
I dont know anything about screen blaster.
Can you find a way to set the resolution before starting XaAES?

You can always start up in ROM tos in the resolution you want and then
simply start XaAES from the desktop without parameter.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

1464. Re: TROLL ALERT

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 22:12:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014143574.29076.1@eurus.uk.clara.net>
Source record: 37646

Hi Lonny

| > I went to Google and checked other newsgroups and found the following
| > message that Darkling has been posting in the Amiga usenet group. Seems
| > he also hates the Amiga and is posting the same crap there. I used
| > flump@hotmail.com to pull up his messages.
| >
| > Don
| >
| > Below is a message I copied from Google that was posted by Darkling.
| >
| > Hopefully everyone stops responding to him..
|
| Geesh, what a sad individual.
| Everybody add that one to your kill file.

At last, I'm going to have some company in your kill-file. 9-)

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

1465. Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 22:14:50 UTC
From: Graham Payton <graham.payton@grave-systems.co.uk>
Message-ID: <3c717cd8$1@news.zen.co.uk>
Source record: 37718

Hi All

I don't suppose anyone in the UK has a working Falcon they want to get rid
of for a decent price?

Regards

Graham

1466. Re: HELP!!: Protar Progate R44 with TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 22:38:52 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a4rvps$5da$1@thorium.cix.co.uk>
Source record: 37719

In message <a9398e13475169594a8710b3fdff9333.71025@mygate.mailgate.org>,
chris.crosskey@vicon.com said:

>"Robert Schaffner" <rsmac@t-online.de> wrote in message
>news:20020218123613250+0100@news.t-online.de...
>
>> "Protar" used another driver and is not "AHDI" compatible.
>>
>
>The manual says from v4 that it's AHDI, besides I formatted adn
>installed HD-Driver happily under TOS1.62, when you go to 2.06 it borks
>again...
>
>> >different TOS ROM's and I've also tried HD-Driver 6 and 7....It's
>> >always the same...if I'm in TOS2.06 it'l;l corrupt the whole partition
>> >if try to write to it, if it's 1.62 it's fine.....any ideas?....is it
>>
>> Your problem looks mainly like a size trouble.
>> Atari TOS releases can?t handle all the same partition sizes.
>>
>
>5Mb boot partition, 18Mb in the other two...should be fine ...is fine
>under 1.62, dies under 2.06 if you write to it....

Hi Chris!

The sizes aren't a problem - but neither is the use of the
SyQuest 44 with any TOS since *all* will handle 44 MB. I can
suggest two possibilities: Perhaps the SyQuest is not partitioned
AHDI-compatible: Try repartitioning it with HDDriver if you can
afford to lose the data (perhaps with another cart).

ISTR that there is a difference in the boot and/or root sector
with AHDI- and non-AHDI-copmpatible partitioning. This is what
could cause the corruption, though I would have expected it not to
depend on the TOS.

The other posibility is that there is something wrong with the
connection/termination. Have you used *exactly* the same setup with
TOS 1.62 and 2.06? The same lead, terminator etc? Or is your TOS
switchable so that you are using the same setup? And do other hard
drives work OK? It could be the Protar host adapter is not compatible
with the later TOS. Have you triesd another host adapter to SCSI? (All
SyQuests are basically SCSI devices, so need a Link or other HA).

Regards, /Peter/

1467. MiNTnet OVL w/SSL

Newsgroup: comp.sys.atari.st
Date: 2002-02-18 23:56:40 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <Ywgc8.8349$Se.3719242@typhoon1.we.ipsvc.net>
Source record: 37720

I have just finished rewriting the low-level math routines in OpenSSL 0.9.6c in assembly language. The SSL library with these routines is now 5 times faster than the previous version. You can grab just the cabssl.ovl binary from my web site at http://www.highlandsun.com/hyc/cabssl.ovl.gz or you can pick up the entire package if you need it. Note that this is still for 68020 and up. So far no one has asked for a 68000 version. With this library I can now get a secure login to my.yahoo.com in only a few seconds, instead of taking so long the Yahoo web server disconnects halfway through... (On my TT030.)

-- Howard Chu
Chief Architect, Symas Corp. Director, Highland Sun
http://www.symas.com http://highlandsun.com/hyc
Symas: Premier OpenSource Development and Support

1468. Atari Janus

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 03:46:28 UTC
From: Atari <atari@qnet.com>
Message-ID: <3C71CA94.456A75F0@qnet.com>
Source record: 37721

Has anyone ever used the Janus card? What are the pros and cons of this unit?

Don

1469. Re: Hades North America

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 04:26:07 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0202182026.78e11531@posting.google.com>
Source record: 37722

lp <atarilp@hotmail.com> wrote in message news:<B8928B21.231C%atarilp@hotmail.com>...
> in article 20020215082248.04745.00000810@mb-fo.aol.com, SF0218 at
> sf0218@aol.com wrote on 2/15/02 8:22 AM:
>
> > Where in North America can one buy a Hades (complete or motherboard kit only).
> > Am interested primarily in a motherboard kit for a relatively low price.
>
> Medusa is out of stock, and one of the main chips has gone obsolete.
> No longer available. If you can find a dealer with one still on the shelf
> that is your best bet, or a used system. They don't come up used often!

So what your saying is that a total of FIVE medusa's were sold in North America?

> ---
> Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

sinclap!

1470. Re: Hades North America

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 04:48:23 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8974347.24AF%atarilp@hotmail.com>
Source record: 37723

in article 27ff51c3.0202182026.78e11531@posting.google.com,
sinclap@yahoo.com at sinclap@yahoo.com wrote on 2/18/02 11:26 PM:

>> Medusa is out of stock, and one of the main chips has gone obsolete.
>> No longer available. If you can find a dealer with one still on the shelf
>> that is your best bet, or a used system. They don't come up used often!
>
> So what your saying is that a total of FIVE medusa's were sold in North
> America?

I fail to see a reference to 5 in my reply. Your interpretation appears
to be drug related, or you need some better glasses.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1471. Re: boot process of atari

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 05:05:00 UTC
From: NOSPAM_1772@fyyff.com
Message-ID: <02lc8.2469$A%3.23144@ord-read.news.verio.net>
Source record: 37724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st.tech Bob Retelle <bobr1@provide.net> wrote:
:>>I've always wondered why this happens. Why does the drive keep spinning
:>>and spinning seemingly forever if there's no disk inserted, until the
:>>desktop finally arrives?
:>>What is the machine actually looking for using the disk drive when it
:>>starts up?
:>>
:>
:>I think it's just the "timeout" value of the floppy drive having to
:>expire before the system finally decides there's no readable floppy in
:>the drive.

memory fades, but i think that the 1772 floppy controller is looking
for a certain number of index pulses from the drive before it shuts it
down. depending on the model of disk drive you've got, the index
pulses aren't reported unless a floppy is in the drive

i don't remember why the desktop shuts the drive down. it probably
just borks the power or something

-landon

1472. Re: admin@kenan.com

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 06:25:39 UTC
From: name@replyhere.net
Message-ID: <3c71e9e3.98198853@207.106.92.52>
Source record: 37725

Hello Dorkling,

Hey everyone, Dorkling reads this newsgroup at home and at work. Wow,
this guy needs to learn how to talk to girls so he has something else
to do with his free time instead of spending it reading a newsgroup
for a computer he claims to hate. What a loser.

Dorkling, you said you didn't use the Amiga to read this newsgroup
because you were at work. Well, your at home and still not using it.
Try reading the Amiga newsgroup. I bet they can help you connect a
modem to your Amiga and get it connected to the net.

Please take your time with a reply so you don't sound stupid like in
your other postings.

On Sun, 17 Feb 2002 23:48:51 -0000, "NewDarkling" <goping@hotmaul.com>
wrote:
>
>Actually they did not, I am simply posting from home...
>
>And I also happen to be the netwrok admin at the company...HAHA
>
>

1473. Re: EasyMint

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 07:06:18 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3C71F96A.F683A7AB@sun1000.pwr.wroc.pl>
Source record: 37726

Hi,

> Has anyone sucessfully installed this. I am ready to do so myself, but I
> have some questions. What OS do you have to be in when you do the
> install? Also, the program requires the file tree to be in a certain
> order when the rpm packets are installed. I was wondering, does the
> program ask which rpm packet to install next? If not, how do you
> arrange the lising so the whole thing installs properly?

The installation is really simple. You just start the program and go for a
walk ;-)
First you have to make few basic things manualy (like selecting the
partition to be ext2 or giving the path to naes or xaaes etc.).
Then EasyMiNT installs MiNT (kernel + MINT folder) and resets the computer.
The rest is going under MiNT. You don't have to unpack anything. EasyMiNT
makes everything for you :-)

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

1474. Re: MiNTnet OVL w/SSL

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 07:28:04 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0202190926390.15910-100000@hal.pp.fishpool.fi>
Source record: 37727

On Mon, 18 Feb 2002, Howard Chu wrote:

> I have just finished rewriting the low-level math routines in OpenSSL 0.9.6c
> in assembly language. The SSL library with these routines is now 5 times
> faster than the previous version. You can grab just the cabssl.ovl binary
> from my web site at http://www.highlandsun.com/hyc/cabssl.ovl.gz or you can
> pick up the entire package if you need it. Note that this is still for 68020
> and up. So far no one has asked for a 68000 version. With this library I can
> now get a secure login to my.yahoo.com in only a few seconds, instead of
> taking so long the Yahoo web server disconnects halfway through... (On my
> TT030.)

It is really nice to have you back among the Atari community, Howard.
Your revised CAB.OVL definitely is nice and well appreciated.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1475. Re: TOS 2.06 memory test/logo screen-dump?

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 08:41:51 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a4t324$bb1$1@pegasus.csx.cam.ac.uk>
Source record: 37728

Hallvard Tangeraas wrote in message
<1f7twf2.f14pal1dmnozkN%northstar2010@_I-hate-spam_yahoo.no>...
>Anyone know of a way to do a screen dump of the memory test along with
>the Atari logo when TOS 2.06 boots up?
>
>Obviously I can't do it the usual way as I first have to boot the
>machine in order to install a screen-dump type program.
>Are there ways to hack into the OS to gain access to this? If so, how?

You could run TOS 2.06 on an emulator under windows (eg STEEM) and do a
ALT+Prt Sc screen copy, the image would be in bitmap but you should be able
to convert it if necessary. If you don't have an emulator let me know and I
could do one for you.

Stephen Moss

1476. Re: EasyMint

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 09:40:59 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C721DAB.B12E632@siemens.at>
Source record: 37729

Rafal Kawecki wrote:
>
> Hi,
>
> > Has anyone sucessfully installed this. I am ready to do so myself, but I
> > have some questions. What OS do you have to be in when you do the
> > install? Also, the program requires the file tree to be in a certain
> > order when the rpm packets are installed. I was wondering, does the
> > program ask which rpm packet to install next? If not, how do you
> > arrange the lising so the whole thing installs properly?
>
> The installation is really simple. You just start the program and go for a
> walk ;-)
> First you have to make few basic things manualy (like selecting the
> partition to be ext2 or giving the path to naes or xaaes etc.).
> Then EasyMiNT installs MiNT (kernel + MINT folder) and resets the computer.
> The rest is going under MiNT. You don't have to unpack anything. EasyMiNT
> makes everything for you :-)

Wow, sounds great ! ATM I have KGMD plus a few updates running (only
package I could install without any problems) but on that system I
never
succeeded in installing any of the rpm archives. Probably some parameter
not set or set wrong in mint config or somewhere else, really have no
idea.
So if EasyMiNT installation would enable me to finally use the sparemint
archives the only (dumb ?) question before I try installing it is
where
can I download it ?

Gerhard

1477. Re: EasyMint

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 09:53:39 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3C7220A3.38BCC600@sun1000.pwr.wroc.pl>
Source record: 37730

> > > Has anyone sucessfully installed this. I am ready to do so myself, but I
> > > have some questions. What OS do you have to be in when you do the
> > > install? Also, the program requires the file tree to be in a certain
> > > order when the rpm packets are installed. I was wondering, does the
> > > program ask which rpm packet to install next? If not, how do you
> > > arrange the lising so the whole thing installs properly?
> >
> > The installation is really simple. You just start the program and go for a
> > walk ;-)
> > First you have to make few basic things manualy (like selecting the
> > partition to be ext2 or giving the path to naes or xaaes etc.).
> > Then EasyMiNT installs MiNT (kernel + MINT folder) and resets the computer.
> > The rest is going under MiNT. You don't have to unpack anything. EasyMiNT
> > makes everything for you :-)
>
> Wow, sounds great ! ATM I have KGMD plus a few updates running (only
> package I could install without any problems) but on that system I
> never
> succeeded in installing any of the rpm archives. Probably some parameter
> not set or set wrong in mint config or somewhere else, really have no
> idea.
> So if EasyMiNT installation would enable me to finally use the sparemint
> archives the only (dumb ?) question before I try installing it is
> where
> can I download it ?
>
> Gerhard

http://www.ndh.net/home/kehr/atari/Atari.htm

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

1478. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 10:24:59 UTC
From: J�r�me Ginestet <ginestet.jerome@wanadoo>
Message-ID: <3c722590$0$23524$626a54ce@news.free.fr>
Source record: 37731

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> a �crit dans le
message news: 1f7tb1n.kvip2p95ti4qN%northstar2010@_I-hate-spam_yahoo.no...

```
> * Press <ESC>: refresh (update) the current active window. Useful if
> you've got a window open showing the contents of a floppy disk which
> you've exchanged with another disk in the meantime. Pressing <ESC> will
> show the contents of that new disk.

IIRC, <SHIFT> and <ESC> force a media change, (i.e. the media will be read
even if it has not been changed) then do the same as <ESC>
I am not sure this existed in TOS 2.06

--
```

J�r�me

1479. Re: fVDI Homepage

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 10:35:08 UTC
From: rand@cd.chalmers.se
Message-ID: <a4t9os$3rm$1@nyheter.chalmers.se>
Source record: 37732

In article <3c657d4f$0$29605$4c56ba96@master.news.zetnet.net>,
Chris Simon <osian@underwearzetnet.co.uk> wrote:
>On 9 Feb 2002 19:43:30 +, Bernd Maedicke wrote:
>>Is the homepage from Johan Klockars down?

Yes, unfortuntely. :-(

>>The url <http://rand.thn.htu.se/> is not reachable since a long time. Is
>>there a new url?
>
>I think he had a problem with that site - he changed job or something

The site was up for almost a year and a half after I left, but a few
months ago the room the machine in question was standing in was
apparently needed for something else...

To make matters worse, I've not been able to access the machine for
quite a while and have no backup of the Web/ftp site. I think I've
convinced the sysadmin to make the machine temporarily available to
me in the not too distant future, though.

>Try this instead: http://www.vianet.ca/~joshua/ - it's the 'official'

Or the same place via http://eclipse.atari.org

I expect to get a Web site up and running again soon, but for the time
being I usually have an ftp server running on my machine at home.
You'll always find the very latest fVDI software there.
No decent domain name yet, so go directly to 194.236.123.228

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1480. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 10:50:57 UTC
From: Björn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam>
Message-ID: <3C722E11.6070308@nospam.physik.uni-giessen.de.nospam>
Source record: 37735

> Anyone know of other useful keyboard shortcuts I could be adding to the
> user-guide?

How about CTRL-ALT-DEL for WARM BOOT and CTRL-ALT-SHIFT-DEL for COLD BOOT?

Tschau,

Bjoern

1481. Re: XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 10:52:39 UTC
From: Björn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam>
Message-ID: <3C722E77.2000507@nospam.physik.uni-giessen.de.nospam>
Source record: 37736

> So it has a variable clock?

Yes.

Tschau,

Bjoern

1482. Newby question

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 10:57:33 UTC
From: JERolleson <Rolleson.J@magnum.org>
Message-ID: <dsb47ukd9jkitu1v9mbq5998p41k8tb0fo@4ax.com>
Source record: 37733

Hi

just got hold of an Atari ste, had one many moons back.

can I use ordinary PC floppys to write data onto, or
do I have to buy special disks fot the atari?

thanks inadvance

1483. Re: Calamus in 16-bit?

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 11:08:44 UTC
From: "Derryck Croker"
Message-ID: <1014195106-697237AEicMi@ntlworld.com>
Source record: 37665

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Mon, 18 Feb 2002 21:50:24 GMT

>No, the latest version only works in 32-bit for color. I do believe it
>also work in mono. Maybe that will change in the next update. The
>program loads in 24-bit, but the color output looks strange.

Calamus also works in 256 colour mode (on a Falcon at least), one must run
the Falcon screen driver that comes with it first, and set the line:

NoTransparencies = On

In the system parameters section of the calamus.set file.

That cures a lot of the display problems in the working window, however the
colour wheel will not display correctly in any case.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1484. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 11:10:05 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4tbvk$844$1@newsreader.mailgate.org>
Source record: 37734

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f7tb1n.kvip2p95ti4qN%northstar2010@_I-hate-spam_yahoo.no...
<snip>
>
> I've also noticed that if you press (and keep holding) the <ALT> key
> while booting the machine will completely bypass the hard disk (not even
> loading the hard disk driver).
> I'm wondering if this is a feature of TOS 2.06 or a keyboard-shortcut of
> the harddisk driver (I'm using "HDdriver")?
>

This is in the OS. It changes the boot sequence to that identical of a
"floppy only" machine. I use it all the time on my Mega STE to run games.

> Anyone know of other useful keyboard shortcuts I could be adding to the
> user-guide?
>

Yeah, when reading a text file that you double clicked, you can press
<space> to go forward a page, <D> to scroll HALF a page and <Q> to exit.
These commands are also available in Tos 1.6 and I think Tos 1.4 too. There
are other commands while reading text but I cant remember what they are.
(maybe P will print and I think there might be a key to scroll up).

..

1485. Re: Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 11:14:28 UTC
From: "Derryck Croker"
Message-ID: <1014195108-697997AEicMi@ntlworld.com>
Source record: 37666

Graham,

I have a 4MB unmodified Falcon with 64MB IDE drive - also some software
including Apex, Falcon Audio Plus (Cubase) and Papyrus.

Also external 540MB SCSI drive, CDROM and cabling/monitor adaptors.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1486. Re: TOS 2.06 memory test/logo screen-dump?

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 11:17:20 UTC
From: "Derryck Croker"
Message-ID: <1014195112-698428AEicMi@ntlworld.com>
Source record: 37667

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Tue, 19 Feb 2002 00:50:12 GMT

>Anyone know of a way to do a screen dump of the memory test along with
>the Atari logo when TOS 2.06 boots up?

Most likely it would be quicker to fake that screen in a drawing package.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1487. Re: Newby question

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 11:31:51 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4td8e$8pp$1@newsreader.mailgate.org>
Source record: 37737

You use ordinary 3.5" disks. You need to get 720k (DD) disks (only one hole in them instead of two). You could of course fit a HD floppy to the STE if you are good with a soldering iron (I think you have to replace the FD controller chip or something) so you can write HD disks - any games you have on DD would also work, but if you want to create some disks from disk images off the internet then you will need some DD disks anyway. I think www.1632systems.co.uk has some (if youre in the UK) - I bought a box off them a few months ago.

JERolleson <Rolleson.J@magnum.org> wrote in message
news:dsb47ukd9jkitu1v9mbq5998p41k8tb0fo@4ax.com...
> Hi
>
> just got hold of an Atari ste, had one many moons back.
>
> can I use ordinary PC floppys to write data onto, or
> do I have to buy special disks fot the atari?
>
> thanks inadvance

1488. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 11:34:08 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4tdcm$8rj$1@newsreader.mailgate.org>
Source record: 37738

Bj&#65533;rn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam> wrote
> How about CTRL-ALT-DEL for WARM BOOT and CTRL-ALT-SHIFT-DEL for COLD BOOT?

Funny, this works on my STE (1.6) and Falcon, but never on my Mega STE. I thought it might be something to do with the German Tos/Keyboard but I doubt it.

1489. XAAES941 & JINNEE

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 11:52:03 UTC
From: lgarnier@mageos.com
Message-ID: <7d94f195.0202190352.442f4cde@posting.google.com>
Source record: 37739

I have try XAAES41 on my Falcon and the debug version doesn't want to work at all (pid 1 system crash). I have try the version whithout debug whithout any problems. All the older version work perfectly. I want to install jinnee2.5 demo whith XAAES941 but I've got a memory violation when i launch if from xaaes941.
I haven't got any problems with THING !
I have already install WDIALOG whith JINNEE and the 941 version of XAAES seems to correct the bug at the launch of jinnee.

How do you launch jinnee from xaaes941 ??? (I have try shell jinnee + jinnee.app)
What is the bug with the debug version ??

Thanks !

1490. Re: Newby question

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 11:55:16 UTC
From: JERolleson <Rolleson.J@magnum.org>
Message-ID: <l4f47us242ucgo6mmhn0b5qcife4cj112g@4ax.com>
Source record: 37740

On Tue, 19 Feb 2002 11:31:51 -0000, "JT" <smeg_007@nospam.hotmail.com>
wrote:

>You use ordinary 3.5" disks. You need to get 720k (DD) disks (only one hole
>in them instead of two). .... I think www.1632systems.co.uk has some (if youre in the UK)
> - I bought a box off them a few months ago.
>

Thanks for your quick reply! I gave 1632systems a ring but there on
anserphone. also I was hoping to get some by today or tomorrow.
do they stock them in shops anymore?

1491. Re: Newby question

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 14:46:04 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <awtc8.387$mz.112266325@news.inreach.com>
Source record: 37741

it can use ibm formatted floppys

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org

Akumaizer Cattery
http://akumaizer.united.net.kg

"JERolleson" <Rolleson.J@magnum.org> wrote in message
news:dsb47ukd9jkitu1v9mbq5998p41k8tb0fo@4ax.com...
> Hi
>
> just got hold of an Atari ste, had one many moons back.
>
> can I use ordinary PC floppys to write data onto, or
> do I have to buy special disks fot the atari?
>
> thanks inadvance

1492. Re: HELP!!: Protar Progate R44 with TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 16:16:44 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <646cc08fa66077712f8fb089c0ecd6b5.71025@mygate.mailgate.org>
Source record: 37742

"xlator" <xlator@cix.compulink.co.uk> wrote in message
news:a4rvps$5da$1@thorium.cix.co.uk...

> Hi Chris!
>
> The sizes aren't a problem - but neither is the use of the
> SyQuest 44 with any TOS since *all* will handle 44 MB. I can
> suggest two possibilities: Perhaps the SyQuest is not partitioned
> AHDI-compatible: Try repartitioning it with HDDriver if you can
> afford to lose the data (perhaps with another cart).
>

I've don that , different carts, the same carts, HD-Drive v4,6 adn 7,
AHDI v4 and 6, CBHD....it's all the same....I'm beginning to think it's
the TOS installation, but I've tried two sets of ROM's.....The jumpers
are OK (you move the pair near the TOS ROM's and the other one stays in
the same place yeah, think they're W101, 102 (moved) and 103 (stays)...

> ISTR that there is a difference in the boot and/or root sector
> with AHDI- and non-AHDI-copmpatible partitioning. This is what
> could cause the corruption, though I would have expected it not to
> depend on the TOS.
>

Tried AHDi....

> The other posibility is that there is something wrong with the
> connection/termination. Have you used *exactly* the same setup with
> TOS 1.62 and 2.06? The same lead, terminator etc? Or is your TOS
> switchable so that you are using the same setup? And do other hard
> drives work OK? It could be the Protar host adapter is not compatible
> with the later TOS. Have you triesd another host adapter to SCSI? (All
> SyQuests are basically SCSI devices, so need a Link or other HA).
>

Exactly the same, same machine everything...if I put the 1.62 ROM's back
in everything is fine....
I'll try a spare Syquest 88 if I get the chance, but this is a customers
machine so time is of the essence....I think I'll have to replace her
STe motherboard and leave her one for TOS1.6 only duties....

chrisc

(Please ignore spelling and punctuation....I did....)

> Regards, /Peter/

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1493. Re: Newby question

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 16:32:55 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <5avc8.109079$H37.14704947@news2-win.server.ntlworld.com>
Source record: 37743

Hello.

"JERolleson" <Rolleson.J@magnum.org> wrote in message
news:dsb47ukd9jkitu1v9mbq5998p41k8tb0fo@4ax.com...
> Hi
>
> just got hold of an Atari ste, had one many moons back.
>
> can I use ordinary PC floppys to write data onto, or
> do I have to buy special disks for the Atari?

Atari has a capital A, thankyou.

Keychange Music stock nearly new DSDD 720k floppies.

01925 266120. www.keychange.co.uk

Barrie at Keychange.

1494. Re: MiNTnet OVL w/SSL

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 17:55:14 UTC
From: tos4ever@pandora.be
Message-ID: <1f7v8dh.d31i9sgsn3swN%tos4ever@pandora.be>
Source record: 37744

Howard Chu <hyc@highlandsun.com> wrote:

> I have just finished rewriting the low-level math routines in OpenSSL 0.9.6c
> in assembly language. The SSL library with these routines is now 5 times
> faster than the previous version. You can grab just the cabssl.ovl binary
> from my web site at http://www.highlandsun.com/hyc/cabssl.ovl.gz or you can
> pick up the entire package if you need it. Note that this is still for 68020
> and up. So far no one has asked for a 68000 version. With this library I can
> now get a secure login to my.yahoo.com in only a few seconds, instead of
> taking so long the Yahoo web server disconnects halfway through... (On my
> TT030.)

I appreciate very much the work you're doing on the MiNT-net ovl. The
latest version works just great.

Keep the good work going,
Martin

1495. Monitor alternatives

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 18:15:21 UTC
From: James <james5@nospam.com>
Message-ID: <ZCwc8.103458$Zc.28862810@news2.rdc1.mi.home.com>
Source record: 37745

I have a mega st with a vga adapter. I am wondering if there are any cool alternatives out there for displays, preferably something smaller and more portable than my vga monitor. I only need B&W resolution, is there anyway to hook it up to a normal tv with a RF signal, I've heard of some atari's being able to do this?

1496. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 19:55:29 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <a50t5fjaf1@news5.svr.pol.co.uk>
Source record: 37679

Why is it that every time some fool starts this Commodore - Atari fiasco we have to go along with the idiot, just ignore future posts and we will all be happy :o)

PS Atari lives - Amigas still dead :oP

--
Nigel P Turton
800/800XL/65XE/130XE(switchable OS's), 6 x 1050 + Happy/Lazer
4MB STE/1MB STFM, 540MB HD, 4 x CDROM
Falcon 14MB, FPU, 2 x 340HD,CDROM,VGA
Lynx handheld (New aquisition :oP)
Jaguar 64 + CD (What a machine)
2600 (New aquisition :oP)
(ATARI LIVES)

1497. Atari Times Update - 2-19-2002

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 21:40:19 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C72C5F0.5253BEE7@ataritimes.com>
Source record: 37647
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

```
New updates since the last one!

* NEW! Review of Demon Attack (2600)
* NEW! Review of Plaque Attack (2600) (hmmm...)
* NEW! Review of Supercross 3D (Jaguar)
* NEW! Review of 5200 games, Star Raiders, Qix, & Gremlins (5200)

Only a few 2001 Issues left! Get them while you can!

(Stay tuned for a special review of the latest Songbird game... ;-) )

--
Gregory D. George

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
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= MATH Only $19.95 INCLUDING FREE shipping! =
- -
= http://www.ataritimes.com/yearend/ =
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

1498. Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 21:42:26 UTC
From: djsyth@yahoo.com
Message-ID: <41f73773.0202191342.37488e0a@posting.google.com>
Source record: 37648

Does anyone have a Atari Mega ST i can buy, or know where i can get one?

Thanks in advance.

1499. Lexicor Rosetta?

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 21:59:30 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a4uhs2$kv7$1@news.hawaii.edu>
Source record: 37649

Greetings,

Anyone out there have Lexicor Rosetta?

Please send me an e-mail. Thanks!

John Perez

1500. Re: Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 21:59:56 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <NYzc8.67525$YA2.8552753@news11-gui.server.ntli.net>
Source record: 37652

Hello.

"DialX" <djsyth@yahoo.com> wrote in message
news:41f73773.0202191342.37488e0a@posting.google.com...
> Does anyone have a Atari Mega ST i can buy, or know where
i can get one?

Yup, how many do you want?

Barrie at Keychange. 01925 266120.

www.keychange.co.uk

1501. Re: EasyMint

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 22:18:49 UTC
From: ebaiz@skyenet.net
Message-ID: <dbAc8.66$kb7.39369@newsfeed.slurp.net>
Source record: 37650

On 19 Feb 2002 08:06:18 , Rafal Kawecki wrote:
>Hi,
>
>
>> Has anyone sucessfully installed this. I am ready to do so myself, but I
>> have some questions. What OS do you have to be in when you do the
>> install? Also, the program requires the file tree to be in a certain
>> order when the rpm packets are installed. I was wondering, does the
>> program ask which rpm packet to install next? If not, how do you
>> arrange the lising so the whole thing installs properly?
>
>The installation is really simple. You just start the program and go for a
>walk ;-)
>First you have to make few basic things manualy (like selecting the
>partition to be ext2 or giving the path to naes or xaaes etc.).
>Then EasyMiNT installs MiNT (kernel + MINT folder) and resets the computer.
>The rest is going under MiNT. You don't have to unpack anything. EasyMiNT
>makes everything for you :-)

Ok, sounds simple enough. Then I could start under regular TOS and go
from there. Why does the program reset the computer? Does it do this to
start up Mint and then finish the installation?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1502. Re: TT030 networking port

Newsgroup: comp.sys.atari.st
Date: 2002-02-19 22:21:37 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <RdAc8.14$zg.5500@news2.voicenet.com>
Source record: 37651

JT <smeg_007@nospam.hotmail.com> wrote:

You gotta be kidding me. No Software. That is a real shame.

-Alex

: Alan Hourihane <alan_hourihane@hotmail.com> wrote in message
: news:1013800294.20154.0.nnrp-07.9e9834fc@news.demon.co.uk...
:> "Alexander Chaney" <achaney@unix01.voicenet.com> wrote in message
:> news:YPRa8.633$yH5.108540@news2.voicenet.com...
:> > What use is the networking port of the TT030 useful for today?
:> >
:> > Does it require another Atari to work?
:>
:> No. It's an RS422 port. I've got a cable that goes
:> to my PC and it runs at 115K baud with no problems.
:>
:> Using FreeMiNT too.
:>
:> Alan.
:>
:>

: BTW, that same port is also available on the Mega STE and the Falcon 030.
: AFAIK there wasn't any software made by atari to connect machines up to a
: network, which is a shame as even 115k would have been quick enough for
: networking atari's. If anyone knows of any software that can be used for
: that purpose under TOS or MagiC someone let me know - I have a falc and a
: MSte on my desk that could do with starting a conversation. In the immortal
: words of Cliff Richard, "Its so funny..... that we dont talk anymore.....".
: :-)

: ...

1503. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 00:27:51 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c73f5b9$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 37678

```
| I've also noticed that sometimes even a cold-reboot won't relieve the
| computer from a really nasty crash. Sometimes I have to physically press
| the on/off power switch, wait for a few seconds, then turn it on again.

You were supposed to wait at least a given number of seconds (14?). You
could also try the hardware reboot (or was that only on the Megas and TT?).

--
JI Logan
```

1504. Emulators and non-game software?

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 02:34:28 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B89859A6.1E6E8%nameerf@flash.net>
Source record: 37653

Hello!

I think I posted this once before (quite a while ago), but I don't know where any of the replies went, so I'll ask again...

I would like to try using ST emulators (specifically NoSTalgia or PowerST) to run some software on my iMac that runs too slow on my Falcon at this point. Is the following possible, and how is it done?

1. Accessing a folder or other part of the iMac's hard drive from the emulator so that I don't have to create *.st disk images of everything.

2. Using the iMac's higher color/resolution modes instead of the ST High, Medium, and Low modes.

3. Using either Mint and an AES, or Magic for multitasking.

4. Using the iMac's fonts and printer drivers to print from the emulator.

5. Using the iMac's modem with STiNG.

I know that MagicMac with NVDI will do all this (except the Mint and AES part), but I don't think I'd do enough with this to warrant the cost. If it does turn out to be more useful than I think, I would probably do that though. Thanks for the info!

Mike Freeman
nameerf@flash.net

1505. Re: Lexicor Rosetta?

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 02:55:33 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8987A54.24F5%atarilp@hotmail.com>
Source record: 37654

in article a4uhs2$kv7$1@news.hawaii.edu, John Perez at
jhperez@uhunix1.its.hawaii.edu wrote on 2/19/02 4:59 PM:

> Anyone out there have Lexicor Rosetta?

Yes.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1506. Re: TROLL ALERT

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 02:59:00 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8987B24.24F6%atarilp@hotmail.com>
Source record: 37656

in article 1014143574.29076.1@eurus.uk.clara.net, Steve Sweet at stevesweet@freeuk.com wrote on 2/18/02 5:12 PM:

> Hi Lonny
> | Geesh, what a sad individual.
> | Everybody add that one to your kill file.
>
>
> At last, I'm going to have some company in your kill-file. 9-)

While you are at it, add yourself to your own kill file. 8-D

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1507. Re: Emulators and non-game software?

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 03:05:20 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8987CA0.24F7%atarilp@hotmail.com>
Source record: 37655

in article B89859A6.1E6E8%nameerf@flash.net, Michael and Nicole Freeman at nameerf@flash.net wrote on 2/19/02 9:34 PM:

> I would like to try using ST emulators (specifically NoSTalgia or
> PowerST) to run some software on my iMac that runs too slow on my Falcon at
> this point. Is the following possible, and how is it done?

I messed around with these, but without registering them you can't fully explore just how well they work. So I cannot even comment really.

> I know that MagicMac with NVDI will do all this (except the Mint and AES
> part), but I don't think I'd do enough with this to warrant the cost. If it
> does turn out to be more useful than I think, I would probably do that
> though. Thanks for the info!

I have a full magicmac install, but I found I don't use it. All my Atari's are decked out in full MiNT-Net/N.aes setups and magic just ain't doing it for me. What you need is 'aranym' ported to the mac. If you have different goals than me and it sounds as if you do, then magicmac maybe your answer.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1508. Re: Monitor alternatives

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 04:07:09 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202192007.2b95c485@posting.google.com>
Source record: 37657

"James" <james5@nospam.com> wrote in message
news:<ZCwc8.103458$Zc.28862810@news2.rdc1.mi.home.com>...
> I have a mega st with a vga adapter. I am wondering if there are any cool
> alternatives out there for displays, preferably something smaller and more
> portable than my vga monitor. I only need B&W resolution, is there anyway to
> hook it up to a normal tv with a RF signal, I've heard of some atari's being
> able to do this?

The STF and STFM are able to do video out, but only for low and medium
resolution. I've used it briefly, and the results are O.K., but
nothing special. If you just need ST High, I'd recommend a 9" VGA
monitor. They are available for around $150. Try
http://www.outsrc-em.com/rack-products.html for an example. Note that
smaller monitors exist, but the cost goes up significantly. A small
monitor does not have the luxury of scale of manufacturing that the
15" ones do. Alternatively, a 12" LCD monitor might be locatable for
around the same money.

Galen

1509. Re: Atari Janus

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 04:20:47 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202192020.29f83883@posting.google.com>
Source record: 37658

Atari <atari@qnet.com> wrote in message news:<3C71CA94.456A75F0@qnet.com>...
> Has anyone ever used the Janus card? What are the pros and cons of this
> unit?
I've never used one (or seen one), but the Janus is a hardware ST
emulator. The primary con is that speed is fixed, since it is
hardware. There really aren't any pros compared to software only
emulation unless you are on a very old computer.

Galen

1510. Re: Stacy Power

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 04:59:14 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202192059.510df8b3@posting.google.com>
Source record: 37659

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<3c6e400c17de5f2@tripnet.se>...
> >2 -- take a really big 12V battery. The STacy has a 'power low' light
> >that comes on around 11.5V. However, the STacy keeps running until
> >somewhere around 10.5V, so a big battery will work. (A small battery
>
> How do you connect this battery? When I got my secondhand Stacy many
> years ago the battery compartment was empty with no connectors for
> internal batteries or anything.
If you look closely, there is a five prong adapter visible on the main
board from the battery compartment. However, a battery small enough
to fit in this compartment will not provide much charge. Use a power
cord with the correct end to plug into the STacy on one side and
alligator clips to grab the battery's terminals on the other.
>
> Will it work to just put in 12 V to the standard adaptor connector? I
> have used an external 13.8 V power source as the Atari one broke down and
> this works fine. Will the "power low" indicator light up when on this
> external connector too? Perhaps the connector and the internal battery
> was simply put in a parallel circuit?
Yes, it will work, but the low power LED may light. Please note that
DC voltage does not remain constant in a battery, so a 12V battery may
provide anywhere from 10 - 13V depending on its state of charge. The
low power indicator appears to be merely a voltage 'idiot' light, and
circuitry in the STacy automatically shuts it off when the voltage
gets too low. (Of course, then the battery rebounds, voltage raises,
and the Stacy turns on again, which drops voltage again. It's not
good to boot your Stacy 30 times in 5 minutes!)

Galen

1511. Re: FS: Falcon 040 system (Half price)

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 05:07:23 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202192107.39b56a93@posting.google.com>
Source record: 37660
Cross-posted to: comp.sys.atari.st,dfw.forsale

rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0202142328.36f226d7@posting.google.com>...
> Somebody cough up the cash for this machine.
> If you want a Falcon, this is a killer deal!
>
Agreed. If I hadn't just paid $350 for a used Falcon and another $350
for a CT60 I would have gladly bought his computer. Boy does my
Falcon need a video card...

Galen

1512. Corrupt MagicMac 6.1.5 & 6.2?

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 05:10:47 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202192110.c15c820@posting.google.com>
Source record: 37661

Hello everyone,

Twice on my Mac Quadra I've downloaded the 6.1.5 and 6.2 patches from ASH, and twice Stuffit has declared them corrupted. Since my download the same day of iCAB worked fine, I don't think the problem is on my end. Does anyone have these patches, or am I stuck using 6.1.4?

Galen

1513. Re: EasyMint

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 07:19:53 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3C734E19.7F5EF0A8@sun1000.pwr.wroc.pl>
Source record: 37662

> >> Has anyone sucessfully installed this. I am ready to do so myself, but I
> >> have some questions. What OS do you have to be in when you do the
> >> install? Also, the program requires the file tree to be in a certain
> >> order when the rpm packets are installed. I was wondering, does the
> >> program ask which rpm packet to install next? If not, how do you
> >> arrange the lising so the whole thing installs properly?
> >
> >The installation is really simple. You just start the program and go for a
> >walk ;-)
> >First you have to make few basic things manualy (like selecting the
> >partition to be ext2 or giving the path to naes or xaaes etc.).
> >Then EasyMiNT installs MiNT (kernel + MINT folder) and resets the computer.
> >The rest is going under MiNT. You don't have to unpack anything. EasyMiNT
> >makes everything for you :-)
>
> Ok, sounds simple enough. Then I could start under regular TOS and go
> from there. Why does the program reset the computer? Does it do this to
> start up Mint and then finish the installation?

Yes :-)
EasyMiNT has to install many things on the ext2 partition and under regular TOS
it's impossible.

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

1514. Re: TOS 2.06 and icons

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 07:26:44 UTC
From: "D.W. van der Burg" <D.W.vanderBurg@student.tudelft.nl>
Message-ID: <3C734FB4.B0B7CC01@student.tudelft.nl>
Source record: 37663

Hallvard Tangeraas wrote:

>
> So far, what I've seen is only available in German,
> handles only colour icons (which can't be used with TOS 2.06, but rather

I know a program called ColorTOS that can be put in the AUTO folder and
enables TOS 2.06 to read color icons for the GEM desktop.

Have a look at:

http://www.ettnet.se/~dlanor/

under the 'File' section.

regards,
Dennis

1515. Re: Booting from SCSI card reader

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 07:47:31 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C735493.115D7A5A@seimet.de>
Source record: 37664

PuffPuffin schrieb:

> I just tried using HD Driver 8.1 demo, but the card reader still will not boot.
> I also checked the bytes per sector and it is 512. *sigh*

In this case it might be that the device requires initiator
identification. (Did you enable this in HDDRIVER/HDDRUTIL?) If this is
the case (like with some Quantum hard disk drives) TOS is not able to
boot from it.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1516. Phoenix II?

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 10:50:14 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a4vv16$6b6$1@news.hawaii.edu>
Source record: 37668

Greetings,

Anyone out there that has Phoenix II? I have it, although my manual is in a storage facility. That's right, if you remember, you can't use Phoenix without TYPING A WORD IN FROM THE MANUAL! Sheesh. I do have a version of Phoenix that doesn't require this nonsense, although it is the 882 version - I'm trying to run this in emulation to see what kind of rendering performance that I can get, but the 882 is not supported.

So, does anyone have the versions of Phoenix II that do not require the copy protection check? Please help!

I promise, I own multiple copies of Phoenix/Xenomorph 1-II. I have hundreds of pounds (in weight!) worth of legitimate Atari software and am not requesting anything improper.

Please respond here or send me an email.

Thanks!

John Perez

1517. Atari Mega 1 NT specifications

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 12:26:16 UTC
From: Syntax error <randy@cybermail.net>
Message-ID: <a504lkrq1@azure.nl.gxn.net>
Source record: 37669

Hi, I live next to a secondhand shop and they have an Atari Mega 1 NT (that is wat the label says)
Can someone tell me the specifications or point me to a site with the specifications?

I like to know the CPU + cpu speed, amount of RAM. video specs like resolution, colors etc. and audio specs.

I can buy this Atari for ?15 (about US$13)

Thanks in advance,
Randy Wintjes

1518. Re: Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 12:42:37 UTC
From: Graham Payton <graham.payton@impact-ltd.com>
Message-ID: <1014209100.21237.0.nnrp-08.9e98d68f@news.demon.co.uk>
Source record: 37670

Hi Derryck

I have e-mailed you at the address on the bottom of your reply with some more questions.

The system dounds great to me, just need to talk about a price.

Cheers

Graham

"Derryck Croker" <derryck@.NOSPAMCRAPcix.co.uk> wrote in message news:1014195108-697997AEicMi@ntlworld.com...
> Graham,
>
> I have a 4MB unmodified Falcon with 64MB IDE drive - also some software
> including Apex, Falcon Audio Plus (Cubase) and Papyrus.
>
> Also external 540MB SCSI drive, CDROM and cabling/monitor adaptors.
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

1519. Re: TOS 2.06 and icons

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 14:59:26 UTC
From: Pascal Ricard <paricard@free>
Message-ID: <3c73d2c63e26b71@free.fr>
Source record: 37673

Hello,

in article <1f7wr3g.1lx3stea69500N%northstar2010@_I-hate-spam_yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Wed 20-02-2002 13:33 (GMT):

> D.W. van der Burg <D.W.vanderBurg@student.tudelft.nl> wrote:
>
> > SGFsbHZhcmQgVGFuZ2VyYWFzIHdyb3RlOg0KDQo+DQo+IFNvIGZhciwgd2hhdCBJJ3ZlIHNl

> Huh?????

Hehe... thanx to Okami being able to read such base64 coded messages :-)

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

1520. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 15:07:47 UTC
From: J�r�me Ginestet <ginestet.jerome@wanadoo>
Message-ID: <3c73b8fe$0$211$626a54ce@news.free.fr>
Source record: 37671

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> a �crit dans le
message news: 1f7ux1s.3l04j91m5gsowN%northstar2010@_I-hate-spam_yahoo.no...

```
> Pressing <ESC> re-reads the floppy each time here, physically starting
> it and lighting up the "in use" LED.
> Maybe this depends on what kind of drive is in use (I've used a PC type
> drive with the "disk detect" switch shorted as not doing this will cause
> problems.
>
> I also tried <Shift> and <Esc> at once, but it did the same thing as
> just <Esc> alone.
>
> In which TOS version have you been able to do this?

I have never used it myself.
I just made a search for "shift esc" in Google groups, and saw it
was only implemented in some third party desktops such as Neodesk.
So, just forget it !

--
```

J�r�me

1521. Re: TOS 2.06 and icons

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 16:21:48 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.qatflaro@localhost>
Source record: 37672

```
Hallvard Tangeraas wrote:
>
> D.W. van der Burg <D.W.vanderBurg@student.tudelft.nl> wrote:
>
> > SGFsbHZhcmQgVGFuZ2VyYWFzIHdyb3RlOg0KDQo+DQo+IFNvIGZhciwgd2hhdCBJJ3Z-
> > lI- HNl
> > ZW4gaXMgb25seSBhdmFpbGFibGUgaW4gR2VybWFuLA0KPiBoYW5kbGVzIG9ubHkgY29-
> > sb- 3Vy
> > IGljb25zICh3aGljaCBjYW4ndCBiZSB1c2VkIHdpdGggVE9TIDIuMDYsIGJ1dCByYXR-
> > oZ- XIN
> > Cg0KSSBrbm93IGEgcHJvZ3JhbSBjYWxsZWQgQ29sb3JUT1MgdGhhdCBjYW4gYmUgcHV-
> > 0I- Glu
> > IHRoZSBBVVRPICBmb2xkZXIgYW5kDQplbmFibGVzIFRPUyAyLjA2IHRvIHJlYWQgY29-
> > sb- 3Ig
> > aWNvbnMgZm9yIHRoZSBHRU0gZGVza3RvcC4NCg0KSGF2ZSBhIGxvb2sgYXQ6DQoNCmh-
> > 0d- HA6
> > Ly93d3cuZXR0bmV0LnNlL35kbGFub3IvDQoNCnVuZGVyIHRoZSAnRmlsZScgc2VjdGl-
> > vb- i4N Cg0KcmVnYXJkcywNCkRlbm5pcw0K
>
> Huh?????

Maybe he wrote the message in Dutch? ;)

/Joakim
```

1522. Re: Newby question

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 17:24:18 UTC
From: Olivier <nospam.papa.est.fatigue@altavista.net>
Message-ID: <3c74030b$0$4965$7a628cd7@news.club-internet.fr>
Source record: 37682

Hello,
DD floppies work fine if they are Dos formatted, but I read here & there
that HD floppies were not safe, (i.e. if you close their 2nd hole, you
know, the one you used to open to turn your DD floppies into HD.... ;-)
DD floppies aren't that hard to find, go to car boot sales etc...
But I really wish we could use HD floppies on a ste ; I heard it could be
done, anyone knows how difficult it is (I do have lots of spare pc 3.5
diskette drives) ?
"JERolleson" <Rolleson.J@magnum.org> a crit dans le message news:
dsb47ukd9jkitu1v9mbq5998p41k8tb0fo@4ax.com...
| Hi
|
| just got hold of an Atari ste, had one many moons back.
|
| can I use ordinary PC floppys to write data onto, or
| do I have to buy special disks fot the atari?
|
| thanks inadvance

1523. Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 17:45:21 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a50ngo$t7d$1@newsreader.mailgate.org>
Source record: 37675

No not the floor cleaner.....

I need one to upgrade my "early" Mega STE.

TIA.

Btw, I have the later GAL so thats not required.

1524. Re: Lexicor Rosetta?

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 17:46:55 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0202200946.76f7368d@posting.google.com>
Source record: 37674

John Perez <jhperez@uhunix1.its.hawaii.edu> wrote in message
news:<a4uhs2$kv7$1@news.hawaii.edu>...
> Greetings,
>
> Anyone out there have Lexicor Rosetta?
>
> Please send me an e-mail. Thanks!
>
> John Perez

You'll end up pulling your hair out trying to use it on anything but
the most basic 3D2 or DXF files.

Was hoping that Tom Hudson picked up on the thread put up about TOS
users needing a modern CAD file import/export utility.

Francis Lacoat's software package is much better for file conversion.

Mike

1525. new retro gaming site

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 18:39:07 UTC
From: llebdrakcap2001@hotmail.com
Message-ID: <c954c2f3.0202201039.75301b0a@posting.google.com>
Source record: 37676

www.oldskoolgaming.com

good new retro gaming site

online shopping, discussion, competitions and more

www.oldskoolgaming.com

1526. Re: Calamus in 16-bit?

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 18:48:49 UTC
From: tos4ever@pandora.be
Message-ID: <1f7x56j.1w1g40x1r1pokqN%tos4ever@pandora.be>
Source record: 37677

Derryck Croker <derryck@.NOSPAMCRAPcix.co.uk> wrote:

> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> Date: Mon, 18 Feb 2002 21:50:24 GMT
>
> >No, the latest version only works in 32-bit for color. I do believe it
> >also work in mono. Maybe that will change in the next update. The
> >program loads in 24-bit, but the color output looks strange.
>
> Calamus also works in 256 colour mode (on a Falcon at least), one must run
> the Falcon screen driver that comes with it first, and set the line:
>
> NoTransparencies = On
>
> In the system parameters section of the calamus.set file.
>
> That cures a lot of the display problems in the working window, however the
> colour wheel will not display correctly in any case.

Calamus SL 2000 or newer runs only in 256 and true color. I must say
true color doesn't work so good on my Hades. I get lots of strange
things in my Calamus docs. Maybe it's a setup problem on my side, I just
don't know and frankly I don't bother very much as I don't use true
color very much. With 256 colours Calamus works fine. NoTransparencies
is set to off on my setup.
Anyway the colour wheel does show my the right colours in both cases.
Which version of Calamus do you use? I've tried both SL2000 and SL2002.
With both the colour wheel does display correctly. I have heard from a
MagiCMac user he had the colour wheel too but only with SL2000. With
SL2002 things shows up correctly.
But again on my G3 running magicMac both versions works just fine.

CU,
Martin

1527. Re: Calamus in 16-bit?

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 19:50:27 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c73fd8c$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 37680

| Calamus SL 2000 or newer runs only in 256 and true color. I must say
| true color doesn't work so good on my Hades. I get lots of strange
| things in my Calamus docs. Maybe it's a setup problem on my side, I just
| don't know and frankly I don't bother very much as I don't use true
| color very much. With 256 colours Calamus works fine. NoTransparencies
| is set to off on my setup.
| Anyway the colour wheel does show my the right colours in both cases.
| Which version of Calamus do you use? I've tried both SL2000 and SL2002.
| With both the colour wheel does display correctly. I have heard from a
| MagiCMac user he had the colour wheel too but only with SL2000. With
| SL2002 things shows up correctly.

Not strictly relevant to this thread but I think it is a pity that Calamus is so clumsy to use. All this malarky about colours, and fonts being tied to your number, and the text editor, and having to put styles in lists before using them, and documents not being suitable for a particular version. (Maybe they have given the latter up?) I now prefer to use Papyrus if I can.

If it was throughly overhauled and given a human-friendly interface it might get somewhere.

--
JI Logan

1528. Advice re- dat or cd recorder?

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 20:09:04 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0202201209.5d198f11@posting.google.com>
Source record: 37681

I have 2 falcons, CAF, a fad-8, cd recorder. When I bought my second falcon, it came with a FDI. For some time I've been doing mixdowns of midi recorded from the synths and audio internally in CAF, and I know that the best audio quality is probably to be had that way as it involves no further passing through AD converters. On the other hand, it would be convienient to do a one time mixdown to another device, and would let me use external effects devices, ect, with complete flexability. So I've considered looking for a second hand dat machine to use with the fdi, but since dedicated CDrecorders are coming down to comparable prices, I've been wondering if they would be in any way better than a DAT-FDI setup, or can some of them even be used with an FDI? Any advice/opinions would be welcome! Thanks!
Wayne Martz

1529. Re: XAAES941 & JINNEE

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 20:34:13 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C74080F.63368788@chello.nl>
Source record: 37683

Hi

laurent wrote:
>
> I have try XAAES41 on my Falcon and the debug version doesn't want to
> work at all (pid 1 system crash). I have try the version whithout
> debug whithout any problems. All the older version work perfectly. I
> want to install jinnee2.5 demo whith XAAES941 but I've got a memory
> violation when i launch if from xaaes941.
> I haven't got any problems with THING !
> I have already install WDIALOG whith JINNEE and the 941 version of
> XAAES seems to correct the bug at the launch of jinnee.
>
> How do you launch jinnee from xaaes941 ??? (I have try shell jinnee +
> jinnee.app)
> What is the bug with the debug version ??
>

I think the debug version is corrupted. I'll make a new one.
Nevertheless: did you have xaaesdbg.cnf available to xaaesdbg?

Did you specify:
string jinnee = name-of-the-path-pointing-to-jinnee\
?

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

1530. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 21:08:07 UTC
From: yves.rogne@free.fr
Message-ID: <3c741036$0$4612$626a54ce@news.free.fr>
Source record: 37684

�I need one to upgrade my "early" Mega STE.

Well, an Ajax is only a 16 Mhz wd1772.

There are wd1772that support 16 Mhz, other don't. I was told that s�ries 02 only support that speed, but I owned an old wd1772 that runs at 16 Mhz (yep, it was a bit warm and I put a radiator, but it worked).

So I have only one advice : try 16 Mhz with yours.

Regards

1531. Re: Newby question

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 21:14:22 UTC
From: yves.rogne@free.fr
Message-ID: <3c7411ae$0$4612$626a54ce@news.free.fr>
Source record: 37685

Hello Newbie,

>that HD floppies were not safe, (i.e. if you close their 2nd hole, you
>know, the one you used to open to turn your DD floppies into HD.... ;-)

Well, you're right : closing the HD hole allow you to use HD discs on DD drives
but HD are not as reliable as good brand DD.
I have 1985 DD that are about fine but I never got HD that can pass 10 years
without defects. Maybe it's only the HD of that time that were a bit weird.

>But I really wish we could use HD floppies on a ste ; I heard it could be done,

Definately yes.

Regards

1532. Re: Hades owner (long, take a beer)

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 22:02:57 UTC
From: rand@cd.chalmers.se
Message-ID: <a516ehcpq1@nyheter.chalmers.se>
Source record: 37686

In article <3c66d343$0$16587$626a54ce@news.free.fr>,
M&#65533;gamodeste <yves.rogne@freeAENLEVER.fr> wrote:
...
>We have PCI slots and are able to use about any pci card (except those who do
>direct pci to pci transfers) but manufacturers don't release any doc, so the
...
>The author of Fvdi did a lots of work and managed to release free drivers for
>a couple of graphic cards.

So far only two types of ATI RageII cards are supported by fVDI, and
the driver currently only works with the Eclipse PCI bridge board for
the Falcon. The driver nearly starts up on a Milan now, however, and a
kind soul has promised to let me borrow a Milan board, so I'd expect
to get it working on the Milan within the not too distant future (I'm
not sure when I'll receive that Milan board or when I'll find the time).
Hopefully, the RageII driver will start working on the Hades when it
does on the Milan.

I have a whole bunch of PCI graphics cards (8 or so) I'd like to write
drivers for, but it's not likely I'll ever get around to doing all
those drivers by myself. I'd be happy to help out if someone else wants
to give it a shot, though. I've already done that with the fVDI
drivers for the Galaxy graphics card and for the ARAnyM emulator (in
the latter case, the fVDI driver enables the use of any resolution in
8/16/32 bit mode, using the SDL library (it's very fast too)).

>Optimistic point of view : the productor of VODOO cards is more intelligent than

Was more intelligent (or at least nice). 3Dfx ceased to exist a year
or so ago. Of course, it's still possible to find used Voodoo cards
(and even new in some places), and at quite reasonable prices.

>other and give infos for all his cards, but till now nobody ever made a driver

I started working on that quite some time ago, but ran into trouble
trying to read the ROM on the card (setting up graphics modes is a
major problem with writing a driver for a PCI card, and there is
supposed to be tables in the ROM for that on the 3Dfx cards).

The problems are gone now, but I've not yet gotten back to writing
that driver, unfortunately. I have a Voodoo Banshee and a Voodoo 3/2000
here, so those are the cards the driver will be tested on (in case
anyone wants to get hold of one already ;-).

>for one of those great cards. Maybe it's too much difficult ? Remember that all

Not really.
Without acceleration support, it's dead simple to write an fVDI driver
once you have the graphics mode set up. Shouldn't take more than an
afternoon or so (but it will be slow, of course).
I don't expect the basic 2D acceleration features to be very hard to
use on any PCI card either. The RageII, Voodoo and S3 Virge cards are
certainly simple enough (those are the ones I have docs for).

>cards are working like Intel fashion and we work like Motorola (fortunately).

The byte order differences do not make things more complicated.
They are irritating at times, though, and can slow things down a bit.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1533. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 22:23:41 UTC
From: Fawad <fawad_sheikh@hotmail.com>
Message-ID: <a517ld$qc2$1@knossos.btinternet.com>
Source record: 37687

The Amiga is still alive and well, in fact as we speak it is being
reincarnated witha new OS and new hardware/CPU...

The Atari is truly dead since no one developer for it anymore.

"Nigel Turton" <npt@dickinsondoncaster.fsworld.co.uk> wrote in message
news:a50t5fjaf1@news5.svr.pol.co.uk...
> Why is it that every time some fool starts this Commodore - Atari fiasco
we
> have to go along with the idiot, just ignore future posts and we will all
be
> happy :o)
>
> PS Atari lives - Amigas still dead :oP
>
>
> --
> Nigel P Turton
> 800/800XL/65XE/130XE(switchable OS's), 6 x 1050 + Happy/Lazer
> 4MB STE/1MB STFM, 540MB HD, 4 x CDROM
> Falcon 14MB, FPU, 2 x 340HD,CDROM,VGA
> Lynx handheld (New aquisition :oP)
> Jaguar 64 + CD (What a machine)
> 2600 (New aquisition :oP)
> (ATARI LIVES)
>
>

1534. Re: "Freedom" file selector

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 22:25:53 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <a517nh$e1d$07$1@news.t-online.com>
Source record: 37688

> PS. I personally prefer "Selectric" since it's easy to use and works
> properly, but unfortunately it doesn't have support for long file-names
> and as far as I know it's not supported any longer, so this won't ever
> be implemented.
>

Use "Boxkite" - still supported and it supports long filenames.

Greetings,
Matthias

--

MJ Software Webshop
* HP-Penguin * stc-Archive offline * NewSDK development kit *
http://www.mypenguin.de/shop/
Atari Up-to-Date-List - http://www.atariuptodate.de
ST-Computer Archive - http://www.stcarchiv.de

1535. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 22:52:03 UTC
From: glenzabr@xmission.com
Message-ID: <a519aj$11j$1@news.xmission.com>
Source record: 37689

In article <1f7x4ka.12jkqf01mr44bwN%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas) wrote:
>JT <smeg_007@nospam.hotmail.com> wrote:
>
>> No not the floor cleaner.....
>
>Hehe.... :-)
>
>> I need one to upgrade my "early" Mega STE.
>> Btw, I have the later GAL so thats not required.
>
>Where did you get hold of the GALs? I have an early Mega STe myself
>without the AJAX chip and newer GALs.
>
>I do however have a separate AJAX chip but intend to use it with my STe.
>I bought it several years ago from a Danish Atari dealer called
>Indigo-2. As far as I remember they don't sell Atari software/hardware
>any longer, but I'm sure other Atari dealers have them.
>
>
>Hallvard
Please explain to this old MEGA STE owner what the Ajax chip and GAL chips do
and what to look for in my system?

1536. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 23:23:52 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a51b68mbg1@reader1.panix.com>
Source record: 37690

JT <smeg_007@nospam.hotmail.com> writes:

: No not the floor cleaner.....

: I need one to upgrade my "early" Mega STE.

: TIA.

: Btw, I have the later GAL so thats not required.

Strictly speaking, an Ajax is required when you wish to send
a 32 MHz clock signal to a disk drive, and read and write 2.88 Meg
disks. A WD1772 02-02 is required, most of the time, if you want
to send a 16 MHz clock to a disk drive and read and write 1.44
Meg disks.

Depending where you get them, an WD1772 can be had cheaply, and
you might pay either 50 USD or 50 Euros for an Ajax chip.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1537. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 23:36:59 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8999D4B.2547%atarilp@hotmail.com>
Source record: 37691

in article a517ld$qc2$1@knossos.btinternet.com, Fawad at
fawad_sheikh@hotmail.com wrote on 2/20/02 5:23 PM:

> The Atari is truly dead since no one developer for it anymore.

You are miss-informed.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1538. Re: Lexicor Rosetta?

Newsgroup: comp.sys.atari.st
Date: 2002-02-20 23:42:59 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8999EB3.2549%atarilp@hotmail.com>
Source record: 37692

in article fc53daf3.0202200946.76f7368d@posting.google.com, rustynutt at rustynutt@hotmail.com wrote on 2/20/02 12:46 PM:

> You'll end up pulling your hair out trying to use it on anything but
> the most basic 3D2 or DXF files.

Indeed, I've found it to be almost worthless as it crashes on larger files.
I've also never found a c3d to dxf that works very well either.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1539. Re: TROLL ALERT

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 00:13:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014315366.24874.4@eurus.uk.clara.net>
Source record: 37606

Ho Lonny, long time no delete.

| > Hi Lonny
| > | Geesh, what a sad individual.
| > | Everybody add that one to your kill file.
| >
| >
| > At last, I'm going to have some company in your kill-file. 9-)
|
| While you are at it, add yourself to your own kill file. 8-D

I did better than that, I put a password in my BIOS, and closed my eyes
while blind typing, I'm now using telekinesis<sp> to talk to you.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 20/02/02

1540. Re: HELP!!: Protar Progate R44 with TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 00:51:39 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014315368.24874.5@eurus.uk.clara.net>
Source record: 37607

Hi Chris

| I've got a big problem setting up a Protar Progate R44 cartridge drive
| (it's a Syquest SQ55) with a TOS2.06 STe. When I first set it up it
| was with a TOS1.62 STe adn it was fine, the supplied software (v4.02)
| worked fine, and it was a doddle to get the whole thing up and running
| as an auto-booting hard-drive. I really need to get it working on a
| friends TOS2.06 machine, she doesn't really want to go back to 1.62
| cos she's got used to the 2.06 desktop shortcuts etc....Whatever I do
| it seems to corrupt the cartridges if I write data to it under
| 2.06....I've tried different floppy drives, I even tried putting in
| different TOS ROM's and I've also tried HD-Driver 6 and 7....It's
| always the same...if I'm in TOS2.06 it'l;l corrupt the whole partition
| if try to write to it, if it's 1.62 it's fine.....any ideas?....is it
| a switch I'm missing somewhere?

You've not got one of the dodgy DMA chips have you?.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 20/02/02

1541. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 01:04:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014315369.24874.6@eurus.uk.clara.net>
Source record: 37609

Hi JT

| No not the floor cleaner.....
|
| I need one to upgrade my "early" Mega STE.

I saw that device listed on the Atari Workshop site this week, but it had a price tag of about £50 iirc.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 20/02/02

1542. Re: "Freedom" file selector

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 01:10:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014315371.24874.7@eurus.uk.clara.net>
Source record: 37608

Hi Hallvard

| I decided to give Freedom another go today after (several years ago)
| having messed around with it getting nowhere (it kept crashing all the
| time etc.)
|
| Well, I didn't get it to work with MagiCMac, but I did get version 2.04
| to work on my STe under plain TOS 2.06. However, it's all in German and
| it's hard to find out how to configure and use it.
|
| Is there an English version around *which works*?

Joe Connor handled that over here in GB and distributed his English version,
vie seen it in a few more places over the years since, the English version
had an "_E" appended to the filename. I'm sure I've seen it at Magic
online?.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 20/02/02

1543. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 02:20:26 UTC
From: Lannie Schafroth <lannie@prairieinet.net>
Message-ID: <3c74590a_1@corp-goliath.newsgroups.com>
Source record: 37611

How about the fact that it was the Atari guys who designed the motherboard for the Amiga? It just didn't get manufactured by Atari and Amiga took the rains. Too bad they couldn't design it themselves.

"Darkling" <flump@hotmail.com> wrote in message news:a48q4f$d1$1@pony.kenan.com...
> >
> >It might have it's place, but not on my desk. Given the same CPU Atari
> >always out performs an amigo... perhaps you should spend more time getting
> >a ppc upgrade so your icons don't appear one by one, and spend less time
> >spewing in accurate information...
>
> What unadulterated BULLSHIT....Givent he same CPU speed (ST and A500), the
> A500 outperforms the ST by miles, better sound, better graphics, can store
> more on a DSDD disk...Basically the ST was shite, designed as a mediocre
> games machine which never quite measured up to the maturity and speed of the
> Amiga...
>
> The Joysticks went into some stupid place under the computer, how freaking
> lame....
>
> The sound was shite 4 bit crap (listen to Speedball2 on ST and then on the
> Amiga, or even better listen to Xenon II, the AMiga sound is so much
> better)...
>
> YOu chatting crap about the ICONS?? Have you even opened your eyes and taken
> off your lame polaroid glasses?? What the hell was that bollox green/yellow
> TOS system??
>
> The Amiga had better sound/grafix, it was more upgradeable and ran faster,
> higher MIPs. The industry speaks for itself....COmpare the amount of
> software released for the AMiga rather than the S(hit) T(hing)...
>
> Everything about the ST was lame and shite, there is NOTHING, not a single
> aspect n which the Amiga is not better...
>
> LAMERS.
>
>

_____
Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

1544. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 03:34:10 UTC
From: Clavis <intent@usa.net>
Message-ID: <a51prh$kbvr$1@engel.scvmaxonline.com.sg>
Source record: 37693

No I don't think Atari ST was the best. But neither was Amiga.

Reason? Lack of support for the following functions:
(1) Ethernet 802.3 connection port -- you have to jury-rig using the ROM socket.
(2) Server software -- Macintosh has Appletalk. What does Atari or Amiga has?
(3) I commented on the other post when I read "multitasking OS". OS now are all, by default, multitasking. Even a OS for a small computer like Pocket PC or Palm OS. But this appears to be still a rather novelty with Atari ST.
(4) Neither ST nor Amiga supports AGP.
(5) Neither of them supports advanced 3D graphics.
(6) Neither Atari nor Amiga supports USB.
(7) Neither of them supports Firewire.
(8) Neither of them supports RAID hard disk storage system.
(9) Neither system supports Surround Sound 5.1.

To conclude, neither system is suitable for business use or graphics use. For sound engineering, only the traditional 2-channel (left/right) system is supported. Not Surround Sound 5.1. i.e. No longer suitable for multimedia use.

In other words, both Atari and Amiga are backwards in terms of technology. Why? Because the companies are no longer there to continue the research and development. Major changes with motherboard technology is required to incorporate these new technologies, and 3rd party developers (hardware and software) are not in the position to do just that.

So why are we here? For the obvious reason that we like this computer, and want to continue use it. For personal reason.

Likewise, for personal reason, "Atari is the best".

Purely subjective and biased. Nothing to do with objective quality of the systems. Therefore we all know that it is purely childish to say "Mine is Better". The game play of a 3-year-old.

If you have indeed grown up in the ages of Atari ST and Amiga, you are beyond 3-year-old, for sure. So start acting like an adult.

"Darkling" <flump@hotmail.com> wrote in message
news:a4dbrs$m79$1@pony.kenan.com...
> Oh no it wasn't....
>
> Bob Ham wrote in message ...
> >On Mon, 11 Feb 2002 17:14:05 +0000, Matthias Arndt wrote:
> >

> >
> >> the Amiga vs ST debate is over for about 10 years with the
> >> Amiga winning.
> >
> >What!? But I only just found this newsgroup! Come on, you know the ST
> >was the best. :)
> >
> >Bob
>
>

1545. ? 'bout Calamus (music)

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 04:09:20 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c7474fd$0$35574$1dc6e903@news.corecomm.net>
Source record: 37694

Hello,

Is there a music module made for the DTP program Calamus?

Curious.

Thanks in advance,

ken

1546. Need Falcon Help :'(

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 07:27:45 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u798bnkau26u16@corp.supernews.com>
Source record: 37695

Hey guys,

I am having some troubles with my falcon that I would finally like solved. I have a MiNT setup and I try to use XaAES which doesn't work properly.

I tried to use several different vconsoles programs. The setup is a fairly stock easymint setup, but with a modified ttytab.

I use mingetty on the vconsoles and getty on the console. As soon as the console gets to the login prompt all keyboard input ceases to work. But I can hit alt F-key to get to a vconsole in which case input works fine.

If I adjust the ttytab to boot right into xaaes, xaaes runs, and then starts but I have no ability to type anything. Mouse clicks also don't work. Again, I can switch to a vconsole but my input seems to get stolen there too!

At any rate I've had a lot of problems with keystroke theft between applications when trying to use gem/vconsoles at the same time. Anyone have any tips on getting this solved.

Also the vconsole-0.9 uses an /etc/resolution file to determine what resolution the vconsoles will be in. I would like to have a BLACK BACKGROUND with a reasonably high res at 16 colors (ansi if that's possible?) More or less, I want bitchx to be pretty ;)

Thanks guys, so much!
Mark
http://atari-source.com

1547. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 09:08:27 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a52debrfo1@draco.stochastik.rwth-aachen.de>
Source record: 37596

In article <1f7xgpf.1qy9ycdv7fdeaN%northstar2010@_I-hate-spam_yahoo.no>,
Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote:
>
>Actually 32 MHz.
>And the WD-1772 is still only rated at 8MHz although lots of people have
>successfully used them (at least for shorter priods of time) at 16MHz.

Actually, the WD1772 is spec'd at a bit above 10MHz (not that this would
matter much).

>Personally I'd feel a lot safer to use a chip that is designed to handle
>16MHz than something that can blow up in your face any minute and leave
>you with no floppy access until you're lucky enough to come by a
>replacement chip.

Right. Although the chances are good that it won't blow up (it does not seem
to be much of a thermal problem), it will just not work reliably in HD mode.

cu
Michael

1548. Re: XAAES941 & JINNEE

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 11:19:06 UTC
From: lgarnier@mageos.com
Message-ID: <7d94f195.0202210319.1603a374@posting.google.com>
Source record: 37597

```
Hi
> Hi
>
> laurent wrote:
> >
> > I have try XAAES41 on my Falcon and the debug version doesn't want to
> > work at all (pid 1 system crash). I have try the version whithout
> > debug whithout any problems. All the older version work perfectly. I
> > want to install jinnee2.5 demo whith XAAES941 but I've got a memory
> > violation when i launch if from xaaes941.
> > I haven't got any problems with THING !
> > I have already install WDIALOG whith JINNEE and the 941 version of
> > XAAES seems to correct the bug at the launch of jinnee.
> >
> > How do you launch jinnee from xaaes941 ??? (I have try shell jinnee +
> > jinnee.app)
> > What is the bug with the debug version ??
> >
>
> I think the debug version is corrupted. I'll make a new one.
> Nevertheless: did you have xaaesdbg.cnf available to xaaesdbg?
>
> Did you specify:
> string jinnee = name-of-the-path-pointing-to-jinnee\
> ?

I think I've got the good path because I thy it with the xaaes940
version and It doesn't want to work (In the file xaees.log I could see
something like "warning rsrc_load() is different ...) ... but I
couldn't compare to the xaaes941.log ...

Thang you for your good job!
```

1549. Re: TOS 2.06 and icons

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 11:24:28 UTC
From: "Derryck Croker"
Message-ID: <1014363862-790827AEicMi@ntlworld.com>
Source record: 37622

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Wed, 20 Feb 2002 01:02:08 GMT

>2) Apart from resource-editors there are dedicated icon-editors, but I
>know very little about what's out there.
>So far, what I've seen is only available in German,

ICom, by Armin Diedering.

I know nothing about resolutions etc, but this program is essentially the
icon editor taken from ResourceMaster. I have an English resource file and
bubblegem help file for it here.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1550. Re: Calamus in 16-bit?

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 11:30:16 UTC
From: "Derryck Croker"
Message-ID: <1014363866-791459AEicMi@ntlworld.com>
Source record: 37623

From: tos4ever@pandora.be (Martin Byttebier)
Date: Wed, 20 Feb 2002 18:48:49 GMT

>> That cures a lot of the display problems in the working window, however the
>> colour wheel will not display correctly in any case.

>Anyway the colour wheel does show my the right colours in both cases.
>Which version of Calamus do you use? I've tried both SL2000 and SL2002.

Only 2000, I haven't been sent 2002 as yet (longish story).

But I am talking Falcon here.

On my Quadra/MagicMac/millions of colours graphics card it works just fine.

--
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1551. Re: Calamus in 16-bit?

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 11:33:28 UTC
From: "Derryck Croker"
Message-ID: <1014363868-791939AEicMi@ntlworld.com>
Source record: 37624

From: "JI Logan" <jlog@nospam.zetnet.co.uk>
Date: Wed, 20 Feb 2002 19:50:27 -0000

>Not strictly relevant to this thread but I think it is a pity that Calamus
>is so clumsy to use. All this malarky about colours, and fonts being tied
>to your number, and the text editor, and having to put styles in lists

I think that you aren't really comparing like-for-like: Calamus is really
aimed at the professional market.

Ultimately it's best to use style lists etc as making changes to one's
documents would otherwise take a week and a day!

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1552. Re: ? 'bout Calamus (music)

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 11:36:26 UTC
From: "Derryck Croker"
Message-ID: <1014363870-792415AEicMi@ntlworld.com>
Source record: 37626

From: Ken Kosut <kjcat@shell.voyager.net>
Date: Wed, 20 Feb 2002 22:09:20 -0600

>Is there a music module made for the DTP program Calamus?

I'm afraid I don't understand your question!

Look on the Calamus web site for the details of all the modules that are
available.
--


```
____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1553. Hello again folks! Any GEM programming gurus out there?

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 11:43:24 UTC
From: parris_k@yahoo.com
Message-ID: <aa5c37da.0202210343.5ab87462@posting.google.com>
Source record: 37598

Still mucking about with various midi-esque applications and thought I'd put a nice windowy front end on one of them. Is there anyone out there these days who has done much programming with GEM windows? I don't have so many specific questions right now, but it would be great to have somebody who I can contact when I get stuck with things. I have scurfed the net for as much stuff as I could find on GEM, but there wasn't much that I found valuable. I understand the basic paradigm of GEM (and other event driven interfaces) but there a a few specific things which I think may fall under VDI that I'm a bit perplexed by.

cheers and all

T

1554. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 14:25:07 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a5305arpp1@newsreader.mailgate.org>
Source record: 37599

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f7x4ka.12jkqf01mr44bwN%northstar2010@_I-hate-spam_yahoo.no...
>
> Where did you get hold of the GALs? I have an early Mega STe myself
> without the AJAX chip and newer GALs.

There arn't any empty gal/pal sockets on the board, and Gal c??????-002
rather than -001 was already in the system.

> I do however have a separate AJAX chip but intend to use it with my STe.
> I bought it several years ago from a Danish Atari dealer called
> Indigo-2. As far as I remember they don't sell Atari software/hardware
> any longer, but I'm sure other Atari dealers have them.

I found a German website selling them, and prices are in Euro's (~15E for a
GAL & ~20E for an ajax) so its pretty recent.

1555. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 14:29:58 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a530ee$s0g$1@newsreader.mailgate.org>
Source record: 37600

GMAN <glenzabr@xmission.com> wrote in message
news:a519aj$11j$1@news.xmission.com...
> Please explain to this old MEGA STE owner what the Ajax chip and GAL chips
do
> and what to look for in my system?

The Ajax is a floppy disk controller chip, pin compatible with the FD1772.
It is a later design, made for higher (High or quad?) density disks.
Later Mega Ste's came with the Ajax (as did the Falcon) and also the
required Gal(s) to support High Density. I believe that U407 (below the
right VME cable) will be missing in early Mste's, and the Gal just by the
power supply will be a -001 version, you need U407 and a -002 Gal to
reliably write HD disks. I was under the impression that an Ajax was
required to write HD in the Mste too. (I know you can mod a basic ST to
write HD by running 16mhz to pin 18 of the 1772, but that is not what I want
to do).

1556. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 14:35:51 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a530pf$s9c$1@newsreader.mailgate.org>
Source record: 37601

Jim DeClercq <jimd@panix3.panix.com> wrote in message
news:a51b68mbg1@reader1.panix.com...
> Strictly speaking, an Ajax is required when you wish to send
> a 32 MHz clock signal to a disk drive, and read and write 2.88 Meg
> disks. A WD1772 02-02 is required, most of the time, if you want
> to send a 16 MHz clock to a disk drive and read and write 1.44
> Meg disks.

I was under the impression that an Ajax was required to write HD in the Mega
STE. (I know you can mod a basic ST to
write HD by running 16mhz to pin 18 of the 1772, but that is not what I want
to do). I already have a 1772-02-02 so if that is all I require then all I
have to do is find a HD drive. At the moment I have a DD drive in the Mste,
I originally thought it was a HD so I have to change that. Maybe I will pull
the HD out of the falcon to test with.

> Depending where you get them, an WD1772 can be had cheaply, and
> you might pay either 50 USD or 50 Euros for an Ajax chip.

The normal online retailers I seached yesterday wanted either $40 or £40.
IMO this is unreasonable. I did find a supplier in Germany who has them at
E20 (£12) which I find acceptable.

>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

1557. [WTB] RAM

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 14:47:14 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.9dfe385a.2bce5602.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 37603

Hello,

I'm looking for 30 pins 16 Mo sim modules (like those on Macs).
I need at least 2.
Has someone some of these left in a drawer ?

Thank-you,

J.-Luc

1558. Re: Newby question

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 14:52:41 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a531p1srg1@newsreader.mailgate.org>
Source record: 37602

Olivier <nospam.papa.est.fatigue@altavista.net> wrote in message
news:3c74030b$0$4965$7a628cd7@news.club-internet.fr...
> Hello,
> DD floppies work fine if they are Dos formatted, but I read here & there
> that HD floppies were not safe, (i.e. if you close their 2nd hole, you
> know, the one you used to open to turn your DD floppies into HD.... ;-)
> DD floppies aren't that hard to find, go to car boot sales etc...
> But I really wish we could use HD floppies on a ste ; I heard it could be
> done, anyone knows how difficult it is (I do have lots of spare pc 3.5
> diskette drives) ?

Hey, goto: http://www.programmersheaven.com/zone20/cat269/

there are plans on there for HD in the ST and other interesting projects.

..

1559. GDOS font needed RAZR06LS.FNT

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 16:22:37 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a536sd$1fm$1@reader1.panix.com>
Source record: 37604

Does anyone have a copy of RAZR06LS.FNT? I need it to print
a spreadsheet from LDW-Power, which needs it but does not include it.

If so, would they please mail me a copy? Or post it where I can find it. I
do check this group often.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1560. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 16:44:30 UTC
From: glenzabr@xmission.com
Message-ID: <a5385b$jk7$1@news.xmission.com>
Source record: 37605

In article <a530ee$s0g$1@newsreader.mailgate.org>, "JT" <smeg_007@nospam.hotmail.com>
wrote:
>
>GMAN <glenzabr@xmission.com> wrote in message
>news:a519aj$11j$1@news.xmission.com...
>> Please explain to this old MEGA STE owner what the Ajax chip and GAL chips
>do
>> and what to look for in my system?
>
>The Ajax is a floppy disk controller chip, pin compatible with the FD1772.
>It is a later design, made for higher (High or quad?) density disks.
>Later Mega Ste's came with the Ajax (as did the Falcon) and also the
>required Gal(s) to support High Density. I believe that U407 (below the
>right VME cable) will be missing in early Mste's, and the Gal just by the
>power supply will be a -001 version, you need U407 and a -002 Gal to
>reliably write HD disks. I was under the impression that an Ajax was
>required to write HD in the Mste too. (I know you can mod a basic ST to
>write HD by running 16mhz to pin 18 of the 1772, but that is not what I want
>to do).
>
>
So if i have 1.44 now i am ok, Thanx!!!!!

1561. FA: Crazy Dots II; TT system

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 19:09:09 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <a53gkl$1gv$1@testinfo.cs.uoguelph.ca>
Source record: 37610

Only three more days to bid on these items:

- Crazy Dots II VME graphics board, with NVDI 4.12 ET4000. Item #2003177476 on ebay.com.

- Complete TT030 system with TTM195 monitor. Towerized; 4MB each TT and ST RAM; 2GB and 35MB hard drives; tape drive; DEKA PC keybaord adaptor and more. Item #2003186836 on ebay.com.

THeo

1562. [GAME] Nuq 0.6

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 20:23:02 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <6vk35a.pl.ln@127.0.0.1>
Source record: 37612

Hello,

Once again I corrected some bugs in SDL. There were problems with
keyboard management with gem, bios, gemdos drivers. With this bug, it was
impossible to use the quake console: when you pressed 'a' for example, it
was no more possible to use this key.

The official SDL version (well, the CVS one) contains the various patches
of the Atari version I did: http://www.libsdl.org/

On my site, you will also find a source patch for mintlib, which has the
CRLF bug corrected, amongst various cleanups.

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

1563. Re: Newby question

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 20:51:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202211251.64acf4d9@posting.google.com>
Source record: 37613

"Olivier" <nospam.papa.est.fatigue@altavista.net> wrote in message
news:<3c74030b$0$4965$7a628cd7@news.club-internet.fr>...
> Hello,
> DD floppies work fine if they are Dos formatted, but I read here & there
> that HD floppies were not safe, (i.e. if you close their 2nd hole, you
> know, the one you used to open to turn your DD floppies into HD.... ;-)
> DD floppies aren't that hard to find, go to car boot sales etc...

For the record, DD floppies are still made.

Check out a good office supply place (and no, I don't mean a 'big box'
retailer. One such is Microwarehouse.com (the parent of
Macwarehouse.com). I found a ten - pack for around $6US after less
than 10 minutes of browsing.

I don't know if this direct link will work, but try
http://www2.warehouse.com/product.asp?dept%5Fid=5906&cat=pc&pf%5Fid=ME0423&blind=no

Galen

1564. Re: Floppy disk problems

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 21:03:17 UTC
From: ebaiz@skyenet.net
Message-ID: <pgdd8.192$%35.191726@newsfeed.slurp.net>
Source record: 37614

On 21 Feb 2002 02:59:31 , Hallvard Tangeraas wrote:

>* Copying small files works fine
>* Copying larger (over approx 110 Kbytes I believe) gives me problems
>near the end of the copy-procedure. The drive "chokes" and I get an
>error message: "Data on the disk in drive A: may be damaged"
>* When formatting the disk on the Mac (MSDOS), then saving files there I
>have problems reading them on the STe.
>* When I format the disk on the STe (MSDOS using Kobold, Ecopy, Hcopy
>etc.) and save files there I have problems reading them on the Mac.
>*Sometimes it helps to format disks with a sampler of mine which does
>MSX-DOS (which is almost like MSDOS).
>
>Could all this relate to some sort of disk-drive misalignment on one of
>the machines? Is there any way I can check this?

That what it sounds like to me. Can you get the mac to format in 720k
MSDOS? That might do it. I have the same problem when transfering files
from my Hades to my STe. I have to format the disk on the STe first,
insert it into the Hades and then back to the STe. If I format the disk
in 720k on the Hades, I get the same problem you do when I insert the
disk into the STe.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1565. Re: ? 'bout Calamus (music)

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 21:03:27 UTC
From: ebaiz@skyenet.net
Message-ID: <zgdd8.193$%35.192711@newsfeed.slurp.net>
Source record: 37615

On 20 Feb 2002 22:09:20 , Ken Kosut wrote:
>
>Hello,
>
>Is there a music module made for the DTP program Calamus?
>
>Curious.
>
>Thanks in advance,

Hello,

I am looking at the list and do not see anything like that. However,
you may want to ask Inverse and see.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1566. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 22:02:36 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0202211402.17457ca2@posting.google.com>
Source record: 37616

"Clavis" <intent@usa.net> wrote in message
news:<a51prh$kbvr$1@engel.scvmaxonline.com.sg>...
> No I don't think Atari ST was the best. But neither was Amiga.
> (3) I commented on the other post when I read "multitasking OS". OS now are
> all, by default, multitasking. Even a OS for a small computer like Pocket
> PC or Palm OS. But this appears to be still a rather novelty with Atari ST.

:) Windows and Mac O/S < 9 actually multitask? YOU could have
surprised me.
Multasking under MiNT is hardly a novelty. It's far easier to bring
down either of the previously mentioned O/S's.
I agree with the rest of the facts however. Still, Atari is best! :)
Mike

1567. Follow up on ATX CT060 P/S's

Newsgroup: comp.sys.atari.st
Date: 2002-02-21 22:05:20 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0202211405.4fbf0ce9@posting.google.com>
Source record: 37617

Maybe I missed the URL. Recall seeing a post pointing where an ATX
type powersupply could be had that will fit into the STD Falcon case.
Someone remember?
Thanks,
Mike

1568. Does anyone know about OIDS?

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 00:48:30 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <pwgd8.166438$TI5.8049784@e3500-atl2.usenetserver.com>
Source record: 37618

Is this a good game for ST or not? I seem to remember reading something unique about it once.

1569. Re: ? 'bout Calamus (music)

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 02:40:41 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c75b1b9$0$35570$1dc6e903@news.corecomm.net>
Source record: 37619

> >Is there a music module made for the DTP program Calamus?
>
> I am looking at the list and do not see anything like that. However,
> you may want to ask Inverse and see.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> ----------

Thanks for checking. I will check with Inverse.

ken

1570. GDOS font needed RAZR06LS.FNT

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 03:36:00 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a54eb0$f25$1@reader2.panix.com>
Source record: 37620

Where did my post go? I did not see it. Anyway, I still need an old GDOS font, RAZR06LS.FNT. For that matter, any six point GDOS font would do.

I though I had them all, but I need one I do not have.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1571. Re: Floppy disk problems

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 06:31:01 UTC
From: disciple7 <tcarman@telusplanet.net>
Message-ID: <FAId8.10165$DS6.226714@news2.telusplanet.net>
Source record: 37621

Hi Hallvard,
I have a similar problem with reading large files when using Gemulator. It may be something to do with limitations in the emulation. I just keep telling it to retry and it eventually reads it.

Tom Carman <><

1572. Re: "Freedom" file selector

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 08:34:18 UTC
From: "Derryck Croker"
Message-ID: <1014363874-792971AEicMi@ntlworld.com>
Source record: 37625

From: "Matthias Jaap" <mjaap@t-online.de>
Date: Wed, 20 Feb 2002 23:25:53 +0100

>Use "Boxkite" - still supported and it supports long filenames.

I don't like the way that it "pastes" pics of biplanes ("kites" in WW1
parlance) in the background window.

My preference is for Freedom!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1573. Re: Does anyone know about OIDS?

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 10:35:24 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a5572i$p1k$1@newsreader.mailgate.org>
Source record: 37627

I have fond memories of it. Unfortunately all copies I have whether original
or menu disks wont run on any of my emulators, or my falcon, or my mega ste.
I will have to get the 1040stfm out.

Son of man <bcozier@bellsouth.net> wrote in message
news:pwgd8.166438$TI5.8049784@e3500-atl2.usenetserver.com...
> Is this a good game for ST or not? I seem to remember reading something
> unique about it once.

1574. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 10:50:37 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a557vf$pk8$1@newsreader.mailgate.org>
Source record: 37628

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f7uug2.hxn4cs1u39zd8N%northstar2010@_I-hate-spam_yahoo.no...
>
> Note that the cold boot sequence involves the *right* shift key!
> I believe the *left* shift key is ignored and a warm boot is performed
> if you don't use the right-shift key.
> Or are you saying none of these work with your Mega STe?

Correct I just booted up my Mste to try it again incase I was going mental.
Nothing.

..

1575. FS (UK) Hardware and software

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 11:26:36 UTC
From: ash@coldblackroom.demon.co.uk
Message-ID: <ash-2202021126360001@coldblackroom.demon.co.uk>
Source record: 37629

Here's my latest list of items for sale.

For full details and prices, take a look at the following web page:

http://www.coldblackroom.demon.co.uk/for_sale/atari.htm

Offers or enquiries to ash@coldblackroom.demon.co.uk

best wishes,

Ash

Cased SCSI Hard Drive & CDR, Cubase Audio Falcon 2, CD- Recorder Pro v2.0, GFA BASIC v3.5 and Face Value v1 Suite, Wangtek Tape Streamer, Lattice C v5.6, Wavemaster, Pagestream v2.2, Calligrapher Professional, Floppyshop Collection CD-ROM, Home Accounts 2, Superbase Personal 2, VIP Professional, Falcon030 4MB Memory Board, Floppyshop DTP+ CD-ROM, Just Call Me Internet CD-ROM, Textstyle, Borodino, Oxford Chess, Chuck Yeager's Advanced Flight Simulator, Blue Max, GFA BASIC v3 Interpreter, Quick ST v3.0, Universal Item Selector III, EdHak, Forget-Me-Clock II

1576. Re: HELP!!: Protar Progate R44 with TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 12:48:43 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <e89d7d438f1d8f55f79eaf11f9ce9557.71025@mygate.mailgate.org>
Source record: 37630

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1014315368.24874.5@eurus.uk.clara.net...

> >
> You've not got one of the dodgy DMA chips have you?.
>
> --
>

Doubt it, as soon as I put the 1.62 ROM's back in it worked
fine.....Also unlike the pancake hard-drives you can't get another drive
into the R44 and another minor annoyance wiht it is you shouldn't use it
as a monitor stand or it'll get too warm and corrupt the media.....

chrisc

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1577. MEGA 2 ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 13:52:47 UTC
From: michele smith <pamsfolks@sympatico.ca>
Message-ID: <3C764D2F.8EFBCEFA@sympatico.ca>
Source record: 37631

I'd like to add more ram to a mega2. Where might I find ram in North America? It has 18 pin, I do have 16 pin ram from two dead sts, is it possible to use? Mark.

1578. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 14:04:30 UTC
From: a.radauer@ifgh.ac.at
Message-ID: <d840e206.0202220604.41ccf2e0@posting.google.com>
Source record: 37632

To all you Amiga Die hards....letï¿½s face the facts. The Amiga was initially a games console, with the technology of the mid eighties: Lots of graphics effects and colors in low resoultion, 4 channel 8 bit audio for sound effects, the OS being that one of a a games console. The ST was built around acknoweldged industry standards and provided an operating system developed by DRI for professional purposes.

Saying that the Amiga was better than a ST or a PC is like saying today that a Sony Playstation is better than a PC and yeah thatï¿½s true for all the kidies who want to game - but other than that?

The Amigas graphics effects and sound abilities were given at the expense of porocesor speed and system performance. CPU speed and mainboard speed (and thus RAM access) were 10% below ST standard - an issue if applied nowadays to PCs (for example between AMD and Intel CPUs)could mean really A LOT. Ataris had always more RAM than Amigas - in the case of the 1040 ST twice as much. Early Amigas were never able to provide for flicker free graphics in higher resolutions - if someone could call standard VGA resoultion "high". Completely different the Ataris: The ST provided ergonomical working conditions with 70Hz flickerfree graphics. The TT was the first to introduce 19" big screen resoultions. The Atari printing system with their laser printers provided laser printing at a cost where you would at that time only get the laser printer alone for any other platfroms - 10 years before the Windows printing system was developped. No Amiga innovations in this field. The only attempt of Amiga at innovation was inferior to its competitors (the Amiga cased as a CD plï¿½yer as compared to Philips CDI). No portable Amiga solutions, too.

During the years Commodore tried to turn the Amiga into a usable PC. All their marketing efforts and good engineers failed because of the poor system design. Unlike other OSes, Amiga OS was extremely hardware dependend -so tossing the complicated, very difficult to programm and not with any further developements in mind designed Amiga custiom chips in favour of more modern chipssets was simply not possible. Improvements of the Amgia chipsets could be hardly achieved so that even by the time the Amiga 3000 was produced, PC graphics already outperformed AMIGAs by several factors. Completely different the story with Atari: Hardware independent GEM provided true independence of the chipssets through an intelligent driver concept. On Emulators you can see even early Atari GEM applications taking adavantage of todays True-Color, high resoultion graphics solution. Same true for Amiga OS 1.0 or 2.0 applications?

The sound system was so weak that ALL other platforms (Ataris, Archimedes, Apple etc.) were after short time able to provide better sound solutions than the Amiga - with 16bit resoultion, audio input/recording option, more channels, and the DSP of the Falcon is not even mentioned. To cut the cost of the heavily overpriced Amiga chipsets, Amiga started to use cut down versions of Motorola CPUs 68EC020 etc., which made the overall performance picture even look worse. Unlike the Atari with its MIDI/DSP abilities, the Amiga was never able to excel (or be at least usable) in the field (professional graphics etc.) it was supposedly good at without expensive additional hardware (mostly graphics cards...what a joke for a computer with so-called excellent graphics).

The so-called advantage because of its multitasking OS was none, as a) the early Amigas had so little power that there was no real use in multitasking at that time and b) by the time the processing power was there the intellignet, modular OS design allowed Atari TOS to evolve into a true preemptive multitasking system with a UNIX-like kernel while maintaining full compatibility with old applications (sth. Apple was able to achieve only shortly). Just take the possibilities of a LINUX kernel and compare it to the AMIGA OS possibilities - than you will see what kind of advantages there where with MINT/MULTITOS.

To sum it all up, the Amiga was a machine that provided nice effects for games. It was less suited than any other plaform for serious computing (Office, DTP, MIDI/Music, databses and the likes...). Its initial advantages in terms of gaming were mostly and very quickly equalized while the intial gaps in terms of professional usability widened. The end was thus, despite the true and honest attempts of the Amiga engineers and marketing people, clearly foreseeable.

The Atari, on the other hand, would have had the potential to stay in the market but lacked the professional and die-hard contribution of their engineers, marketing people and officials to their platform. Thwe rest is history.

Today, even the cheapest PC can do what any Atari or Amiga could do (well except for the quick Boot-Up Phase of the Atari ST including the GUI). And, during these times, there are Amiga Users who believe in their own irrational world that the Amiga is still a superior concept and want to introduce new Amigas (that is Machines, that in their GUI resemble somehow Amigas but other than that have nothing to do with what an Amiga is). This people are talking about a slick operating system as compared to Windows.

I have news for you Amiga die-hard folks and dreamers of a better future: First of all, any Operating system alternative is better and slicker than Windows (QNX, Linux, BeOS)...and by far not as feature-free as Amiga OS. There is no significant demand for new Amigas. The new Amigas will most definitely fail. Itï¿½s an old, ancient piece of technology not worth further exploration. Most of the younger computer users do not even know what an Amiga is.

Atari people have come to deal with that fact. Their efforts in preserving and getting the most out of the old hardware, building emulations and bridges to more modern hardware, keeping the Atari as a hobby and creating new things to close existing niches are far more sound than the Amiga approach. And Atari ï¿½s still a more reckognised brand that will survive long after anybody knows what an Amiga is.

The industry has become more mature. It has understood that providing a games console with a PC case, keyboard and disk drive will not turn it into a computer.

Cheers,

Alfred

1579. what is the difference between 1040stf and 1040stfm?

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 16:40:55 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <umud8.11581$2v1.311639@e3500-atl1.usenetserver.com>
Source record: 37633

?

1580. Re: what is the difference between 1040stf and 1040stfm?

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 17:20:14 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <K2vd8.11121$Ib3.151459900@news.inreach.com>
Source record: 37634

One had a output to a T.V. the other didn't.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org

Akumaizer Cattery
http://akumaizer.united.net.kg

Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/

"Son of man" <bcozier@bellsouth.net> wrote in message
news:umud8.11581$2v1.311639@e3500-atl1.usenetserver.com...
> ?
>
>
>

1581. Re: Floppy disk problems

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 17:49:31 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <Lwvd8.4692$6Q6.2157733989@newssvr21.news.prodigy.com>
Source record: 37635

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f7zfm5.gpda0p169796oN%northstar2010@_I-hate-spam_yahoo.no...
> Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
> > On 21 Feb 2002 02:59:31 , Hallvard Tangeraas wrote:
> >
> > >* Copying small files works fine
> > >* Copying larger (over approx 110 Kbytes I believe) gives me problems
> > >near the end of the copy-procedure.
> [...........]
> > >Could all this relate to some sort of disk-drive misalignment on one of
> > >the machines? Is there any way I can check this?
> >
> > That what it sounds like to me. Can you get the mac to format in 720k
> > MSDOS? That might do it.
>
> That's what I did all along of course.
> I've used genuine 720Kb disks and formatted them to MSDOS standards.
> I've tried formatting on both the Mac and the STe, but I still keep
> having problems.
>
> *if* there is an alignment problem in one of the machines, how do I find
> out which machine this is? Is there a way of physically seeing if a
> drive is misaligned?
> I've never actually understood what a misaligned drive means -is it the
> drive-head which doesn't access the correct tracks or something?
>

The alignment on a floppy drive is not something you can see without an
oscilloscope
and a specially recorded disk. The alignment on a drive refers to the
aligning of the
read/write head with the recorded tracks on a disk. The head steps at fixed
distance intervals, but the the actual stopping points of the intervals are
adjustable
relative to the surface of the diskette.

Alignment could definitely be the issue here. The alignment becomes more
critical
the further into the drive you step. You are having trouble with large
files but not
small ones. Have you tried copying a full disk of small files. If the
problem is alignment
you should have problems with the later files you copy.

If the problem is alignment, it is hard to determine which drive(s) have a problem without
the proper equipment. A long time ago, before I had an alignment diskette, I
occassionally aligned the old Atari 8-bit drives by using a regular diskette. A customer
would come in with a drive that wouldn't read a particular disk that worked in other
drives. I would make very tiny adjustments until the drive would read the disk in
question. This is not a recommended procedure, but it worked. The 3 1/2 inch
drives have a smaller stepping distance, so you must be even more careful.

In this day of "throw-away parts", you may have trouble finding someone that can
do drive alignments.

>
> > I have the same problem when transfering files
> > from my Hades to my STe. I have to format the disk on the STe first,
> > insert it into the Hades and then back to the STe. If I format the disk
> > in 720k on the Hades, I get the same problem you do when I insert the
> > disk into the STe.
>
> Are you able to transfer *small* files, but not large ones as I'm having
> problems with?
> Hmmm... could it be dirt? I don't know too much about how a disk drive
> works, but seeing that large files give problems I assume this means
> that certain tracks of the disks are the ones with problems.
> Then again which tracks are accessed might be random for all I know.
>
> I just think it's really weird that small files copy OK while large
> files give me problems.
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

1582. Re: what is the difference between 1040stf and 1040stfm?

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 18:35:54 UTC
From: Carbon <carbon@spam.polar-net.co.uk>
Message-ID: <zcwd8.13699$hM6.1762259@news6-win.server.ntlworld.com>
Source record: 37636

"Son of man" <bcozier@bellsouth.net> wrote in message
news:umud8.11581$2v1.311639@e3500-atl1.usenetserver.com...
> ?
>
>
>

The STF had a built-in floppy drive, hence the F in the name. The STFM had both a built-in floppy drive and a RF modulator for output to a TV set.

Simon

1583. Re: what is the difference between 1040stf and 1040stfm?

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 18:57:38 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Xzwd8.13809$hM6.1786773@news6-win.server.ntlworld.com>
Source record: 37637

Hello.

> The STF had a built-in floppy drive, hence the F in the
name. The STFM had
> both a built-in floppy drive and a RF modulator for output
to a TV set.

In the UK many STFs had single sided floppies, more
importantly, many were only TOS 1.00. These usually, but
not always, had red LEDs.

Barrie at Keychange.

1584. Re: Does anyone know about OIDS?

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 19:45:40 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a56754$1if$1@news.hawaii.edu>
Source record: 37638

Son of man <bcozier@bellsouth.net> wrote:
: Is this a good game for ST or not? I seem to remember reading something
: unique about it once.

Oids is a fantastic game, from the software company that published Dungeon Master, Chaos Strikes Back, and Sundog - FTL. Oids is sort of a combination between Asteroids and Lunar Lander, if you can remember that far back. Definitely worth a look for those interested in classic gaming.

Aloha!

1585. XaAES problems

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 20:45:31 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C76ADB4.734D52B7@chello.nl>
Source record: 37639

Hi

Today I discovered that the floppydrive I use to transfer my stuff to my internet box
is failing miserably. Probably since v0.940

This means there is a explanation for all the strange effects, crashes, crc errors,
odd looking panels etcetera etcetera...,
in short: everything that was unlikely to be the result of the improvements as described
in the history file. ;-)

Please wait a short while until the next release.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

1586. Re: UK Atari Show

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 22:14:48 UTC
From: sidcelery@cix.co.uk
Message-ID: <a56fsn$q9c$1@thorium.cix.co.uk>
Source record: 37640

On 6 Feb 2002 01:08:30 G, JOHN NICHOLAS OAKES wrote:
> 5. I note in some of the pc(botcholism) mags of shows called All
> Format shows around the country, does this not cover us as well
> surely.

This is a PC box-shifter event FWIW...

rgds
H

1587. Re: UK Atari Show

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 22:14:49 UTC
From: sidcelery@cix.co.uk
Message-ID: <a56fso$q9c$2@thorium.cix.co.uk>
Source record: 37641

On 6 Feb 2002 12:42:37, "Stephen Moss" wrote:
> The Spring Fair (Trade)
> Electronic Retailing exhibition and
> NEPCON
> The first two are not practical this year...

For more reasons than one!
I know you're just raising these as topics for discussion, but to put the Spring Fair in context...

About 5 years ago the cost a of a 3m*6m stand would be in excess of 10,000ukp. Spring Fair lasts twice as long and occupies at least 4 times the space of the Crufts dog show, which itself would have 30000 dogs exhibited over 4 days. We're talking about exhibition space the size of 6 soccer pitches.

It would also cost more than 20ukp to get in - each... and if your name isn't on the invite list then you simply aren't getting in (I know from personal experience!)

rgds
H

1588. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 22:14:51 UTC
From: sidcelery@cix.co.uk
Message-ID: <a56fsq$q9c$3@thorium.cix.co.uk>
Source record: 37642

```
On 7 Feb 2002 11:26:25 G, Hallvard Tangeraas wrote:
> Grzegorz Pawlik wrote:
>> On 6 Feb 2002 13:36:02 G, Hallvard Tangeraas wrote:
>>> I single-click "ZIPJR.TTP" and adjust the settings as follows:
>>>
>>> Application name: ZIPJR.TTP
>>> Arguments : -xrg
>>> Document type : ZIP
>>>
>>> But this doesn't work!!!
>> In "Arguments" you set -xrg (with one space at the end, it is
>> essential) and "Document type" is ZIP.
>
> Yes!!! It worked! That space at the end did all the difference...

How bloomin' simple was that?! Obvious when you know the answer B^)

Thanks Gregory

rgds
H
```

1589. Re: "Xcontrol" and reserved CPX slots

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 22:14:52 UTC
From: sidcelery@cix.co.uk
Message-ID: <a56fsr$q9c$4@thorium.cix.co.uk>
Source record: 37643

On 9 Feb 2002 10:24:17 G, Hallvard Tangeraas wrote:
> By the way, this option of being able to determine how many modules
> to load at once is useful - I've often got an error message along
> the lines of "can't load any more modules at this time"), which that
> older version would probably bypass if configured right.

Of course ZControl allows the display of up to 12 CPX's and lets you
have up to 4 open at once.

ZControl v0.25a is the latest I'm aware of.

rgds
H

1590. Re: [GAME] Nuq 0.6

Newsgroup: comp.sys.atari.st
Date: 2002-02-22 23:05:51 UTC
From: Ctirad Fertr <phanatic@SPAMFREEvolny.cz>
Message-ID: <a56iv6$u4o$1@news.vol.cz>
Source record: 37644

> Once again I corrected some bugs in SDL. There were problems with
> keyboard management with gem, bios, gemdos drivers. With this bug, it was
> impossible to use the quake console: when you pressed 'a' for example, it
> was no more possible to use this key.

Good! Now is possible to enter timedemo benchmark ;)

> The official SDL version (well, the CVS one) contains the various patches
> of the Atari version I did: http://www.libsdl.org/

I downloaded and compiled latest version from CVS, but I�m not able to link
any SDL software with it. With precompiled version from your web it was OK,
so I hope you will also update this one.

I compiled several programs: Wolf3D, DGen (genesis/megadrive emulator),
littlejohn(nes/snes emulator), gnuboy(gameboy/gbc emulator), Frodo (C64
emulator) etc. It�s really amazing to see classicall games as Turrican
running in the GEM window ;) It needs very very very fast machine, though.
Anyway, SDL brings new dimension into our TOS boxes. Thank you, Patrice !

Ctirad

1591. Re: Freedom in english

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 00:51:35 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c76e7a0$0$8738$626a54ce@news.free.fr>
Source record: 37645

Hi
"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> a crit dans le
message de news:
1f80zlc.kb4hge1pfmo3cN%northstar2010@_I-hate-spam_yahoo.no...
> By the way... I can't get Freedom to display files! It only displays
> folders. It's probably a file-mask somewhere, but I can't find it.
> How on earth do I configure this thing?
> I'd also like to change those awful icons that is shown by default (I
> believe there are replacement icons available, but don't know how to
> install them).
>
> I'm trying out the German 2.04 version (haven't found any English
> version yet).
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

```
I have on my hard drive freedom2.05 in english
translation made by Transaction but this files wasn't
online anymore
If someone whant's it I could mail it to him

SeeU
```

1592. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 03:02:54 UTC
From: parrugueira69 <parrugueira_69@hotmail.com>
Message-ID: <yDDd8.31249$co1.5301644@news02.optonline.net>
Source record: 37546

lp <atarilp@hotmail.com> wrote in message
news:B8999D4B.2547%atarilp@hotmail.com...
> in article a517ld$qc2$1@knossos.btinternet.com, Fawad at
> fawad_sheikh@hotmail.com wrote on 2/20/02 5:23 PM:
>
> > The Atari is truly dead since no one developer for it anymore.
>
> You are miss-informed.
>
> ---
--
> Lonny Pursell Atari AT bright.net DOT net
www.bright.net/~atari/
>
>

hey im an amiga user too but why start with this crap? ive always liked
atari st too, if there was no amiga youd be using atari st too (ok, i know
the st came about as a result of atari not getting its hands on amiga), and
yes there are still developments for atari and atarippc computers, heck one
of the places youll find atari stuff is at amiga shows.

1593. Im thinking of selling my TTM 195 monitor

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 03:38:15 UTC
From: Jeff Fair <parodifair@earthlink.net>
Message-ID: <B89C5053.C9D1%parodifair@earthlink.net>
Source record: 37547

I'm thinking of selling a TTM 195 monitor that I've had in storage for quite some time. It was rarely used and I believe its in good shape w/low mileage. Does anybody know what its worth? I'm in Los Angeles if that makes a difference.

Thanks,

Jeff

1594. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 04:34:00 UTC
From: defjam <y@y.y>
Message-ID: <3C771BB8.F9911FE7@y.y>
Source record: 37548

Darkling/Newdarkling or whatever ...

The way you act towards people is ridiculous.
Insulting people which every fucking word you pull out has nothing
to do with the freedom of speech.

> I'd rather go to your mama....In fact I freqent her residence often....she
> squeals at octaves which the ST could never produce..

...

Furthermore, you know nothing about anything.
f.e.:
> No it doesn't, midi capabilities on the Amiga were better..Since midi was
> not built into the AMiga, you could upgrade to better and better cards all
> the time, unlike the Shit Thing...

Well, show us the the midi carts available when the Amiga 500 came out.
"since midi was not built into the AMiga, you could upgrade to better
and be ... "
- ohh kid, your brain is dull, your face covered with ....

> Midi sequencing on the Amiga was better and you know it...12 channel
> compared to the ST's 8 channel...The

A basic Amiga had no Midi.
And concerning the normal sound-capabilities:
The ST has been even worse! 3 Channels of that poor YM2149 soundchip,
nothing more! Just the STe introduced DMA digitial sound ...
YOU KNOW NOTHING.

There may various reasons for your behaviour:
-Drugs
-Internet addicted
-40 litres coffee/day
-1hour sleep / week
-60 cigarettes / day
-psychotic
-pervert
-totally freaked out caused by the latter

> I am not starting a flamewar, just stating the facts....

A fucking shit do you state.

> Just admit the Amiga was better in every respect

I ADMIT IT, SUCKER.
You are absolutely right.
EXCEPT: --MIDI--
And don't speak about MIDI cards you could bye ... this refers to:
"YOU KNOW NOTHING."

Prooving yourself being a totally asocial human being is you posting
even in Amiga related newsgroups insulting + annoying shit.

You being a webmaster/net maintainder/or whatever .. huhh.. even
japscat.info needs maintenance. I assume that can be only done by
yerks like you.

Closing with your words ..
" Just zip your lips,loser... "

p.s.: Don't expect a replay, you clown.

1595. Re: Lexicor Rosetta?

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 05:17:16 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0202222117.5d9ae9e1@posting.google.com>
Source record: 37549

lp <atarilp@hotmail.com> wrote in message news:<B8999EB3.2549%atarilp@hotmail.com>...
> in article fc53daf3.0202200946.76f7368d@posting.google.com, rustynutt at
> rustynutt@hotmail.com wrote on 2/20/02 12:46 PM:
>
> > You'll end up pulling your hair out trying to use it on anything but
> > the most basic 3D2 or DXF files.
>
> Indeed, I've found it to be almost worthless as it crashes on larger files.
> I've also never found a c3d to dxf that works very well either.
>
> ---
> Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

It's worth to note, even after a crash, the screen doesn't turn blue
:>

There are several DOS file conversion applications....The Falcon can
run DOS if your very needy (and have lots of time).
Mike

1596. Re: Floppy disk problems

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 05:54:28 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <o8Gd8.4974$yq1.2298715313@newssvr21.news.prodigy.com>
Source record: 37550

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f811he.6heiy037z99gN%northstar2010@_I-hate-spam_yahoo.no...
> Richard Anderson <richard_anderson@pacbell.net> wrote:
>
> > "Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in
message
> > news:1f7zfm5.gpda0p169796oN%northstar2010@_I-hate-spam_yahoo.no...
> > > > > >Could all this relate to some sort of disk-drive misalignment on
one of
> > > > > >the machines? Is there any way I can check this?
>
> > Alignment could definitely be the issue here. The alignment becomes
more
> > critical
> > the further into the drive you step. You are having trouble with large
> > files but not
> > small ones. Have you tried copying a full disk of small files. If the
> > problem is alignment
> > you should have problems with the later files you copy.
>
> I'll give it a go!
> I think I might be one step closer to finding out where the problem
> lies! As I'm lucky enough to have a Mega STe in addition to the STe I
> tried formatting a disk on the Mega STe, then transferring the same
> large file I had problems with on the STe, over to the Mac.
> This time it worked fine!
>
> I'll have to do some more testing to find out exactly where the problem
> lies as I also "borrowed" a drive from a different Mac over to the Mac
> that I use.
>
> I seem to remember that the STe disk drive did get a "banging" once as I
> was to remove something from the drive with a screwdriver, it slipped
> and hit the metal enclosure *hard*.
> I guess this could have knocked something out of alignment.
>

It should take a very hard shock, unless the stepper motor isn't locked down
tight.

>
> > If the problem is alignment, it is hard to determine which drive(s) have
a
> > problem without
> > the proper equipment. A long time ago, before I had an alignment

diskette,
> > I
> > occassionally aligned the old Atari 8-bit drives by using a regular
> > diskette. A customer
> > would come in with a drive that wouldn't read a particular disk that
worked
> > in other
> > drives. I would make very tiny adjustments until the drive would read
the
> > disk in
> > question. This is not a recommended procedure, but it worked. The 3
1/2
> > inch
> > drives have a smaller stepping distance, so you must be even more
careful.
>
> Since I have nothing to loose by trying to adjust things I could try
> this before forking out cash for yet another drive.
> Just what is it that should be adjusted?

The stepper motor. The exact method of adjustment varies depending upon the drive. I am not sure whose mechanisms Atari used in the STE's. I was no longer servicing Ataris by the time the STE came out. I do have an original drive from my Mega. It is made by Newtronics/Mitsumi. It has what is called a screw-type stepper--I believe most short height drives use these. It is a small motor mounted on the back of the drive (on the left when looking from the back of the drive). This motor drives a coarse "threaded" shaft that goes through the drive head carriage. To adjust the alignment you need to loosen the locking screw(s) very slightly--you do not want to be able to turn the motor very easily. You then rotate the stepper motor to adjust.

>
> Unfortunately I have neither a scope or a test-disk (by the way, are
> those test-disks computer dependant, or doesn't the computer have
> anything to do with the testing at all?).
>

The test disks I have worked with are not system dependant. They have a specially recorded signal--something of the form of a sine wave. You use a dual-trace scope on test-points on the outputs of the drive head to balance the amplitude of two out-of-phase signals.

However, as I mentioned, I have had success without the special disk or a scope. What I have done is to use a disk formatted and written by a known "good" drive with data that cannot be read by the drive to be aligned. Adjust the stepper alignment while attempting to read from a sector (or a file) that you having trouble with. Try a small amount of movement in one direction. If that doesn't help try the other direction. You may want to scratch a set of marks in on the stepper and the drive frame to indicate the current alignment before you start.

I hope this helps you out. Let me know.
Richard

>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

1597. Re: Looking for in on Omniswitch by Talon Tech.

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 06:02:05 UTC
From: atari@ev1.net
Message-ID: <3c7c3012.211564843@newsa.ev1.net>
Source record: 37551

On Sat, 9 Feb 2002 18:37:34 GMT, djg@world.std.com (Daniel J Gorham)
wrote:

>Hi, I'm looking for any info on this box. It doesn't seem to need any
>power supply, but I do need a m to m video cable to connect to the ST. I
>saw one at B&C for $20. Anyone know of a cheaper source, or is that pretty
>much it?
> It has what looks like a svga(15 pin) and vga(9 pin) port. Any
>possibility I could just plug a regular pc monitor in?
>
> It also has what I assume is composite video out, and audio, and sockets
>for both color and monochrome atari monitors, with a corresponding switch
>on the front. Also a floppy drive in, and a drive b, and c socket, again
>with corresponding switch on the front.
>
>Thanks for any info,
>Dan

What do you want to know? You pretty well descriibed the whole
thing. It lets you run a mutlisync monitor (the old style that could
sync down to CGA video frequencies) from your ST .. or you could run
an old Commodore monitor with composite inputs from your ST (you could
do it, but a composite monitor was really crappy looking video
compared to a regular Atari monitor or the multisync monitor). You
can't run a standard VGA monitor or a modern multisync on the omniterm
(wrong frequencies). So look for a "way old" CGA capable multisync
monitor.

The floppy drive switch was basically to let you switch between an
external 3.5" drive and and external 5.25" drive as your B: drive
(that was back in the days of PC emulation with PC-Ditto ...
when PC's had 5.25" drives instead of 3.5" drives).

You need the Atari cables (video and the floppy drive cables).
Actually you can use the omniterm just as a floppy drive switch, just
as a video converter, or both at the same time. No power supply
needed - the only thing to it is the ugly long box (it came in a
putrid white and in a kind of close to atari gray color ... but no
matter what color, it was just plain unattractive). Fortunately it
was "somewhat" functional.

George
Houston Atari Computer Enthusiasts

1598. Re: Floppy disk problems

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 07:33:30 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <eBHd8.4992$Gh7.2322923540@newssvr21.news.prodigy.com>
Source record: 37552

```
"Richard Anderson" <richard_anderson@pacbell.net> wrote in message
news:o8Gd8.4974$yq1.2298715313@newssvr21.news.prodigy.com...
>
> "Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in
message
> news:1f811he.6heiy037z99gN%northstar2010@_I-hate-spam_yahoo.no...
> > Richard Anderson <richard_anderson@pacbell.net> wrote:
> >
> > > "Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in
> message
> > > news:1f7zfm5.gpda0p169796oN%northstar2010@_I-hate-spam_yahoo.no...
> > > > > >Could all this relate to some sort of disk-drive misalignment on
> one of
> > > > > > >the machines? Is there any way I can check this?
> >
> > > Alignment could definitely be the issue here. The alignment becomes
> more
> > > critical
> > > the further into the drive you step. You are having trouble with
large
> > > files but not
> > > small ones. Have you tried copying a full disk of small files. If
the
> > > problem is alignment
> > > you should have problems with the later files you copy.
> >
> > I'll give it a go!
> > I think I might be one step closer to finding out where the problem
> > lies! As I'm lucky enough to have a Mega STe in addition to the STe I
> > tried formatting a disk on the Mega STe, then transferring the same
> > large file I had problems with on the STe, over to the Mac.
> > This time it worked fine!
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> > I'll have to do some more testing to find out exactly where the problem
> > lies as I also "borrowed" a drive from a different Mac over to the Mac
> > that I use.
> >
> > I seem to remember that the STe disk drive did get a "banging" once as I
> > was to remove something from the drive with a screwdriver, it slipped
> > and hit the metal enclosure *hard*.
> > I guess this could have knocked something out of alignment.
> >
>
> It should take a very hard shock, unless the stepper motor isn't locked
```

down
> tight.
>
> >
> > > If the problem is alignment, it is hard to determine which drive(s)
have
> a
> > > problem without
> > > the proper equipment. A long time ago, before I had an alignment
> diskette,
> > > I
> > > occassionally aligned the old Atari 8-bit drives by using a regular
> > > diskette. A customer
> > > would come in with a drive that wouldn't read a particular disk that
> worked
> > > in other
> > > drives. I would make very tiny adjustments until the drive would read
> the
> > > disk in
> > > question. This is not a recommended procedure, but it worked. The 3
> 1/2
> > > inch
> > > drives have a smaller stepping distance, so you must be even more
> careful.
> >
> > Since I have nothing to loose by trying to adjust things I could try
> > this before forking out cash for yet another drive.
> > Just what is it that should be adjusted?
>
> The stepper motor. The exact method of adjustment varies depending upon
> the drive. I am not sure whose mechanisms Atari used in the STE's. I was
> no longer servicing Ataris by the time the STE came out. I do have an
> original drive from my Mega. It is made by Newtronics/Mitsumi. It has
> what is called a screw-type stepper--I believe most short height drives
> use these. It is a small motor mounted on the back of the drive (on the
> left when looking from the back of the drive). This motor drives a coarse
Oops, it's on the right!!!
> "threaded" shaft that goes through the drive head carriage. To adjust the
> alignment you need to loosen the locking screw(s) very slightly--you do
not
> want to be able to turn the motor very easily. You then rotate the
stepper
> motor to adjust.
>
> >
> > Unfortunately I have neither a scope or a test-disk (by the way, are
> > those test-disks computer dependant, or doesn't the computer have
> > anything to do with the testing at all?).
> >
>

> The test disks I have worked with are not system dependant. They have a
> specially recorded signal--something of the form of a sine wave. You use
> a dual-trace scope on test-points on the outputs of the drive head to
> balance the amplitude of two out-of-phase signals.
>
> However, as I mentioned, I have had success without the special disk or
> a scope. What I have done is to use a disk formatted and written by a
> known "good" drive with data that cannot be read by the drive to be
> aligned. Adjust the stepper alignment while attempting to read from a
> sector (or a file) that you having trouble with. Try a small amount of
> movement in one direction. If that doesn't help try the other direction.
> You may want to scratch a set of marks in on the stepper and the drive
> frame to indicate the current alignment before you start.
>
> I hope this helps you out. Let me know.
> Richard
>
> >
> > Hallvard
> > --
> > Atari Launchpad : <http://launchpad.atari.org>
> > Notator/Creator SL : <http://www.notator.org>
>
>

1599. Re: "Freedom" file selector

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 10:10:52 UTC
From: "Derryck Croker"
Message-ID: <1014456560-091224AEicMi@ntlworld.com>
Source record: 37553

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Fri, 22 Feb 2002 14:36:42 GMT

>> My preference is for Freedom!
>
>Is it available in English? If so, where?

Freedom 115E is the English version. I'd probably try the Interactive web
site, since it was their translation, or I can send you the archive myself.

>And is it still being supported (or the shareware key given freely if
>it's not supported/developed any longer)?

I'm not sure of its present status, however there was a later version
released. I don't know if it's in German or English!

BTW did you get the PCB Designer archive I sent you?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1600. Re: TOS 2.06 and icons

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 10:21:58 UTC
From: "Derryck Croker"
Message-ID: <1014456562-091705AEicMi@ntlworld.com>
Source record: 37554

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Fri, 22 Feb 2002 20:52:56 GMT

>> ICom, by Armin Diedering.
>
>Tried it, and although it seems to do what I want there are several
>shortcomings I can see when presenting this in my user-guide (which is
>also aimed at beginners):

Fair enough. I don't think that there are any icon editors that are aimed at

the novice/tinkerer though.

>* Although the are English RSC files (downloadable from your site) there
>aren't any English ST-guide (.HYP) files.

There won't be. Takes far too long to translate/keep the links working/etc
for any hypertext I'm afraid :-(

>Not everything in the program has been translated either (probably stuff
>which isn't contained in the .RSC file but the program itself).

Very likely. That's overcomable.

>* The installation is rather confusing as it's in German and complains
>about missing files, shared library folder (whatever that is) and other

I can't remember how I installed the version I have here - possibly it
arrived in "pre-installed" form.

>* If an icon has been changed and you exit the program you don't get the
>usual alert saying something like:
>"The file has changed [Save] [Abandon] [Cancel]"

I've just fired it up, created a new icon, and it came up with that alert
box when I quit without saving?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1601. Re: Freedom in english

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 10:23:58 UTC
From: "Derryck Croker"
Message-ID: <1014456564-092240AEicMi@ntlworld.com>
Source record: 37555

From: "[ProToS]" <protos(at)arcadia-crew(dot)com>
Date: Sat, 23 Feb 2002 01:51:35 +0100

>I have on my hard drive freedom2.05 in english
>translation made by Transaction but this files wasn't
>online anymore

I could host this file on my web site if you want to send it to me?
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1602. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 10:54:19 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a57si2uvm1@newsreader.mailgate.org>
Source record: 37556

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f7zfkj.12gxmtl41xixmN%northstar2010@_I-hate-spam_yahoo.no...
> Would you care to reveal which dealer this is... once you've bought your
> AJAX from them?

I will tell all once I have contacted them and confirmed that they have
stock, we are after all atari - not amiga lovers ;-)

1603. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 14:34:31 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B89D12A7.25FB%atarilp@hotmail.com>
Source record: 37558

in article yDDd8.31249$co1.5301644@news02.optonline.net, parrugueira69 at parrugueira_69@hotmail.com wrote on 2/22/02 10:02 PM:

>
> lp <atarilp@hotmail.com> wrote in message
> news:B8999D4B.2547%atarilp@hotmail.com...
>> in article a517ld$qc2$1@knossos.btinternet.com, Fawad at
>> fawad_sheikh@hotmail.com wrote on 2/20/02 5:23 PM:
>>
>>> The Atari is truly dead since no one developer for it anymore.
>>
>> You are miss-informed.
>> Lonny Pursell Atari AT bright.net DOT net
> www.bright.net/~atari/
>
> hey im an amiga user too but why start with this crap? ive always liked
> atari st too, if there was no amiga youd be using atari st too (ok, i know
> the st came about as a result of atari not getting its hands on amiga), and
> yes there are still developments for atari and atarippc computers, heck one
> of the places youll find atari stuff is at amiga shows.

I didn't start the thread nor did I say anything negative in this post.
The comment about Atari being truely dead is not correct, and I was merely pointing that out.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1604. Re: Floppy disk problems

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 14:47:03 UTC
From: ebaiz@skyenet.net
Message-ID: <HXNd8.64$el6.136065@newsfeed.slurp.net>
Source record: 37557

On 22 Feb 2002 14:15:27 , Hallvard Tangeraas wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

>> That what it sounds like to me. Can you get the mac to format in 720k
>> MSDOS? That might do it.
>
>That's what I did all along of course.
>I've used genuine 720Kb disks and formatted them to MSDOS standards.
>I've tried formatting on both the Mac and the STe, but I still keep
>having problems.
>
>*if* there is an alignment problem in one of the machines, how do I find
>out which machine this is? Is there a way of physically seeing if a
>drive is misaligned?
>I've never actually understood what a misaligned drive means -is it the
>drive-head which doesn't access the correct tracks or something?

I have found that certain drives just do not work together. If you have
access to any other computers, try transfering files between them and
the Mac/ST and see what happens.

1605. Re: "Freedom" file selector

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 16:31:28 UTC
From: "Derryck Croker"
Message-ID: <1014537940-117696AEicMi@ntlworld.com>
Source record: 37590

Hi Hallvard,

>> Freedom 115E is the English version. I'd probably try the Interactive web
>> site, since it was their translation, or I can send you the archive
>myself.
>
>That's what I thought as I have that one in English already, but
>remembering back last time when I tried to install Freedom I kept
>getting all these crashes and other problems, so I thought that the
>latest version should address them and make things better.

I've heard that the later version introduces more problems for some people
though.

>Freedom 2 supports CPX modules, so it's a replacement for "Xcontrol.ACC"
>as well. Does version 1.15 do this?

No, it doesn't. It does have the ability to launch progs directly from the
directory listing which can be quite useful though.

If I weren't so lazy I'd probably re-install it in preference to Boxkite -
but the latter seems to protect better against trying to use long filenames
with progs that don't get on with them ISTM.

>> BTW did you get the PCB Designer archive I sent you?
>
>Yes, several days ago. Didn't you get my email message?

No! I guess that you've been able to convert those files by now.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1606. Re: TOS 2.06 and icons

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 16:32:44 UTC
From: "Derryck Croker"
Message-ID: <1014537942-118208AEicMi@ntlworld.com>
Source record: 37591

Hi Hallvard,

>> I've just fired it up, created a new icon, and it came up with that alert
>> box when I quit without saving?
>
>Strange. And this was under plain TOS?

I don't do plain TOS ;-)

MagiC, but I don't think that would make any difference.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1607. Re: "Freedom" file selector

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 16:51:37 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a58hapltg1@reader2.panix.com>
Source record: 37559

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> writes:

: Derryck Croker <derryck@.NOSPAMCRAPcix.co.uk> wrote:

: > From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
: > Date: Fri, 22 Feb 2002 14:36:42 GMT
: >
: > >> My preference is for Freedom!
: > >
: > >Is it available in English? If so, where?
: >
: > Freedom 115E is the English version. I'd probably try the Interactive web
: > site, since it was their translation, or I can send you the archive myself.

: But I'm curious about those other file-selectors as I need to take some
: screenshots for the TOS 2.06 user-guide.
: Freedom 2 supports CPX modules, so it's a replacement for "Xcontrol.ACC"
: as well. Does version 1.15 do this?
: Anyone got Freedom 1.15 working well on their systems?
: Is it worth another go?

It has a quite long configuration file, and it took me some time and
a lot of e-mail back and forth until I got it right.

Since then, it has been working very well in single-tasking TOS,
and I am most happy with it. It is worth another go.

Freedom 2, when it came out, was not as well received. I do not
have it, and nobody has succeeded in convincing me to get it.

But for multitasking, boxkite seems to be the way to go. Does
multitasking, long file names, and is supported.

Jim
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1608. FREE Cubase 3.1 and Score (boxed) UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 17:23:53 UTC
From: Red <Red@nospamthanks.com>
Message-ID: <a58j78$n5t$1@knossos.btinternet.com>
Source record: 37560

Yep, free.

I've got a copy of Steinberg Cubase 3.1, boxed but with no manual, and including the DONGLE.

Great condition, and it all works perfectly.

Also in the box is Cubase Score.

I'm in Manchester - 'buyer' collects - I'm not posting it!

If no-one wants it, it's going in the bin... ;-)

First to respond here can have it.

Jay

1609. Forgot to say...

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 17:28:14 UTC
From: Red <Red@nospamthanks.com>
Message-ID: <a58jfenof1@knossos.btinternet.com>
Source record: 37561

No dealers or shops, please.

Private enquires only.

Thanks

"Red" <Red@nospamthanks.com> wrote in message
news:a58j78$n5t$1@knossos.btinternet.com...
> Yep, free.
>
> I've got a copy of Steinberg Cubase 3.1, boxed but with no manual, and
> including the DONGLE.
>
> Great condition, and it all works perfectly.
>
> Also in the box is Cubase Score.
>
> I'm in Manchester - 'buyer' collects - I'm not posting it!
>
> If no-one wants it, it's going in the bin... ;-)
>
> First to respond here can have it.
>
> Jay
>
>

1610. Re: Stacy Power Converter

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 17:34:29 UTC
From: vdjole@EUnet.yu
Message-ID: <a58jr3esk1@news.eunet.yu>
Source record: 37562

On 17 Feb 2002 20:32:54 , Beedub wrote:

>I have got a nice T28 accelerator to fit a treat. One snag. Every
>thing works great until the need to use a floppy. Unexpectedly the HD
>must be taking more power than the (older) 20mb standard drive The
>internal power converter then decides that it has had enough and shuts
>down briefly causing a reboot.

I have heard that -sometimes- it helps (and not only on the STacys) to
install larger (but not too big) electrolytic capacitors on the 5V and 12V
supplies. It would improve things somewhat if your problem is just the
transient current peak being a tiny bit too large during the spin-up of
the floppy or the hard disk.

Btw. did you monitor the supply voltages with a voltmeter? What is the
voltage with everything installed and in steady state, and how bad
is the drop when the floppy tries to spin?

cu;

1611. Re: FREE Cubase 3.1 and Score (boxed) UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 18:10:41 UTC
From: Carbon <carbon@spam.polar-net.co.uk>
Message-ID: <KWQd8.24194$hM6.2912268@news6-win.server.ntlworld.com>
Source record: 37563

"Red" <Red@nospamthanks.com> wrote in message
news:a58j78$n5t$1@knossos.btinternet.com...
> Yep, free.
>
> I've got a copy of Steinberg Cubase 3.1, boxed but with no manual, and
> including the DONGLE.
>
> Great condition, and it all works perfectly.
>
> Also in the box is Cubase Score.
>
> I'm in Manchester - 'buyer' collects - I'm not posting it!
>
> If no-one wants it, it's going in the bin... ;-)
>
> First to respond here can have it.
>
> Jay

Hello! Where in Manchester are you mate? I'm in Manchester myself :)

Si

1612. Re: TOS 2.06 and icons

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 18:29:44 UTC
From: vdjole@EUnet.yu
Message-ID: <a58n2l$g46$1@news.eunet.yu>
Source record: 37564

On 20 Feb 2002 01:02:08 , Hallvard Tangeraas wrote:

>I've already mentioned "Icon juggler" for organizing icons, creating a
>"DESKICON.RSC" file where whichever icons (up to 200) the user may want
>can be placed, then assigned to programs/files/folders from the TOS
>desktop.

IIRC TOS2.06 has problems (crashes?) with DESKICON.RSC if there are more
than 127 (128?) icons contained in it.

>I've also written about resource editors
>[...]
>2) Apart from resource-editors there are dedicated icon-editors, but I
>know very little about what's out there.
>So far, what I've seen is only available in German,
>handles only colour icons (which can't be used with TOS 2.06, but rather
>with alternative desktops and emulators/graphic cards etc.) and
>is expensive and hard to find.
>[...]
>Anyone know of suitable icon-editors which are easy to use, available
>and handle icons for use with TOS 2.06?
>[...]
>Anything I've missed regarding icons which might be important to write
>about?

* There is a .CPX module (ICONEDIT.CPX) for editing the DESKICON.RSC file.
It has only basic drawing and editing capabilites but for a simple 32x32
image like a desktop icon it is quite sufficient in most cases.

* Ronald Andersson (of Sting fame) has at one time made a COLORTOS package
which allows the use of colour and animated icons in TOS2.06. IIRC it
does not work well with TOS on which the resource/newdesk patch has been
made, but is OK with a nonmodified TOS (I do not remember very well).

cu;

1613. Compiling SDL for Atari (was Re: [GAME] Nuq 0.6)

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 20:22:04 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <dlt85a.823.ln@127.0.0.1>
Source record: 37565

Dans l'article <a56iv6$u4o$1@news.vol.cz>, "Ctirad Fertr"
<phanatic@spamfreevolny.cz> a tapotï¿½ avec ses petits doigts:

> I downloaded and compiled latest version from CVS, but Iï¿½m not able to
> link
> any SDL software with it. With precompiled version from your web it was
> OK, so I hope you will also update this one.

Well, you should have a look to the cross-configure.sh and cross-make.sh
scripts that are in the source archive of the patch:

http://pmandin.multimania.com/download/SDL-1.2.3-mint-pre12.tar.gz

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

1614. Re: "Freedom" file selector

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 20:40:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c7800bed84d00@pandora.be>
Source record: 37566

on Sat 23-02-2002 15:49 Hallvard Tangeraas wrote:

>Derryck Croker <derryck@.NOSPAMCRAPcix.co.uk> wrote:

>> Freedom 115E is the English version. I'd probably try the Interactive web
>> site, since it was their translation, or I can send you the archive myself.
>
>That's what I thought as I have that one in English already, but
>remembering back last time when I tried to install Freedom I kept
>getting all these crashes and other problems, so I thought that the
>latest version should address them and make things better.
>Version 2.04 has still crashed on me though and I think I'll keep on
>sticking to "Selectric" as I registered it many years ago.

The latest version of Freedom is 2.05. I believe there exist an Englsih
version of it. It's on the Belgian ftp-server:
ftp://chapelie.rma.ac.be/atari//utilities/file_selectors

-rw-r--r-- 1 ftp 39509 Nov 10 11:45 bkit231e.upl
-rw-r--r-- 1 ftp 124454 Nov 10 11:36 bkit231e.zip
-rw-r--r-- 1 ftp 151246 Oct 19 21:21 bkite231d.zip
-rw-rw-r-- 1 ftp 382898 May 5 1999 frdm205d.zip
-rw-r--r-- 1 ftp 146364 Mar 10 2000 frdm205e.zip
-rw-rw-r-- 1 ftp 380785 May 5 1999 fredm204.zip
-rw-rw-r-- 1 ftp 23925 May 5 1999 uis332r1.lzh

frdm205e.zip contains only the English version of F2KONFIG.CPX and
FREEDOM2.ACC. No docs.
I'm afraid though you've to wait until the server is up and running
again. There seems to be a small problem. Unfortunately it's weekend so
it's hard to find someone who can fix the prob.
>
>But I'm curious about those other file-selectors as I need to take some
>screenshots for the TOS 2.06 user-guide.
>Freedom 2 supports CPX modules, so it's a replacement for "Xcontrol.ACC"
>as well. Does version 1.15 do this?
>Anyone got Freedom 1.15 working well on their systems?
>Is it worth another go?

No freedom 1.15 doesn't support cpx modules. I've used v1.15 for many
years. First on a TT030 and then on a Hades060. Both machines are running
FreeMiNT. The only problem I can remember is that for some reason
Freedom 1.15 got killed after it was called X-times. It believe it was
around 35 times calls.

For me it was a very good fileselector. I only dumped it in favour for
Freedom 2.05 because that annoying problem.
As said I'm using FreeMiNT so it's possible the above problem doesn't
occur with other OS's.

Until very recently I was using Freedom 2.05 on both systems. It was
very stable but some applications such as Okami, Porthos, Idealist and
Calamus SL2002 didn't like Freedom (or should I say Liberty, the system
extension used by Freedom?) very much. I could live with the minor
problems I had with Okami and Idealist but not with the problems I had
with Calamus SL2002. Although I did use the build-in fileselector of
Calamus SL2002, Calamus was unstable. That's the only reason why I'm
using Boxkite (which I don't like very much) right now.

As Freedom 2.05 is know as a program which does some very dirty tricks to
achieve it's aims I can't ask the programmers of the other programs to
adapt their application.

>> >And is it still being supported (or the shareware key given freely if
>> >it's not supported/developed any longer)?
>>
>> I'm not sure of its present status, however there was a later version
>> released. I don't know if it's in German or English!

See above. The latest version is 2.05. This version is *still shareware*
but with no restriction at all. It's fully usuable.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1615. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 21:53:26 UTC
From: parrugueira69 <parrugueira_69@hotmail.com>
Message-ID: <qbUd8.72$GL6.49914@news02.optonline.net>
Source record: 37567

```
lp <atarilp@hotmail.com> wrote in message
news:B89D12A7.25FB%atarilp@hotmail.com...
> in article yDDd8.31249$co1.5301644@news02.optonline.net, parrugueira69 at
> parrugueira_69@hotmail.com wrote on 2/22/02 10:02 PM:
>
> >
> > lp <atarilp@hotmail.com> wrote in message
> > news:B8999D4B.2547%atarilp@hotmail.com...
> >> in article a517ld$qc2$1@knossos.btinternet.com, Fawad at
> >> fawad_sheikh@hotmail.com wrote on 2/20/02 5:23 PM:
> >>
> >>> The Atari is truly dead since no one developer for it anymore.
> >>
> >> You are miss-informed.
> >> Lonny Pursell Atari AT bright.net DOT net
> > www.bright.net/~atari/
> >
> > hey im an amiga user too but why start with this crap? ive always liked
> > atari st too, if there was no amiga youd be using atari st too (ok, i
know
> > the st came about as a result of atari not getting its hands on amiga),
and
> > yes there are still developments for atari and atarippc computers, heck
one
> > of the places youll find atari stuff is at amiga shows.
>
> I didn't start the thread nor did I say anything negative in this post.
> The comment about Atari being truely dead is not correct, and I was merely
> pointing that out.
>
> ----------------------------------------------------------------------
--
> Lonny Pursell Atari AT bright.net DOT net
www.bright.net/~atari/
>
>

i wasnt referring to you, i just subscribed to the newsgroup and your post
was the only one i saw, i was commenting on the previous person's statement
that you replied to, which should have been obvious based on the nature of
what i said. sorry for the confusion. nice site by the way.
```

1616. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 22:06:20 UTC
From: parrugueira69 <parrugueira_69@hotmail.com>
Message-ID: <wnUd8.96$GL6.86170@news02.optonline.net>
Source record: 37568

defjam <y@y.y> wrote in message news:3C771BB8.F9911FE7@y.y...
>
>
> Darkling/Newdarkling or whatever ...
>
>
> The way you act towards people is ridiculous.
> Insulting people which every fucking word you pull out has nothing
> to do with the freedom of speech.
>
> > I'd rather go to your mama....In fact I freqent her residence
often....she
> > squeals at octaves which the ST could never produce..
>
> ...
>
>
>
> Furthermore, you know nothing about anything.
> f.e.:
> > No it doesn't, midi capabilities on the Amiga were better..Since midi
was
> > not built into the AMiga, you could upgrade to better and better cards
all
> > the time, unlike the Shit Thing...
>
> Well, show us the the midi carts available when the Amiga 500 came out.
> "since midi was not built into the AMiga, you could upgrade to better
> and be ... "
> - ohh kid, your brain is dull, your face covered with ....
>
>
> > Midi sequencing on the Amiga was better and you know it...12 channel
> > compared to the ST's 8 channel...The
>
> A basic Amiga had no Midi.
> And concerning the normal sound-capabilities:
> The ST has been even worse! 3 Channels of that poor YM2149 soundchip,
> nothing more! Just the STe introduced DMA digitial sound ...
> YOU KNOW NOTHING.
>
>
>
> There may various reasons for your behaviour:

> -Drugs
> -Internet addicted
> -40 litres coffee/day
> -1hour sleep / week
> -60 cigarettes / day
> -psychotic
> -pervert
> -totally freaked out caused by the latter
>
>
>
>
> > I am not starting a flamewar, just stating the facts....
>
> A fucking shit do you state.
>
>
> > Just admit the Amiga was better in every respect
>
> I ADMIT IT, SUCKER.
> You are absolutely right.
> EXCEPT: --MIDI--
> And don't speak about MIDI cards you could bye ... this refers to:
> "YOU KNOW NOTHING."
>
>
> Prooving yourself being a totally asocial human being is you posting
> even in Amiga related newsgroups insulting + annoying shit.
>
> You being a webmaster/net maintainder/or whatever .. huhh.. even
> japscat.info needs maintenance. I assume that can be only done by
> yerks like you.
>
>
>
>
> Closing with your words ..
> " Just zip your lips,loser... "
>
>
> p.s.: Don't expect a replay, you clown.

it pisses me off seeing amiga users acting so stupidly, using amiga myself
im disgusted that these ''I'd rather go to your mama....In fact I freqent
her residence often....she squeals at octaves which the ST could never
produce..'' lamers infest non-amiga newsgroups/forums whatever with their
bovine presence and unoriginal euphemisms. you really make us look bad, and
i will stress now that his behavior doesnt reflect on me and most of us.
there might be atari st kiddies who act the way you do, but there must be
alot less of them because i havent seen one yet i have to admit. also i

subscribed to this newsgroup because i actually like the st alot and enjoy it, dont subscribe if you're just going to come here and be childish, its not cool.

1617. DVD: I just knew it!

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 22:13:22 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c781401$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 37569

As soon as I get interested in some techincal advance and invest in it (ie, pay up), along comes another killer tech-advance that makes every previous advance useless. The story of my life :)

New Scientist, 19/02/02, 16:50: "Replacement for DVD unveiled."

"The world's Big nNine electrontic companies have swallowed corporate pride and agreed on a single standard and name - Blue-Ray - for the next generation video and computer optical disc."

It uses a blue laser: a single-sided 12 cm disc stores 27GB data or 13 hrs TV or 2 hrs hi-def video. Present CD/DVD tools cannot read it.

So, hold it, fellow Atari & Mac Users (PC? ugh), if you want the latest.

Bang goes my dream of getting an iMac with Superdrive.

Charles.

1618. Re: "Freedom" file selector

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 22:31:29 UTC
From: tos4ever@pandora.be
Message-ID: <1f82zws.11zlm02rpd85sN%tos4ever@pandora.be>
Source record: 37570

Martin "Nightowl" Byttebier <tos4ever@pandora.be> wrote:

> The latest version of Freedom is 2.05. I believe there exist an Englsih
> version of it. It's on the Belgian ftp-server:
> ftp://chapelie.rma.ac.be/atari//utilities/file_selectors

Oeps I've make a typo. Th right path is
ftp://chapelie.rma.ac.be/atari/utilities/file_selectors/

TTFN,
Martin

1619. STfm DMA cable pinout?

Newsgroup: comp.sys.atari.st
Date: 2002-02-23 23:20:16 UTC
From: az268@chebucto.ns.ca
Message-ID: <a5983grmk1@News.Dal.Ca>
Source record: 37571

Does anyone have the pinout for this cable?

--

1620. Re: what is the difference between 1040stf and 1040stfm?

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 00:03:36 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <djag7u4olsbifv9oh9d2la66l1b36ffoe8@4ax.com>
Source record: 37572

On Fri, 22 Feb 2002 11:40:55 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>?

The ST(F) has a built-in (F)loppy drive.

The ST(F)(M) has BOTH a built-in (F)loppy drive AND
a built-in RF (M)odulator (TV adapter).

BobR

1621. Re: I just knew it!

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 00:32:06 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <RvWd8.237$el6.303925@newsfeed.slurp.net>
Source record: 37573

Charles, it'll be at least 5 - 10 years before this alleged 'replacement' is going to kick in. Look how long it took for DVD. Even if it did come out earlier than I predicted, it's not gonna kill DVD. DVD hasn't killed VHS yet. Go ahead and buy the iMac with superdrive. The computer itself will be obsolete by the time the new technology arrives.

Joshua.

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message news:3c781401$0$29609$4c56ba96@master.news.zetnet.net...
> As soon as I get interested in some techincal advance and invest in it
> (ie, pay up), along comes another killer tech-advance that makes every
> previous advance useless. The story of my life :)
>
> New Scientist, 19/02/02, 16:50: "Replacement for DVD unveiled."
>
> "The world's Big nNine electrontic companies have swallowed corporate
> pride and agreed on a single standard and name - Blue-Ray - for the next
> generation video and computer optical disc."
>
> It uses a blue laser: a single-sided 12 cm disc stores 27GB data or
> 13 hrs TV or 2 hrs hi-def video. Present CD/DVD tools cannot read it.
>
> So, hold it, fellow Atari & Mac Users (PC? ugh), if you want the latest.
>
> Bang goes my dream of getting an iMac with Superdrive.
>
> Charles.

1622. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 01:43:03 UTC
From: NewDarkling <mong@hotmail.com>
Message-ID: <u7gguns12ma075@corp.supernews.com>
Source record: 37574

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:97bc8.10604$O5.24388@nntpserver.swip.net...
> > > How come noone uses them?
> >
> > Because there is mcuh better software on PC these days...during the
> Amiga/ST
> > days, SAtariu managed to get away with the marketibng hype that ST was
> > better for midi...
>
> Frankly, you are so lost. If you have ever used these programs you would
> know what we are talking about. The midi functionality of Cubase 3.10 on
the
> ST is identical to the midi functionality of Cubase VST32 5.0. The
> difference is the Audiopart.
> But as you say, Cubase is not for pros..
> Even if you think Cubase is kid stuff, how about Logic Audio?
>
> Guess this is why every musician in the world used the great Amiga,
because
> everything else was crap, right?

Thats right, glad to see you humbly acknowledging the truth....

1623. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 01:45:12 UTC
From: NewDarkling <mong@hotmail.com>
Message-ID: <u7gh2vhp5ar0ae@corp.supernews.com>
Source record: 37575

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:etbc8.10620$O5.24365@nntpserver.swip.net...
> > Can an ISA backplane take a 68000 CPU?? NO it can't...so stupid example,
> > again...from an ST user...
>
> Well, besides address decoding, you need the following, if I remember
> correctly.
>
> The 68000 has no A0 like the ISA bus, but this can be fixed using some
logic
> and the DS1/DS0 signals. DS1 connects to the SBHE in the ISA bus.
> For BALE, you can often use AS. For timing reasons, some boards requires
> BALE to be in better sync with DS1/DS0, but this can also be done with a
> couple of gates.

Errr, who cares aboout all this crap??? The A1200 can take PCI cards, so why
bring up an ISA backplane?? WHats this got to do with the STvAmiga? YOur
pathetic attempt to change the subject proves I am right...

> To enable the use of I/O R/W and MEMR/MEMW/SMEMR/SMEMW, some address
> decoding is needed, to put the I/O access in another memoryarea.
> A 14.xxx mhz oscillator
> 8 mhz clock.
>
> But as you said, I don't know shit.
>
Stop cutting and pasting off web sites, it proves you don't know shit...

>

1624. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 01:46:04 UTC
From: NewDarkling <mong@hotmail.com>
Message-ID: <u7gh4j30v3nkc6@corp.supernews.com>
Source record: 37576

> You won! Thankyou for showing is the way! How could we all have been so
> stupid!
> Again, Thankyou.
>

Glad to hear it, sonny...

1625. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 01:48:28 UTC
From: NewDarkling <mong@hotmail.com>
Message-ID: <u7gh8t7lrifcfc@corp.supernews.com>
Source record: 37577

"Lannie Schafroth" <lannie@prairieinet.net> wrote in message
news:3c74590a_1@corp-goliath.newsgroups.com...
> How about the fact that it was the Atari guys who designed the motherboard
> for the Amiga? It just didn't get manufactured by Atari and Amiga took the
> rains. Too bad they couldn't design it themselves.

ANd how about the fact that Commodore drop outs went and designed the
inferior ST??

> > >It might have it's place, but not on my desk. Given the same CPU Atari
> > >always out performs an amigo... perhaps you should spend more time
> getting

YEs, thats why the Amiga had more MIPS than an ST even though they both had
an 68000...Smell the coffee will you...

> > >a ppc upgrade so your icons don't appear one by one, and spend less
time
> > >spewing in accurate information...

I'd rather have that than a green/yellow ugly TOS system that you have...

> >
> > What unadulterated BULLSHIT....Givent he same CPU speed (ST and A500),
the
> > A500 outperforms the ST by miles, better sound, better graphics, can
store
> > more on a DSDD disk...Basically the ST was shite, designed as a mediocre
> > games machine which never quite measured up to the maturity and speed of
> the
> > Amiga...
> >
> > The Joysticks went into some stupid place under the computer, how
freaking
> > lame....
> >
> > The sound was shite 4 bit crap (listen to Speedball2 on ST and then on
the
> > Amiga, or even better listen to Xenon II, the AMiga sound is so much
> > better)...
> >
> > YOu chatting crap about the ICONS?? Have you even opened your eyes and
> taken
> > off your lame polaroid glasses?? What the hell was that bollox
> green/yellow
> > TOS system??

> >
> > The Amiga had better sound/grafix, it was more upgradeable and ran
faster,
> > higher MIPs. The industry speaks for itself....COmpare the amount of
> > software released for the AMiga rather than the S(hit) T(hing)...
> >
> > Everything about the ST was lame and shite, there is NOTHING, not a
single
> > aspect n which the Amiga is not better...
> >
> > LAMERS.
> >
> >
I'll leave the above comments to refresh your memory...

1626. Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 01:52:53 UTC
From: NewDarkling <mong@hotmail.com>
Message-ID: <u7ghhdh78fso72@corp.supernews.com>
Source record: 37578

> >/Peter
> >
> > Ahmen to that. I have already stopped and asked people to do the same.

Don;t give me that crap about how you have stopped....Why do you insist on trying to have the last word Persson???

>
> Again, sorry. I broke my own recommendation after just one day :)

This is to be expected from a sad whimsical ST owner...

1627. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 01:55:44 UTC
From: NewDarkling <mong@hotmail.com>
Message-ID: <u7ghmti6l3snbe@corp.supernews.com>
Source record: 37579

>
> I didn't start the thread nor did I say anything negative in this post.
> The comment about Atari being truely dead is not correct, and I was merely
> pointing that out.
>

I am actually talking about the Amiga being BETTER than the ST, not about which machine is dead...you have a weak and wavering mind...YOur pitiful attempts at attempting to stop me by mailing my news admin are a testament to the fact that you are an ST owner...can't take the argment so you try to block me completely...YOu make me laugh....

So please, read the SUBJECT before you reply again...

1628. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 02:05:32 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B89DB49B.2639%atarilp@hotmail.com>
Source record: 37580

in article u7ghmti6l3snbe@corp.supernews.com, NewDarkling at
mong@hotmail.com wrote on 2/23/02 8:55 PM:

> I am actually talking about the Amiga being BETTER than the ST, not about
> which machine is dead...you have a weak and wavering mind...YOur pitiful
> attempts at attempting to stop me by mailing my news admin are a testament
> to the fact that you are an ST owner...can't take the argment so you try to
> block me completely...YOu make me laugh....
>
> So please, read the SUBJECT before you reply again...

Perhaps it should be NewNewDarkling. lol If my attempts are so lame
then why keep changing hosts. Go back to your original host and prove me
wrong, but I suspect you can't. There is no arguement, that's in your mind.
Both machines have there place, both accel in some areas, both are more or
less names left over from an era. But since you are posting negatively
on the amiga section, you are now considered a complete joke.

The amiga is completely useless to me, however I am refer to me. Be that
at it may, I have not and will not ever go to the amiga section and say
anything at all. They have their own little world to live in, that's cool,
if one is happy that is the goal...

btw, I suspect you are related to sinclap.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1629. SCREEN GRABBER & ETC

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 02:19:52 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a59ik7$5r6$1@news.chatlink.com>
Source record: 37581

To All,

Two questions:

I want to copy some Recipes off the Internet without printing the whole file. Would a screen grabber accessory be the right tool to cut one recipe out ?? If so, what is the best ACC for the Atari and where can I D/L it ??

2nd question, I have a Atari 44mg removably running off a 520ST DMA port, I want to copy some files to this computer, but my double sided external drive is acting up. So can I connect a Syquest 135mg that is using a Link 2 cable to the out port on the back of the Atari 44mg drive or will the link 2 try to convert DMA to SCSI and the 44mg has probably already done this ?? I don't have a plain DMA cable that will connect to the Squest 135mg which has the big SCSI port.....

Thanks for any help!!
Donner....

1630. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 02:54:23 UTC
From: parrugueira69 <parrugueira_69@hotmail.com>
Message-ID: <zBYd8.4551$GL6.851031@news02.optonline.net>
Source record: 37582

>
> "Lannie Schafroth" <lannie@prairieinet.net> wrote in message
> news:3c74590a_1@corp-goliath.newsgroups.com...
> > How about the fact that it was the Atari guys who designed the
motherboard
> > for the Amiga? It just didn't get manufactured by Atari and Amiga took
the
> > rains. Too bad they couldn't design it themselves.
>

well, these Atari guys who designed it might have been such as they worked for Atari, but these same guys also left Atari because they ddnt want to take Atari's crap. Amiga as a company only exists recently, it was Commodore that got their hands on Amiga by financing its development knowing well that the designers could not pay them back by the deadline they had set. it was a very rotten and business-wordly thing Commodore did.

NewDarkling <mong@hotmail.com> wrote in message
news:u7gh8t7lrifcfc@corp.supernews.com...

> ANd how about the fact that Commodore drop outs went and designed the
> inferior ST??
>

hmm, admittedly theres something i didnt know. could it be they were hired to spite commodore? and possibly get a little inside scoop on how the amiga works to try and emulate her? now im not trying to start an argument with anyone, but its well known the guy who bought atari at the time when the amiga designers just left was mighty pissed off about it, he really wanted the amiga to be atari's, the st was atari's answer to what they lost, amiga.

1631. Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 03:42:15 UTC
From: Jon Lassen <infinite@noline.no>
Message-ID: <riZd8.8837$%m1.179070@news4.ulv.nextra.no>
Source record: 37583

"NewDarkling" <mong@hotmail.com> wrote in message
news:u7ghhdh78fso72@corp.supernews.com...
>> Again, sorry. I broke my own recommendation after just one day :)
> This is to be expected from a sad whimsical ST owner...

And just what would you be spending you're time on in a world without the
ST? Obviously you love to hate it.

Jon

1632. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 04:16:37 UTC
From: David Misner <miracleman2@yahoo.com>
Message-ID: <tnmg7us47h0o0nabg1rp40n3uoslo793nb@4ax.com>
Source record: 37584

On Tue, 19 Feb 2002 19:55:29 -0000, "Nigel Turton"
<npt@dickinsondoncaster.fsworld.co.uk> wrote:

>Why is it that every time some fool starts this Commodore - Atari fiasco we
>have to go along with the idiot, just ignore future posts and we will all be
>happy :o)
>
>PS Atari lives - Amigas still dead :oP

Amiga is far from dead.

Why can't we all just get along. This is stupid, The real enemy is
Microsoft. Why can't we join forces and attack that

1633. Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 08:19:47 UTC
From: James <james5@nospam.com>
Message-ID: <Dm1e8.111432$Zc.32314727@news2.rdc1.mi.home.com>
Source record: 37588

Evidently I need a Link97 as my ICD mini controller seems to be incompatible with about every scsi device I try, other than the internal 80meg HD I have. I would like to buy one, I tried http://www.wbsystemtechnik.de/atari/in_e.htm but they never answered my email inquiries. Is there anywhere I can get a scsi controller that will work with modern scsi devices such as ZIP/optical drives?

1634. NewDarklin=Troll. Just ignore him.

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 08:45:24 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <CS1e8.11537$O5.26081@nntpserver.swip.net>
Source record: 37589

Just ignore that guy. He's a troll.

He'll say anything to piss you off, regardless if it's true or false. He's done the same in other newsgroups with other subjects.

/Peter

1635. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 09:33:18 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <CM%d8.205323$TI5.8923343@e3500-atl2.usenetserver.com>
Source record: 37585

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1014315369.24874.6@eurus.uk.clara.net...
> Hi JT
>
> | No not the floor cleaner.....
> |
> | I need one to upgrade my "early" Mega STE.
>
> I saw that device listed on the Atari Workshop site this week, but it had
a
> price tag of about £50 iirc.
>
>
> --
>
>
> Steve. S.
>
>
Hey,

Is the AJAX chip in the Falcon exactly the same as one that you would find
in a Mega STE with Factory installed HD disk drive, internal
SCSI drive and TOS 2.06???

Reason I ask is that I have a brand new Falcon AJAX chip that I got from
Computer Studio awhile back. It's still in the original package.
Would like to know if I can use it in my Mega STE just in case its AJAX chip
goes down. The Label on the plastic package lists it as
a Custom AJAX for Falcon 030. Not sure what Custom means in this case.
Aren't all Falcon AJAX chips the same???

phantomm@bellsouth.net

1636. Re: Phoenix II?

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 09:44:08 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <LW%d8.205416$TI5.8927000@e3500-atl2.usenetserver.com>
Source record: 37586

"John Perez" <jhperez@uhunix1.its.hawaii.edu> wrote in message
news:a4vv16$6b6$1@news.hawaii.edu...
> Greetings,
>
> Anyone out there that has Phoenix II? I have it, although my manual is in
> a storage facility. That's right, if you remember, you can't use Phoenix
> without TYPING A WORD IN FROM THE MANUAL! Sheesh. I do have a version of
> Phoenix that doesn't require this nonsense, although it is the 882 version
> - I'm trying to run this in emulation to see what kind of rendering
> performance that I can get, but the 882 is not supported.
>
> So, does anyone have the versions of Phoenix II that do not require the
> copy protection check? Please help!
>
> I promise, I own multiple copies of Phoenix/Xenomorph 1-II. I have
> hundreds of pounds (in weight!) worth of legitimate Atari software and am
> not requesting anything improper.
>
> Please respond here or send me an email.
>
> Thanks!
>
> John Perez

Sorry John I can't help ya out with the copy protection, although I have
been trying to get ahold of a original last version of
Phoenix and Xenomorph with manuals for along time now. I cant remember if
these are the same program or are different.
I remember looking at a demo of them from ST FORMAT. I would be interested
in these if someone has em for sale or
trade.

phantomm@bellsouth.net

1637. Re: XaAES with Screenblaster

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 10:03:26 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Qc0e8.205534$TI5.8942508@e3500-atl2.usenetserver.com>
Source record: 37587

"Bj&#65533;rn Spruck" <bjoern.spruck@nospam.physik.uni-giessen.de.nospam> wrote in
message news:3C722E77.2000507@nospam.physik.uni-giessen.de.nospam...
> > So it has a variable clock?
>
>
> Yes.
>
> Tschau,
>
> Bjoern
>
The external ScreenBlaster II is really cool. You can get tons of way cool
resolutions on a good SVGA. It will work with the Videlity
ScreenBlaster option, though I've not used it that way much. The standard
software that comes with it worked good enough for me.
I'm not sure, but I'd just about bet that the software for the External and
maybe internal BlowUP resolution enhancer would work with
ScreenBlaster hardware as well.

phantomm@bellsouth.net

1638. Re: Stacy Power Converter

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 10:43:27 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3c79c368.4600122@news-east.giganews.com>
Source record: 37592

On Sat, 23 Feb 2002 17:34:29 +0000 (UTC), vdjole@EUnet.yu (Djordje Vukovic) wrote:

>
>I have heard that -sometimes- it helps (and not only on the STacys) to
>install larger (but not too big) electrolytic capacitors on the 5V and 12V
>supplies. It would improve things somewhat if your problem is just the
>transient current peak being a tiny bit too large during the spin-up of
>the floppy or the hard disk.
>
>Btw. did you monitor the supply voltages with a voltmeter? What is the
>voltage with everything installed and in steady state, and how bad
>is the drop when the floppy tries to spin?
>
>cu;
I have no voltage data to offer - at the moment - but I believe this internal converter outputs 16v for the screen as well as the 12 and /or 5. The symptoms certainly seem to suggest that it is a transient current peak. For intance if I remove 4mb and install 1mb RAM the thing works fine .With all upgrades intalled it's like the last straw. Truth is, I don't have the theory to be able to interpret any readings. What points would I meter across ? I would be quite happy installing larger capacitors from a mechanical point of view but I don't understand the values needed.
Thanks for your interest enough to reply
Bryan

1639. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 10:52:03 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a5agkhklc1@news.tpi.pl>
Source record: 37593

On 23 Feb 2002 04:57:34 , Hallvard Tangeraas wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>
> > On 7 Feb 2002 11:26:25 G, Hallvard Tangeraas wrote:
> > > Grzegorz Pawlik wrote:
> > >> On 6 Feb 2002 13:36:02 G, Hallvard Tangeraas wrote:
> > >>> I single-click "ZIPJR.TTP" and adjust the settings as follows:
> > >>>
> > >>> Application name: ZIPJR.TTP
> > >>> Arguments : -xrg
> > >>> Document type : ZIP
> > >>>
> > >>> But this doesn't work!!!
> > >> In "Arguments" you set -xrg (with one space at the end, it is
> > >> essential) and "Document type" is ZIP.
> > >
> > > Yes!!! It worked! That space at the end did all the difference...
> >
> > How bloomin' simple was that?! Obvious when you know the answer B^)
>
> Yeah, it sure is!
> This is why I'm working so hard with this user-guide. It's sort of a
> collection of all those things in one place.
> Actually I'm learning a lot of new things myself as I'm going along!

And there is one more thing. I suppose not everyone knows that, but
I also doubt if it is worth mentioning in a beginners guide to TOS... ;-)

I will try to describe it as good as possible, but it would really
be better to *show* it instead of describing... ;-)

Anyway, let's say you have two windows opened. One shows C:\GEMSYS\
and the other D:\TEXT\. The active (topped) window is the second one
(with D:\TEXT\). Normally you cannot start a program from a window
that is untopped, first you have to activate it. But...

But you may *hold down* the *right* mouse key, and then (still
keeping the right key held down) doubleclick with the *left* button on
any program icon in the *inactive* window. This will start the
clicked program, but the pathname it will receive from the system
will be taken from the *active* window. In this example, it will
be D:\TEXT\. So, the program will look for its resource file *not*
in the folder it has been started from, but in the folder that is
opened in the topped window.

Originally it was a bug in early TOS versions (!), but when the TOS
programmers realised it is there, they *left it* and it was actually
officially stated by Atari that such a behaviour of TOS will be kept
in the future versions. So it works with *all* TOS versions, or at
least it should.

Are there any ways it may be used in practice?

For example, when you install ZIPJR.TTP as an application with
"Default directory: Top window" and "Parameters: Full path", clicking
on a ZIP archive will cause it to be unpacked to the folder where
the ZIP file is located in. But when you open any other window,
and leave it active (topped) and then doubleclick (in a way described
before, holding the left button) on a zip archive in an inactive window,
it will be unpacked *to the folder from the topped window*.

Useful, sometimes - isn't it? ;-)

--
Grzegorz Pawlik
http://marijuana.atari.org/

1640. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 10:57:15 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a5agu6miv1@news.tpi.pl>
Source record: 37594

On 24 Feb 2002 10:52:03 , Grzegorz Pawlik wrote:
> before, holding the left button) on a zip archive in an inactive window,
^^^^
Sorry, I ment: doubleclicking with the *left* button while keeping the
right one held down ;-)

--
Grzegorz Pawlik
http://marijuana.atari.org/

1641. Re: SCREEN GRABBER & ETC

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 11:00:46 UTC
From: "Derryck Croker"
Message-ID: <1014624638-400457AEicMi@ntlworld.com>
Source record: 37521

From: dwolfe@netcentraltv.com (Don Wolfe)
Date: Sun, 24 Feb 2002 02:19:52 +0000 (UTC)

> 2nd question, I have a Atari 44mg removably running off a 520ST DMA
> port, I want to copy some files to this computer, but my double sided
> external drive is acting up. So can I connect a Syquest 135mg that is
> using a Link 2 cable to the out port on the back of the Atari 44mg
> drive or will the link 2 try to convert DMA to SCSI and the 44mg has

If the out port on the 44MB drive is a DMA one (19 pin) then just plug your
LinkII/Syquest in. If it's a 50 pin Centronics then you'll have to use that
instead, plugging directly into the Syquest. You'll have to make sure that
you remove the 44MB drive's termination if you have to go this route (and
terminate the Syquest) if you go this way.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1642. Re: Does anyone know about OIDS?

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 11:53:28 UTC
From: ebaiz@skyenet.net
Message-ID: <Yu4e8.43$qM6.78949@newsfeed.slurp.net>
Source record: 37595

On 21 Feb 2002 19:48:30 , "Son of man" wrote:
>Is this a good game for ST or not? I seem to remember reading something
>unique about it once.
>

Yes, it is a fun game for the ST with good graphics and sound. I have
it somewhere on my STe hard drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1643. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 13:19:54 UTC
From: ebaiz@skyenet.net
Message-ID: <_L5e8.54$qM6.100362@newsfeed.slurp.net>
Source record: 37496

On 24 Feb 2002 08:19:47 , "James" wrote:
>Evidently I need a Link97 as my ICD mini controller seems to be incompatible
>with about every scsi device I try, other than the internal 80meg HD I have.
>I would like to buy one, I tried
>http://www.wbsystemtechnik.de/atari/in_e.htm but they never answered my
>email inquiries. Is there anywhere I can get a scsi controller that will
>work with modern scsi devices such as ZIP/optical drives?

I have the Link II in my STe and it works fine. I just install a SCSI
CD drive. Of course I use HDDriver which makes all the difference.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1644. Re: SCREEN GRABBER & ETC

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 13:20:14 UTC
From: ebaiz@skyenet.net
Message-ID: <iM5e8.55$qM6.100791@newsfeed.slurp.net>
Source record: 37497

On 24 Feb 2002 02:19:52 , Don Wolfe wrote:
>To All,
>
> Two questions:
>
> I want to copy some Recipes off the Internet without printing the
> whole file. Would a screen grabber accessory be the right tool to cut
> one recipe out ?? If so, what is the best ACC for the Atari and where
> can I D/L it ??

Donner how are you? Nice to talk to an ex-Genie user. Yes, you could do it that way you suggested, but I would do it another way. Just save the screen as a html file. Then convert it to txt using a program that does this, cut out what you want and then print it or save it. Of coutse I am assuming you are doing this on an Atari, but I guess it could be done on a PC.

> 2nd question, I have a Atari 44mg removably running off a 520ST DMA
> port, I want to copy some files to this computer, but my double sided
> external drive is acting up. So can I connect a Syquest 135mg that is
> using a Link 2 cable to the out port on the back of the Atari 44mg
> drive or will the link 2 try to convert DMA to SCSI and the 44mg has
> probably already done this ?? I don't have a plain DMA cable that
> will connect to the Squest 135mg which has the big SCSI port.....

It sounds ok. Give it a try and see what happens. I would just either get the drive fixed or buy another one. Take care..

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1645. FA: Atari 520STM with external SF354 floppy - UK only

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 14:59:24 UTC
From: Hellraiser <hellraiser1@blueyonder.nospam.co.uk>
Message-ID: <1014562772.7974.0@eurus.uk.clara.net>
Source record: 37498

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2005141202

1646. Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 16:30:34 UTC
From: Axel Jakob Scherer <design@agentur-scherer.de>
Message-ID: <a5b4k6dnj06$1@news.t-online.com>
Source record: 37499

Hi!
I looking for infos about the "Crazy Dots" graphic card.

Were are the differences between version 1 and 2?
Are they working in a TT and as well as in a Mega STE?
Where can i find drivers?
Is there a spezial Homepage about them?

Thanks for your help!

Axel Scherer

www.agentur-scherer.de/atari

1647. Re: FREE Cubase 3.1 and Score (boxed) UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 16:33:14 UTC
From: Olivier <nospam.papa.est.fatigue@altavista.net>
Message-ID: <3c795135$0$4966$7a628cd7@news.club-internet.fr>
Source record: 37506

I wish I was in Manchester (sigh...)
Olivier
--
Avez-vous ?cout? "Papa est fatigu?", le disque pour les enfants d'Olivier ?
papa.est.fatigue@altavista.net
http://cmusique.com/olivier
Le site de Mammouth King Blues Band :
http://cmusique.com/mkbb
"Red" <Red@nospamthanks.com> a ?crit dans le message news:
a58j78$n5t$1@knossos.btinternet.com...
| Yep, free.
|
| I've got a copy of Steinberg Cubase 3.1, boxed but with no manual, and
| including the DONGLE.
|
| Great condition, and it all works perfectly.
|
| Also in the box is Cubase Score.
|
| I'm in Manchester - 'buyer' collects - I'm not posting it!
|
| If no-one wants it, it's going in the bin... ;-)
|
| First to respond here can have it.
|
| Jay
|
|

1648. Mentioned Atarippc

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 16:38:04 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.ba791fdd.29846200.doyene@zetnet.co.uk>
Source record: 37501

Hei.
I noticed in the tit for tat between Amiga (cough) and Atari (love) somebody mentioned Atarippc.
Did this become a pie in the sky project or is there some serious effort in this new machine. At present
I use a macppc pb1400cs and even for it speed and comfort it's reliable. But if a equal spec Atarippc
was made I would gladly buy.
(This Atari is not dead but just resting) :-)

regards

JNO

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

1649. Easymint and The Hades

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 16:51:18 UTC
From: ebaiz@skyenet.net
Message-ID: <aS8e8.124$qM6.148627@newsfeed.slurp.net>
Source record: 37500

Hello all,

I am trying to install EasyMint on the Hades. I just about have the installation working except I have
run into a snag. I can get it to install the root system, but the problem comes when it trys to install
the packages (Basic, Standard, etc). In the loading process there comes a point when the program
says Copying. Then comes Unpacking. When these come up, my computer does nothing. What I mean is that I hear nothing comes from the drives. It is like the process is being done in memory.
Of course I get an error message when it trys to install the rpm files. Anyone have an idea as to why
this is happening?

I may have to install the packages manually. That is ok with me, but I
would like to do it the easy way.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1650. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 17:05:21 UTC
From: Paul CAILLET <dn@alussinan.org>
Message-ID: <a5b6fj$2e5a$1@news4.isdnet.net>
Source record: 37502

Hello :-)

> I have the Link II in my STe and it works fine. I just install a SCSI
> CD drive. Of course I use HDDriver which makes all the difference.

I have The ICD Link II too with a Mega STe and it works fine too. I have an internal 240 Mb SCSI hard disk, an external 44 Mb SyQuest and a 12x external SCSI CD-ROM. I use ICD Link Utilies and ExtenDOS for the CD-ROM ... and all is fine :-)

Regards ...

--
Paul CAILLET.
atarimusic@alussinan.org
http://music-atari.org

1651. Re: Im thinking of selling my TTM 195 monitor

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 17:29:16 UTC
From: Red <Red@nospamthanks.com>
Message-ID: <a5b7tc$j4$1@knossos.btinternet.com>
Source record: 37503

Those monitors are usually worth a few bucks.

Unfortunately, with it having been stored in LA, it may have been subjected to 'smog', which fogs up the screen somewhat, rendering it totally worthless.

;-)

I'm kidding, of course, before anyone flames me!

"Jeff Fair" <parodifair@earthlink.net> wrote in message news:B89C5053.C9D1%parodifair@earthlink.net...
> I'm thinking of selling a TTM 195 monitor that I've had in storage for quite
> some time. It was rarely used and I believe its in good shape w/low
> mileage. Does anybody know what its worth? I'm in Los Angeles if that
> makes a difference.
>
>
> Thanks,
>
> Jeff
>

1652. Portfolio memory card reader - Is there a Linux driver?

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 18:55:17 UTC
From: Christian Janoff <mepk@rbg.informatik.tu-darmstadt.de>
Message-ID: <2570906.MNUckLgytD@janoff.myfqdn.de>
Source record: 37504

Hi there!

Is there a Linux driver for the ATARI Portfolio's memory card
reading device HPC-301?

Thanks in advance for any hints!

Christian.
P.S.: I hope this is the appropriate group for this kind of
question. I didn't find a general ATARI newsgroup on my
newsserver.

1653. Re: STfm DMA cable pinout?

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 19:46:08 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u7igpa1vh4kid8@corp.supernews.com>
Source record: 37505

Jonathan Adams wrote:

> Does anyone have the pinout for this cable?
>
> --
>
>

Hey,

This is straight out of my 520ST's manual. It is a port view (looking at the computer) and pin 1 starts from the top RIGHT and goes to pin 10 on the top left. Then pin 11 starts at the BOTTOM RIGHT and goes to pin 19 on the bottom left. Clear enough? ;)

1 - data 0
2 - data 1
3 - data 2
4 - data 3
5 - data 4
6 - data 5
7 - data 6
8 - data 7
9 - chip select
10 - interrupt request
11 - ground
12 - reset
13 - ground
14 - acknowledge
15 - ground
16 - A1 (heh, I don't know ;), it's what was written)
17 - ground
18 - Read/Write
19 - Data request

Hope that's what you were looking for..
Thanks
Mark
http://atari-source.com

1654. Re: Still searching for Steve Stupple

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 21:22:41 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c79599e$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 37507

Hi Hallvard!

On 23 Feb 2002 15:58:57 , Hallvard Tangeraas wrote:

>For months now I've been trying to get hold of an Atari user who posted
>message to this group a while ago: Steve Stupple. He's in the UK.
>Suddenly he stopped replying to my email messages and I haven't been
>able to get in touch with him again.
>I've also written to his "snail mail" address twice.
>
>Does anyone here know him and what might have happened?
>Can someone who perhaps lives near him or knows his whereabouts help me
>out?

I saw him on ICQ the other day, forgot that you wanted him.

Do you have ICQ (ICQ on the Atari is not working properly atm), but if you
have a PC available?

His ICQ UIN number is: 18116827

Try looking on http://www.icq.com/18116827 which should be his ICQ
Communicator page. If you don't have ICQ you can type in a message to him
there and it will be sent to him the next time he goes online with ICQ.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1655. Re: Im thinking of selling my TTM 195 monitor

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 23:01:15 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a5brbrspe1@reader2.panix.com>
Source record: 37508

: Those monitors are usually worth a few bucks.

: Unfortunately, with it having been stored in LA, it may have been subjected
: to 'smog', which fogs up the screen somewhat, rendering it totally
: worthless.

: ;-)

: I'm kidding, of course, before anyone flames me!

: "Jeff Fair" <parodifair@earthlink.net> wrote in message
: news:B89C5053.C9D1%parodifair@earthlink.net...
: > I'm thinking of selling a TTM 195 monitor that I've had in storage for
: quite
: > some time. It was rarely used and I believe its in good shape w/low
: > mileage. Does anybody know what its worth? I'm in Los Angeles if that
: > makes a difference.
: >
: > Thanks,
: >
: > Jeff
: >

The market value of those things dropped quite fast, when the
Atari warehouse clearance sale sold a TT030, which used to go for nearly a
thousand dollars, and a TTM195, which used to sell for over a thousand
dollars, for $453, together. Got one of each for that, and was delighted.

If I had to hazard a guess, it would be between $200 and $300. Sorry, but
I have two, and do not want another. That is if you find several
interested buyers. I got the second TTM195 and a TT from Germany, on Ebay,
as the only bidder, with no reserve, for about $250 and $250 shipping. $64
in damages, for a used case for the TTM195 after it got here.

So that's my guess, and why. Your mileage may vary.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1656. Re: FREE Cubase 3.1 and Score (boxed) UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 23:05:43 UTC
From: disciple7 <tcarman@telusplanet.net>
Message-ID: <blee8.45814$Ym3.6309050@news0.telusplanet.net>
Source record: 37509

Aaaaargh! I just realised you had a spam block on your return email address. I posted this via reply to you on Saturday, February 23rd at 6:46 pm,

> Jay,
> If you still have that Cubase I'd love to have it. A friend of mine is a
> struggling musician/singer and could really use it. I have friends in
> Bolton who could ship it to me if you see the overseas shipment as a
> problem.

I'm assuming the program has gone to Carbon, but if you hear of anything else being on offer let me know.

Tom Carman <><
Calgary, Alberta, Canada

"Red" <Red@nospamthanks.com> wrote in message
news:a58j78$n5t$1@knossos.btinternet.com...
> Yep, free.
>
> I've got a copy of Steinberg Cubase 3.1, boxed but with no manual, and
> including the DONGLE.
>
> Great condition, and it all works perfectly.
>
> Also in the box is Cubase Score.
>
> I'm in Manchester - 'buyer' collects - I'm not posting it!
>
> If no-one wants it, it's going in the bin... ;-)
>
> First to respond here can have it.
>
> Jay
>
>

1657. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-24 23:13:24 UTC
From: James <james5@nospam.com>
Message-ID: <osee8.112142$Zc.32781118@news2.rdc1.mi.home.com>
Source record: 37510

I tried HDDriver it wouldn't work either, I have a lot of experience with SCSI drives too everythings hooked up right. I need to get a controller that will work with ZIP and optical drives, can someone please tell me where to get one? The controller I have appears to be a "Micro ST" by ICD, thats all it says on it.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message news:_L5e8.54$qM6.100362@newsfeed.slurp.net...
> On 24 Feb 2002 08:19:47 , "James" wrote:
> >Evidently I need a Link97 as my ICD mini controller seems to be incompatible
> >with about every scsi device I try, other than the internal 80meg HD I have.
> >I would like to buy one, I tried
> >http://www.wbsystemtechnik.de/atari/in_e.htm but they never answered my
> >email inquiries. Is there anywhere I can get a scsi controller that will
> >work with modern scsi devices such as ZIP/optical drives?
>
> I have the Link II in my STe and it works fine. I just install a SCSI
> CD drive. Of course I use HDDriver which makes all the difference.
>
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> ----------
>
>

1658. Re: Atari 520STE value?

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 01:24:22 UTC
From: David Misner <miracleman2@yahoo.com>
Message-ID: <d1ah7u4vc9pvvpnr0hfv9t4ong0giuk1eb@4ax.com>
Source record: 37511

On Mon, 17 Sep 2001 11:53:41 +0100, in comp.sys.atari.st you wrote:

>Hi,
>I have a fully-working Atari 520STe, No mouse, No monitor, TV Cable, and
>several games and programs for it on 720k discs.
>What kind of price should I get when selling this??? I really don't have
>much of an idea.

I am interested in it. Where are you located???

1659. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 01:40:16 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B89F0030.2684%atarilp@hotmail.com>
Source record: 37512

in article a5b4k6dnj06$1@news.t-online.com, Axel Jakob Scherer at design@agentur-scherer.de wrote on 2/24/02 11:30 AM:

> Hi!
> I looking for infos about the "Crazy Dots" graphic card.
>
> Were are the differences between version 1 and 2?

Version 1 did not do true color, one had to buy an add-on daughter board. I am not sure exactly what color planes the add-on board allowed.

Version 2 does 24-bit true color right out of the box.

> Are they working in a TT and as well as in a Mega STE?

Works in my TT. I don't know about the MegaSTE, my manual is german. ;-)

> Where can i find drivers?

The original drivers are very bad. NVDI 4.x ET4000 version, or the newer NVDI v5.x package will fully drive the card.

> Is there a spezial Homepage about them?

Not that I am aware of, they are no longer made.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1660. Re: SCREEN GRABBER & ETC

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 02:54:49 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a5c91k$o36$1@news.chatlink.com>
Source record: 37513

Gamer,

On 24 Feb 2002 13:20:14 , Edward S. Baiz Jr. wrote:
>On 24 Feb 2002 02:19:52 , Don Wolfe wrote:
>>To All,
>>
>> Two questions:
>>
>> I want to copy some Recipes off the Internet without printing the
>> whole file. Would a screen grabber accessory be the right tool to cut
>> one recipe out ?? If so, what is the best ACC for the Atari and where
>> can I D/L it ??
>
>Donner how are you? Nice to talk to an ex-Genie user. Yes, you could do
>it that way you suggested, but I would do it another way. Just save the
>screen as a html file. Then convert it to txt using a program that does
>this, cut out what you want and then print it or save it. Of coutse I
>am assuming you are doing this on an Atari, but I guess it could be
>done on a PC.

Gamer good to hear from you, and yes there are still some ex-Genie
users lurking around! Yes all my stuff is Atari, I like your html
idea, what is a good program to change html to text ??

>
>> 2nd question, I have a Atari 44mg removably running off a 520ST DMA
>> port, I want to copy some files to this computer, but my double sided
>> external drive is acting up. So can I connect a Syquest 135mg that is
>> using a Link 2 cable to the out port on the back of the Atari 44mg
>> drive or will the link 2 try to convert DMA to SCSI and the 44mg has
>> probably already done this ?? I don't have a plain DMA cable that
>> will connect to the Squest 135mg which has the big SCSI port.....
>
>It sounds ok. Give it a try and see what happens. I would just either
>get the drive fixed or buy another one. Take care..

That dbl-sided drive is a 1986 vintage I think, don't know if you can
still buy them..

Thanks, Donner.....

1661. Re: MiNTnet OVL w/SSL

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 04:19:57 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <NXie8.24716$Se.8137176@typhoon1.we.ipsvc.net>
Source record: 37514

Martin-Eric and Martin - thanks! It's people like you who take the time to give feedback
that keep me going.
-- Howard

"Martin Byttebier" <tos4ever@pandora.be> wrote in message news:1f7v8dh.d31i9sgsn3swN%tos4ever@pandora.be...
> Howard Chu <hyc@highlandsun.com> wrote:
>
> > I have just finished rewriting the low-level math routines in OpenSSL 0.9.6c
> > in assembly language. The SSL library with these routines is now 5 times
> > faster than the previous version. You can grab just the cabssl.ovl binary
> > from my web site at http://www.highlandsun.com/hyc/cabssl.ovl.gz or you can
> > pick up the entire package if you need it. Note that this is still for 68020
> > and up. So far no one has asked for a 68000 version. With this library I can
> > now get a secure login to my.yahoo.com in only a few seconds, instead of
> > taking so long the Yahoo web server disconnects halfway through... (On my
> > TT030.)
>
> I appreciate very much the work you're doing on the MiNT-net ovl. The
> latest version works just great.
>
> Keep the good work going,
> Martin
>

1662. 3D2 Converter?

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 06:26:37 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a5clet$2rd$1@news.hawaii.edu>
Source record: 37515

Greetings,

I'm looking for any ideas that people may have for converting Stereo Cad/Cyber Studio 2 files (3D2) to other formats, particulary something that 3D Studio Max can read (from the same fellow that made the Cyber Cad series!). I have been told that Rosetta doesn't work very well, and the rendering program that I have tried (Phoenix II) requires words to be typed from the manual which is in storage, and doesn't work in Gemulator anyway (submenus like objects or lights cannot be closed)..

Any help would be appreciated.

Are there any freeware 3D2 converters?

John

1663. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 06:32:18 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0202242232.7dee1075@posting.google.com>
Source record: 37516

lp <atarilp@hotmail.com> wrote in message news:<B89DB49B.2639%atarilp@hotmail.com>...
> in article u7ghmti6l3snbe@corp.supernews.com, NewDarkling at
> mong@hotmail.com wrote on 2/23/02 8:55 PM:
>
> > I am actually talking about the Amiga being BETTER than the ST, not about
> > which machine is dead...you have a weak and wavering mind...YOur pitiful
> > attempts at attempting to stop me by mailing my news admin are a testament
> > to the fact that you are an ST owner...can't take the argment so you try to
> > block me completely...YOu make me laugh....
> >
> > So please, read the SUBJECT before you reply again...
>
> Perhaps it should be NewNewDarkling. lol If my attempts are so lame
> then why keep changing hosts. Go back to your original host and prove me
> wrong, but I suspect you can't. There is no arguement, that's in your mind.
> Both machines have there place, both accel in some areas, both are more or
> less names left over from an era. But since you are posting negatively
> on the amiga section, you are now considered a complete joke.
>
> The amiga is completely useless to me, however I am refer to me. Be that
> at it may, I have not and will not ever go to the amiga section and say
> anything at all. They have their own little world to live in, that's cool,
> if one is happy that is the goal...
>
> btw, I suspect you are related to sinclap.

Why do you say that? The St is awesome, as in awesome as a door
stopper. Amiga ruled in that era..

sinclap!

>
> ---
> Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1664. Re: Hades North America

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 06:37:58 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0202242237.4d42664@posting.google.com>
Source record: 37517

lp <atarilp@hotmail.com> wrote in message news:<B8974347.24AF%atarilp@hotmail.com>...
> in article 27ff51c3.0202182026.78e11531@posting.google.com,
> sinclap@yahoo.com at sinclap@yahoo.com wrote on 2/18/02 11:26 PM:
>
> >> Medusa is out of stock, and one of the main chips has gone obsolete.
> >> No longer available. If you can find a dealer with one still on the shelf
> >> that is your best bet, or a used system. They don't come up used often!
> > >
> > > So what your saying is that a total of FIVE medusa's were sold in North
> > > America?
>
> I fail to see a reference to 5 in my reply. Your interpretation appears
> to be drug related, or you need some better glasses.
>
Reference was cited that a Medusa was available. Were? How many
units? Why did it not show up in market research stats? I question
the existance in North America...
> --
> Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

sinclap!

1665. So whats with Taf?

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 06:45:41 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0202242245.53f0475a@posting.google.com>
Source record: 37518
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

So when will the next swap be in Toronto? Seems that 'Chunks' has given up.

sinclap!

1666. Re: FREE Cubase 3.1 and Score (boxed) UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 07:08:19 UTC
From: Red <Red@nospamthanks.com>
Message-ID: <a5cnt3$2b7$1@paris.btinternet.com>
Source record: 37519

Tom

Carbon can't collect the software, so it's still available.

If your friends in Bolton want to pick it up, then they're welcome to
(Bolton isn't that far down the motorway).

Let me know.

Ta

Jay
"disciple7" <tcarman@telusplanet.net> wrote in message
news:blee8.45814$Ym3.6309050@news0.telusplanet.net...
> Aaaaargh! I just realised you had a spam block on your return email
> address. I posted this via reply to you on Saturday, February 23rd at
6:46
> pm,
>
> > Jay,
> > If you still have that Cubase I'd love to have it. A friend of mine is
a
> > struggling musician/singer and could really use it. I have friends in
> > Bolton who could ship it to me if you see the overseas shipment as a
> > problem.
>
> I'm assuming the program has gone to Carbon, but if you hear of anything
> else being on offer let me know.
>
> Tom Carman <><
> Calgary, Alberta, Canada
>
>
>
> "Red" <Red@nospamthanks.com> wrote in message
> news:a58j78$n5t$1@knossos.btinternet.com...
> > Yep, free.
> >
> > I've got a copy of Steinberg Cubase 3.1, boxed but with no manual, and
> > including the DONGLE.
> >
> > Great condition, and it all works perfectly.
> >
> > Also in the box is Cubase Score.
> >
> > I'm in Manchester - 'buyer' collects - I'm not posting it!

> >
> > If no-one wants it, it's going in the bin... ;-)
> >
> > First to respond here can have it.
> >
> > Jay
> >
> >
>
>

1667. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 08:21:55 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a5cs4e$o7s$1@pegasus.csx.cam.ac.uk>
Source record: 37520

James wrote in message ...
>Evidently I need a Link97 as my ICD mini controller seems to be
incompatible
>with about every scsi device I try, other than the internal 80meg HD I
have.
>I would like to buy one, I tried
>http://www.wbsystemtechnik.de/atari/in_e.htm but they never answered my
>email inquiries. Is there anywhere I can get a scsi controller that will
>work with modern scsi devices such as ZIP/optical drives?
>

Try atari-workshop at http://www.atari-workshop.co.uk and look under host
adaptors

Stephen Moss

1668. Re: TOS 2.06 and icons

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 09:53:21 UTC
From: d.w.vanderburg@student.tudelft.nl
Message-ID: <1e582fb0.0202250153.4dfbf495@posting.google.com>
Source record: 37522

Hallvard,

below my message again, now hopefully not in base64 encoding, or
"Dutch" as some people call it :)

Dennis
BTW. also aMail can read base64 encoded messages.

Hallvard Tangeraas wrote:

>
> So far, what I've seen is only available in German,
> handles only colour icons (which can't be used with TOS 2.06, but rather

I know a program called ColorTOS that can be put in the AUTO folder and
enables TOS 2.06 to read color icons for the GEM desktop.

Have a look at:

http://www.ettnet.se/~dlanor/

under the 'File' section.

regards,
Dennis

---
e-mail: d.w.vanderburg@student.tudelft.nl
internet: http://home.hccnet.nl/v.d.burg/

1669. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 12:07:13 UTC
From: WB Systemtechnik <news@wbsystemtechnik.de>
Message-ID: <a5d9ch$6ea$05$1@news.t-online.com>
Source record: 37523

WB Systemtechnik is still alive.
I check the email accounts:
ATARI@wbsystemtechnik.de but i never find any mail from you.

Best regards,

N. Wieczorek, WB Systemtechnik GmbH

"James" <james5@nospam.com> schrieb im Newsbeitrag
news:Dm1e8.111432$Zc.32314727@news2.rdc1.mi.home.com...
> Evidently I need a Link97 as my ICD mini controller seems to be
incompatible
> with about every scsi device I try, other than the internal 80meg HD I
have.
> I would like to buy one, I tried
> http://www.wbsystemtechnik.de/atari/in_e.htm but they never answered my
> email inquiries. Is there anywhere I can get a scsi controller that will
> work with modern scsi devices such as ZIP/optical drives?
>
>

1670. MagicPC <> PC Keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 12:54:39 UTC
From: Mathieu Demange <m.demange@free.fr>
Message-ID: <3c7a340e$0$8735$626a54ce@news.free.fr>
Source record: 37524

Hi there ;-)

Does someone know about how to use my PC keyboard like a _PC keyboard_ under
MagicPC instead of
keys that give me bulls when I type anything ?

I think about KEYTABLS.SYS files...

Any other solution ?

Thanx

Mathieu

1671. Re: STfm DMA cable pinout?

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 13:03:31 UTC
From: David Rodger <david.rodger@ntlworld.com>
Message-ID: <ACqe8.45618$Ah1.4922282@news2-win.server.ntlworld.com>
Source record: 37525

This is from Atari ST Internals by abacus software, quoted verbatim.
"A1 Address1. This signal tells the device's DMA controller whether the
device address is set on bus with all commands (A1 = low) or whether
parameter bytes are handled (usually 5 parameter bytes; A1 =high)."
Don't ask me to translate all that though as I can't
Anyway hope it helps.
David
"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
news:u7igpa1vh4kid8@corp.supernews.com...
> Jonathan Adams wrote:
>
> > Does anyone have the pinout for this cable?
> >
> > --
> >
> >
>
>
> Hey,
>
> This is straight out of my 520ST's manual. It is a port view (looking at
> the computer) and pin 1 starts from the top RIGHT and goes to pin 10 on
the
> top left. Then pin 11 starts at the BOTTOM RIGHT and goes to pin 19 on
the
> bottom left. Clear enough? ;)
>
> 1 - data 0
> 2 - data 1
> 3 - data 2
> 4 - data 3
> 5 - data 4
> 6 - data 5
> 7 - data 6
> 8 - data 7
> 9 - chip select
> 10 - interrupt request
> 11 - ground
> 12 - reset
> 13 - ground
> 14 - acknowledge
> 15 - ground
> 16 - A1 (heh, I don't know ;), it's what was written)
> 17 - ground

> 18 - Read/Write
> 19 - Data request
>
>
>
> Hope that's what you were looking for..
> Thanks
> Mark
> http://atari-source.com
>

1672. Re: 3D2 Converter?

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 13:05:37 UTC
From: Sascha Springer <sspringer@convision.de>
Message-ID: <a5dcqm$6endk$1@ID-126647.news.dfncis.de>
Source record: 37526

Quick 3D seems to support the 3D2 format but I don't know if the
downloadable quick3D viewer can save:
http://www.quick3d.org/info.shtml

Avalon has free converters but there are no descriptions for them (in
particular 3d2toasc.zip
has none):
ftp://avalon.viewpoint.com/pub/utils/converters/

Sascha

> Are there any freeware 3D2 converters?
>
> John

1673. technical infos about the SM125

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 13:42:24 UTC
From: BMaedicke@t-online.de
Message-ID: <1f860q3.1u1jropx72yu2N%BMaedicke@t-online.de>
Source record: 37527

Hi all,

I need the technical infos from the SM125 monitor.
Have anybody the manual from this monitor and can send me a scan from
the technical info site?

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

1674. Re: SCREEN GRABBER & ETC

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 13:52:04 UTC
From: Bill Freeman <flipflapco@yahoo.com>
Message-ID: <2502200208520415 60%flipflapco@yahoo.com>
Source record: 37528

In article <a5c91k$o36$1@news.chatlink.com>, Don Wolfe
<dwolfe@netcentraltv.com> wrote:

>
> Gamer good to hear from you, and yes there are still some ex-Genie
> users lurking around! Yes all my stuff is Atari, I like your html
> idea, what is a good program to change html to text ??

YAAY Genie!!....those were definitely the good old days of Ataridom.

Can't CAB save HTML as ASCII? Sorry I don't remember for sure because
I'm currently using a Mac for web surfing. I know that all Mac
browsers will save as ASCII.

Bill Freeman

1675. Re: Im thinking of selling my TTM 195 monitor

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 14:07:21 UTC
From: Bill Freeman <flipflapco@yahoo.com>
Message-ID: <25022002090721668%flipflapco@yahoo.com>
Source record: 37531

In article <a5brbrspe1@reader2.panix.com>, Jim DeClercq
<jimd@panix2.panix.com> wrote:

> The market value of those things dropped quite fast, when the
> Atari warehouse clearance sale sold a TT030, which used to go for nearly a
> thousand dollars, and a TTM195, which used to sell for over a thousand
> dollars, for $453, together. Got one of each for that, and was delighted.
>
> If I had to hazard a guess, it would be between $200 and $300.

My guess is a TTM195 is probably worth a minimum of $150, up to maybe
$250. They were $150 at the Atari warehouse sale which was a real
bargain then, and now.

I'm constantly amazed at the prices TT stuff brings on eBay. A TT030
WITH a TTM195 just sold for $250, a real bargain, but did you see the
Crazy Dots card the same guy sold yesterday for $306.00?

Bill Freeman

1676. Re: Hades North America

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 14:23:38 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B89FB31A.26A7%atarilp@hotmail.com>
Source record: 37529

in article 27ff51c3.0202242237.4d42664@posting.google.com, sinclap@yahoo.com
at sinclap@yahoo.com wrote on 2/25/02 1:37 AM:

> Reference was cited that a Medusa was available. Were? How many
> units? Why did it not show up in market research stats? I question
> the existance in North America...

It had a MUCH longer production run than that flop iCube or whatever it
was from Apple recently. lol Do your own market research...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1677. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 14:25:59 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B89FB3A7.26A8%atarilp@hotmail.com>
Source record: 37530

in article 27ff51c3.0202242232.7dee1075@posting.google.com,
sinclap@yahoo.com at sinclap@yahoo.com wrote on 2/25/02 1:32 AM:

> Why do you say that? The St is awesome, as in awesome as a door
> stopper. Amiga ruled in that era..

Because I know you scan every post, I like to keep you busy.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1678. Re: TOS 2.06 disk drive step-rates

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 18:14:05 UTC
From: vdjole@EUnet.yu
Message-ID: <a5dutbleo1@news.eunet.yu>
Source record: 37544

On 24 Feb 2002 18:42:47 , Hallvard Tangeraas wrote:

>I was under the impression that 6ms was needed for HD drives, while 3ms
>is used for DD drives (but also works under 6ms, albeit with an
>irritating grinding noise).

In fact both the HD and the DD drives need 3ms stepping rate; when the
floppy controller chip is driven by a double-frequency (16MHz) clock
(as needed for HD floppies), the set-up 6ms stepping rate (actually
a value in a register of the flopp controller chip which governs the
counter/divider) will become 3ms in reality.

cu;

1679. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 18:18:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200202251918.a28925@wun.maus.de>
Source record: 37412

Hallo Hallvard!

HT>Is there a way of making the computer boot from a floppy (i.e. if a
HT>floppy is inserted with AUTO programs and/or ACCessories) when a hard
HT>disk is connected (and turned on)?

With appropriate harddisk driver: press letter "A" to load AUTO-Programs from
A:. ACC's depends on driver: with CBHD or Hushi, they will be run from A:, with
HDDriver they will be run from A: if there are none on C:, otherwise from C:.
Don't know about other drivers.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1680. Wanted! - Rom Port Ethernet Adapter

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 18:28:31 UTC
From: Richard Stevens <ilikeu@lineone.net>
Message-ID: <3c7a81e8_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 37532

Hi,

Does anyone have or know where I can get hold of a ROM Port Adapter
to allow me to connect a D-Link Parallel port Ethernet card?

I have read much info on the web about these, but not where I can get
a pre-built one.

Any help would be most appreciated,

Thanks,

Richard.

1681. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 21:03:11 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a5e8qiubv1@news6.svr.pol.co.uk>
Source record: 37542

I have a version 1 with the add-on board, I think it gives it up to 15bit depth. It should work fine on a MSTE, and NVDI is great.

Elliot...

"Axel Jakob Scherer" <design@agentur-scherer.de> wrote in message news:a5b4k6dnj06$1@news.t-online.com...
> Hi!
> I looking for infos about the "Crazy Dots" graphic card.
>
> Were are the differences between version 1 and 2?
> Are they working in a TT and as well as in a Mega STE?
> Where can i find drivers?
> Is there a spezial Homepage about them?
>
> Thanks for your help!
>
> Axel Scherer
>
> www.agentur-scherer.de/atari
>
>

1682. XaAES v0.942

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 21:30:30 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C7AACA5.570C4180@chello.nl>
Source record: 37533

LS

A new version available on my homepage.

1
Fix in windows noleft feature with live moving.

2
Wrote the user interface for toolbars and menus in windows.

wind_set(window_handle, WF_TOOLBAR, object, start_item, edit_object)
wind_set(window_handle, WF_MENU, object)

The XaAES toolbars are fully functional dialogue panels.

There is no need (although provided for comapatibility) for the FTOOLBAR/
NTOOLBAR rectangle retrieving mechanism.
Simply call wind_set(WF_TOOLBAR) again with the approppriate start item
will redraw the objects using the rectangle list.

3
Fixed a enormous hole in the screen locking mechanism.
XaAES didnt lock its owm writing to the screen. :-/

4
This distribution should overcome the corruptions of the previous.

Read the history file!

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

1683. How to make images from copy protected disks?

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 21:40:42 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <m1ye8.44551$2v1.1500111@e3500-atl1.usenetserver.com>
Source record: 37534

Any software that makes st image files on PC from copy protected Atari ST 3.5" disks?

1684. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 21:47:46 UTC
From: ebaiz@skyenet.net
Message-ID: <6iye8.715$rd7.261276@newsfeed.slurp.net>
Source record: 37535

On 24 Feb 2002 23:13:24 , "James" wrote:
>I tried HDDriver it wouldn't work either, I have a lot of experience with
>SCSI drives too everythings hooked up right. I need to get a controller that
>will work with ZIP and optical drives, can someone please tell me where to
>get one? The controller I have appears to be a "Micro ST" by ICD, thats all
>it says on it.

Hello,

Try the sites below:

http://www.vme.net/dvm/aty
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1685. Re: FREE Cubase 3.1 and Score (boxed) UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 22:34:51 UTC
From: disciple7 <tcarman@telusplanet.net>
Message-ID: <f_ye8.17466$DS6.534604@news2.telusplanet.net>
Source record: 37536

Hi Red,
It's 3:30 in the afternoon here right now, which makes it 11:30 pm there.
I'm reluctant to call folks this late at night, however, I'll call them
tomorrow. I'm sure they wouldn't mind picking it up for me.

What part of Manchester are you in (if you'd like to move this to email feel
free to reply there rather than in the group)?

I'll drop them an email right now just in case anyone is still up. Count on
me taking the software, though.

Bye for now,
Tom Carman <><

"Red" <Red@nospamthanks.com> wrote in message
news:a5cnt3$2b7$1@paris.btinternet.com...
> Tom
>
> Carbon can't collect the software, so it's still available.
>
> If your friends in Bolton want to pick it up, then they're welcome to
> (Bolton isn't that far down the motorway).
>
> Let me know.

1686. Re: TOS 2.06 disk drive step-rates

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 22:39:12 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3c7ab8c3.17410860@news.free.fr>
Source record: 37537

I think 6ms step is only used when you have HD disk formatted in HD
AND the drive is working.

Some years ago, I put a 2.06 tos in my STE(not a mega ste) with a
automatic clock electronic board for the Ajax controller.
Thie board detect the HD hole from HD disk and then set ajax clock to
16MHz.
I solded(?) the pin(the same as in the mega ste) which say to the tos
there is an High Density drive connected.
It worked fine without any additional program in directory 'AUTO' but
the step was 6ms when the disk drive was working(I heard it with DD
disks!). This don't work with tos 1.62(it needs program in 'AUTO')

I think the tos 2.06 change the step to 6 ms and use 16MHz clock when
it do a step, then go back to 3ms step and 8Mhz clock (with DD disk).

Sorry, this not a very comprehensive explanation.
-
Attention, adresse anti-spam

1687. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 22:42:06 UTC
From: Axel Jakob Scherer <design@agentur-scherer.de>
Message-ID: <a5eeorjvu03$1@news.t-online.com>
Source record: 37539

"lp" <atarilp@hotmail.com> schrieb im Newsbeitrag
news:B89F0030.2684%atarilp@hotmail.com...
> in article a5b4k6dnj06$1@news.t-online.com, Axel Jakob Scherer at
> design@agentur-scherer.de wrote on 2/24/02 11:30 AM:
>
> > Hi!
> > I looking for infos about the "Crazy Dots" graphic card.
> >
> > Were are the differences between version 1 and 2?
>
> Version 1 did not do true color, one had to buy an add-on daughter board.
> I am not sure exactly what color planes the add-on board allowed.
>
> Version 2 does 24-bit true color right out of the box.
>
> > Are they working in a TT and as well as in a Mega STE?
>
> Works in my TT. I don't know about the MegaSTE, my manual is german. ;-)
>
> > Where can i find drivers?
>
> The original drivers are very bad. NVDI 4.x ET4000 version, or the newer
> NVDI v5.x package will fully drive the card.
>
> > Is there a spezial Homepage about them?
>
> Not that I am aware of, they are no longer made.

He... thanks alot! These Infos are helping very much!

Axel

1688. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 22:47:58 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3c7abd65.18597287@news.free.fr>
Source record: 37538

Some SCSI devices need parity.
Perhaps your ICD mini controller does not provide parity?
Take a look, on some device you can disable parity.

Other possibility (if this card is internal card for Mega ste):
Try to put SCSI ID to 0.
The original internal scsi card from atari can only use scsi ID 0 and
perhaps yours too.

-
Attention, adresse anti-spam

1689. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 23:10:34 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5eg40pil1@news7.svr.pol.co.uk>
Source record: 37540

>
>
> The way you act towards people is ridiculous.
> Insulting people which every fucking word you pull out has nothing
> to do with the freedom of speech.

Don't swear at me asshole....If you are so concenred, why not act as you preach?? Don't insult me with your swearing....Freedom of speech covers everything...

>
> > I'd rather go to your mama....In fact I freqent her residence often....she
> > squeals at octaves which the ST could never produce..
>

Yes this was a response to him abusing his freedom of speech by bringing mama's into the equation...

>
> Well, show us the the midi carts available when the Amiga 500 came out.
> "since midi was not built into the AMiga, you could upgrade to better
> and be ... "
> - ohh kid, your brain is dull, your face covered with ....

The carp Datel one was better than the shite built into the ST...atel had one available..

>
> A basic Amiga had no Midi.
> And concerning the normal sound-capabilities:
> The ST has been even worse! 3 Channels of that poor YM2149 soundchip,

Yes so you admit the ST had inferior sound...

ALlthe ST intrioduced was a knack for crap-sounding computer names, STE...

> There may various reasons for your behaviour:
> -Drugs
> -Internet addicted
> -40 litres coffee/day
> -1hour sleep / week
> -60 cigarettes / day
> -psychotic
> -pervert
> -totally freaked out caused by the latter

Stop imposing your lifestyle onto me....It is pure entertainemtn seeing you rwite the list above.....If you claim I am psychoticm, why respond to me? It makes you look stupid...

Gruds? Pervert? Whhy would that make me an ST hater?? What a typical response from ST users when confronted with the truth of their CRAP machine...INvent a few catch phrases like 60 cigarretes a day and try to stick that on me...basically I am talking about the ST being cvrap....You on the other hand can't take it and turn it into a personal attack, to deflect ftom the truth that the ST was rubbsih, coukdn't be upgraded withouth soldering ships on the motherboard and was basically a loser machine...

>
>
>
>
> > I am not starting a flamewar, just stating the facts....
>
> A fucking shit do you state.

Yes, shit for shit eaters like you...

>
>
> > Just admit the Amiga was better in every respect
>
> I ADMIT IT, SUCKER.
> You are absolutely right.
> EXCEPT: --MIDI--

Accept that as well... the Amiga DID have better MIDI capabilities sicne it was upgradeable...the ST could not be pushed past its crap design and was stuck with its inferior midi design. The Amiga was very well designed for a machine at the time, and could surpass the ST even in MIDI....Face the facts....Help me to help you....

> p.s.: Don't expect a replay, you clown.

Oh, I wait with baited breath.....

1690. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 23:12:52 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5eg89$4bn$1@news6.svr.pol.co.uk>
Source record: 37541

> it pisses me off seeing amiga users acting so stupidly, using amiga myself
> im disgusted that these ''I'd rather go to your mama....In fact I freqent
> her residence often....she squeals at octaves which the ST could never
> produce..''

He used the mam word first...and stop pretending to be an Amiga user....

> lamers infest non-amiga newsgroups/forums whatever with their
> bovine presence and unoriginal euphemisms.

yes, you should leave....

>you really make us look bad, and
> i will stress now that his behavior doesnt reflect on me and most of us.
> there might be atari st kiddies who act the way you do, but there must be
> alot less of them because i havent seen one yet i have to admit. also i
> subscribed to this newsgroup because i actually like the st alot and enjoy
> it, dont subscribe if you're just going to come here and be childish, its
> not cool.

Hey, I just post the message and reply to other people...if they don;t think
I am cool they won't argue with me and accept the inferiority of the ST in
EVERY RESPECT....

>
>
>

1691. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 23:22:51 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5egr1$3ku$1@news8.svr.pol.co.uk>
Source record: 37543

Please read the subject title...ist about Atari and Amiga...why are you bringing the MAc into this???

"Clavis" <intent@usa.net> wrote in message news:a51prh$kbvr$1@engel.scvmaxonline.com.sg...
> No I don't think Atari ST was the best. But neither was Amiga.
>
> Reason? Lack of support for the following functions:
> (1) Ethernet 802.3 connection port -- you have to jury-rig using the ROM
> socket.

Bullshit, the A1200 had a pcmcia card slot...(ST didn't)...The big box amiga's had Ariadne...ONly the A500 couldn;t be used withiout hacking, but then when we are comparing the ST and the Amiga, the Amiga is better....

> (2) Server software -- Macintosh has Appletalk. What does Atari or Amiga
> has?

ANy TCP based programs...And many others...COmmercial and Freeware...

> (3) I commented on the other post when I read "multitasking OS". OS now
are
> all, by default, multitasking. Even a OS for a small computer like Pocket
> PC or Palm OS. But this appears to be still a rather novelty with Atari
ST.

Yes the Atari's OS was laughable...

> (4) Neither ST nor Amiga supports AGP.

Thats because AGP wasnt even envisioned when the Amiga and ST were reelased...it didn;t even exist...HOWEVER< Amiga being an Amiga, you can get a bus expansion board for Amiga's and it CAN take AGP cards!! Not so the ST, again falling behind..

> (5) Neither of them supports advanced 3D graphics.

Read above. ALso, why was OpenGL API's coded for the AMiga??

> (6) Neither Atari nor Amiga supports USB.

Rubbish, !200 and above can have USB expansion...

> (7) Neither of them supports Firewire.
> (8) Neither of them supports RAID hard disk storage system.
> (9) Neither system supports Surround Sound 5.1.

Agaon, this concept never existed when the AMiga and ST were released...thats like saying the 286 can't run 64 bit software, or basic

MSDOS can't access more than 640K, since at the time epopel thought that
that was the best they could habve...

However the Amiga comes out on top again since it can be UPGRADED, the ST
can't (unless you do dtupid things like start resoldering socketed chips)...

>
> To conclude, neither system is suitable for business use or graphics use.

Yeah, whatever....WHich is why both of them are still being used today, for
exactly those purposes....

> For sound engineering, only the traditional 2-channel (left/right) system
is
> supported. Not Surround Sound 5.1. i.e. No longer suitable for
multimedia
> use.

You can stcik a Soundblaster Live into a PCI A1200 and it CAN have Surround
SOund 5.1....Canthe ST?? NO...

>
> In other words, both Atari and Amiga are backwards in terms of technology.

>
> If you have indeed grown up in the ages of Atari ST and Amiga, you are
> beyond 3-year-old, for sure. So start acting like an adult.

Ooooh....yes sir..I will grow up....

1692. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 23:45:14 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5ei51$4b6$1@news8.svr.pol.co.uk>
Source record: 37545

"Alfred Radauer" <a.radauer@ifgh.ac.at> wrote in message
news:d840e206.0202220604.41ccf2e0@posting.google.com...
> To all you Amiga Die hards....let's face the facts. The Amiga was
> initially a games console, with the technology of the mid eighties:

Yes, just like the ST...

And in fact it was FIRST designed as a flight simulator, and SECOND as a
games machine....

> Lots of graphics effects and colors in low resoultion, 4 channel 8 bit
> audio for sound effects, the OS being that one of a a games console.

Ha ha ha the OS was a unix-based multitasking OS...

> The ST was built around acknoweldged industry standards and provided
> an operating system developed by DRI for professional purposes.

HA HA HA HA HA !!!!!!!!!!!!!!!!! The shite couldn't even multitask!!!!

>
> Saying that the Amiga was better than a ST or a PC is like saying
> today that a Sony Playstation is better than a PC and yeah that's true
> for all the kidies who want to game - but other than that?
>
> The Amigas graphics effects and sound abilities were given at the
> expense of porocesor speed and system performance. CPU speed and
> mainboard speed (and thus RAM access) were 10% below ST standard - an
> issue if applied nowadays to PCs (for example between AMD and Intel
> CPUs)could mean really A LOT. Ataris had always more RAM than Amigas -

Wat, 512k??? And you couldn'tr even have a RAM upgrade?? Is that why ST's
always had MORE ram than AMiga??? Get your facts straight...

> All their marketing efforts and good engineers failed because of the
> poor system design. Unlike other OSes, Amiga OS was extremely hardware
> dependend -so tossing the complicated, very difficult to programm and
> not with any further developements in mind designed Amiga custiom
> chips in favour of more modern chipssets was simply not possible.

Is that why the Amiga is upgradeable and the ST isn;t?? Is that why the
latest version of Amiga OS is runnign on the new Nokia MediaTerminal and the
SHARP Zaurus PDA, not to mention many new devices...And where is TOSh???
DEAD...

> Improvements of the Amgia chipsets could be hardly achieved so that
> even by the time the Amiga 3000 was produced, PC graphics already

> outperformed AMIGAs by several factors. Completely different the story
> with Atari: Hardware independent GEM provided true independence of the
> chipssets through an intelligent driver concept. On Emulators you can
> see even early Atari GEM applications taking adavantage of todays
> True-Color, high resoultion graphics solution. Same true for Amiga OS
> 1.0 or 2.0 applications?

All I have to say is: The AMiga had

Cybergraphics
AHI
Audio/video independent API's which allowed the OS to use any chips even
thoguht they are non-native, ie permidia, old S shipsets etc...
ANd older Yamaha sound chipsets...

You don't have a leg to stand on...
>
> The sound system was so weak that ALL other platforms (Ataris,
> Archimedes, Apple etc.) were after short time able to provide better

Yes, thats why all games soudn better on the AMiga than on the ST..listen
tot he intor's of Speedball, better yet Xenon II and compare the 2 sound
effects...

> worse. Unlike the Atari with its MIDI/DSP abilities, the Amiga was
> never able to excel (or be at least usable) in the field (professional
> graphics etc.)

What pure bullshit....What was Babylon 5 done in?? WHat about Jurassic Park
rendering done in? Max Headroom?? ITV chart show?? Early episodes of Star
Trek TNG??? MOst post-production digital houses used the AMiga...Rolf Harris
Cartoon Club..I could go on and on...YOu make a fool of yourself...

>it was supposedly good at without expensive additional
> hardware (mostly graphics cards...what a joke for a computer with
> so-called excellent graphics).

Yes that so funny...thats why its so heavily used in the industry...

>
> The so-called advantage because of its multitasking OS was none,

>as a)
> the early Amigas had so little power that there was no real use in
> multitasking at that time and

Ah how cleverly you side step the issue...Forget the power for now, the fact
is that it COULD multitask...thats somethign the ST could not do...

>b) by the time the processing power was
> there the intellignet, modular OS design allowed Atari TOS to evolve
> into a true preemptive multitasking system with a UNIX-like kernel
> while maintaining full compatibility with old applications (sth. Apple
> was able to achieve only shortly).

Your kernel is crap, the AMIga has always had a microkernel which loaded services and modules dynamically without having to recompile the whole kernel..It was based on message passing and the ST wasn't...Even to this day the kernel is well reknowned...Thats why Samsung tried to buy Commodore for its OS and chipset...as did Philips...

So stop going through all those old The One for ST magazines and putting together crap from various episodes...

>Just take the possibilities of a
> LINUX kernel and compare it to the AMIGA OS possibilities - than you
> will see what kind of advantages there where with MINT/MULTITOS.

Linux kernel is a monstrosity...every other week its being updated...Thats the bigfgest drawback of Linux....I wont; even bother replying to the above claptrap...

QNix is the most stable realtime OS in the worl...it was based upon AMiga's EXEC...

>
>
> The Atari, on the other hand, would have had the potential to stay in
> the market but lacked the professional and die-hard contribution of
> their engineers, marketing people and officials to their platform.
> Thwe rest is history.

No history is that the ST was shite, the Amiga was Europes best seeling computer, computer of the year, and it survived to this day because of its superior hardweare/software...

>
> Today, even the cheapest PC can do what any Atari or Amiga could do
> (well except for the quick Boot-Up Phase of the Atari ST including the
> GUI). And, during these times, there are Amiga Users who believe in

So??

> I have news for you Amiga die-hard folks and dreamers of a better
> future: First of all, any Operating system alternative is better and
> slicker than Windows (QNX, Linux, BeOS)...

I admit that windows is crap...whats that got to do with this discussion??

Regarding your other tripe, read the stuf above regarding Linux and Qnx...

If the AMig has not future why are Nokia shipping the Amiga DE with thier new Media Terminal?? eh??EH??

>
> Atari people have come to deal with that fact.

Yes yes...so have Amiga people...thats why Nokia and Sharp are so interested in it, isn't it?? Cos it has not future...Yes...NURSE HE's OUT OF BED AGAIN!!!!

>Their efforts in
> preserving and getting the most out of the old hardware, building
> emulations and bridges to more modern hardware, keeping the Atari as a
> hobby and creating new things to close existing niches are far more
> sound than the Amiga approach.

Smell the coffee will you!! The AMIga was DESIGNED to be upgradeable...a
sign of excellent engineering..unliekt he Shit Thing...

>And Atari s still a more reckognised
> brand that will survive long after anybody knows what an Amiga is.
>

A HAHAHAHAHA

1693. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 23:52:48 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5eij5$4in$1@news8.svr.pol.co.uk>
Source record: 37396

> >
>
> Have you not figured out that you are a useless pathetic sack devoit of a
> human soul living a worthless existence, fighting for a cause whose
members
> HATE you?

WHOAH overdosed on the LSD again eh!!! Jeez I can imagine your twisted
purple face contorted in rage....YOU MAKE ME LAUGH....

> What do you really have left besides your flawed argument? An
> Amiga 500?

Whats it to you??

>Judging by the numerous posts I've seen from you, I'm guessing
> that you have no life outside of the internet,

NO I have no life, just like all the other scores of people who have replied
and are involved in this discussion...Old folks like you should avoid these
newsgroups...They may offend your finer sensibilities...Go on old boy, go
back to bed....

> and certainly have nothing
> better to do with the 1 1/2 braincells that rubbed together to form your
> original post.

Me clever!!!

> So there you have it, you are nothing..

Ooohh your insult has DEEPLY hurt me...

> Your life is
> worthless, believe it or not Atari users use them on purpose and are far
> from denial. You have nothing left.. Nobody likes you... End it now
(boom)

Calm down...Take deep breaths, slow down...get a glass of water....And whats
the boom all about? Tryng to make a point but running out of vocabulary??
Must be that Calamus again...Damn you Atari!!!

1694. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 23:54:45 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5eimq$4l5$1@news8.svr.pol.co.uk>
Source record: 37397

"Capt_Willard" <Capt_Willard@replyhere.net> wrote in message
news:3c6c9498.432965515@207.106.92.52...
> Dorkling,

> You like the ST and thats why you spend time reading this newsgroup.
> And you don't access this newsgroup at work because WalMart does not
> provide net access to thier cashiers. Anyway, the ST community
> welcomes you with open arms. I'm sure I speak for most of us here
> when I say "Welcome new ST user!"

Oooh the Brady Bunch!! Lets all put our Amiga's and ST's under our arms and
dance around the firelight late into the night with Leprechauns and fluffy
rabbits running hither and thither...

>
>

1695. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 23:58:28 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5eitp$r02$1@news7.svr.pol.co.uk>
Source record: 37398

> Perhaps it should be NewNewDarkling. lol If my attempts are so lame
> then why keep changing hosts.

Maybe I feel like it....

> Go back to your original host and prove me
> wrong, but I suspect you can't.

I dont; have to prove anything to you, except that your machine is inferior
to An Amiga...

> There is no arguement, that's in your mind.

Ok so why are you here? You are obviously vexed...

> Both machines have there place, both accel in some areas

The Amiga excels in ALL areas...

>
> btw, I suspect you are related to sinclap.

Who is sinclap??

1696. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 23:59:10 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5eiv3$587$1@news5.svr.pol.co.uk>
Source record: 37399

```
>
> Why do you say that? The St is awesome, as in awesome as a door
> stopper. Amiga ruled in that era..
>

Damn right son!!!

> sinclap!
>
> >
>
> ------------------------------------------------------------------------
--
> > Lonny Pursell Atari AT bright.net DOT net
www.bright.net/~atari/
```

1697. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-25 23:59:29 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5eivm$4pp$1@news8.svr.pol.co.uk>
Source record: 37400

```
>
> Because I know you scan every post, I like to keep you busy.
>

Yes, and we like to keep YOU busy!!

> ---------------------------------------------------------------------------
--
> Lonny Pursell Atari AT bright.net DOT net
www.bright.net/~atari/
>
>
```

1698. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 00:00:10 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5ej0v$59h$1@news5.svr.pol.co.uk>
Source record: 37401

```
>
>
> Why can't we all just get along. This is stupid, The real enemy is
> Microsoft. Why can't we join forces and attack that

YOu are right, we can do that...BUT we don't need Atari's help...

>
>
```

1699. Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 00:01:19 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5ej35$4s7$1@news8.svr.pol.co.uk>
Source record: 37402

>
> And just what would you be spending you're time on in a world without the
> ST? Obviously you love to hate it.
>

The ST was fine, but the Amiga was superior in every way...thats all I'm
saying...

> Jon
>
>

1700. Re: NewDarklin=Troll. Just ignore him.

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 00:04:48 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5ej9l$r6l$1@news7.svr.pol.co.uk>
Source record: 37403

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:CS1e8.11537$O5.26081@nntpserver.swip.net...
> Just ignore that guy. He's a troll.
>
> He'll say anything to piss you off, regardless if it's true or false. He's
> done the same in other newsgroups with other subjects.

What a hypocrite, since the majority of the replies are from you!!! YOu are FUNNY.....

Please read my discussion about Linux/Qnx and TOS with abother member of this mailing group....I think its Mark Duckworth...

The problem with you, Persson, is that you can't handle the truth and now you think you can make other peopel's decisions for them by telling them not to reply to me...Do you think they are all stupid?? Can't they make up their own minds??? If they think I am a troll they won;t reply...They have brains as well...Why do you think you are special and have to tell people what to do?? WHy give them advice about not replying to me (which you ignore yourself)???

1701. Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 00:10:53 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <RnAe8.815$rd7.314642@newsfeed.slurp.net>
Source record: 37404

> The ST was fine, but the Amiga was superior in every way...thats all I'm
> saying...

Why are you saying that?

Joshua.

1702. Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 00:13:45 UTC
From: Richard Stevens <ilikeu@lineone.net>
Message-ID: <3c7ad2d1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 37405

Sorry

Not knowing much about the Amiga, what were the specs of the laptop based Amigas, as far as I know there were not any.. Atari have the Stacy, so does that count as something
superior to the Amiga if there is no laptop version of the Amiga?

Let me know, just interested... not an arguement.

Thanks,

Richard.
"NewDarkling" <goping@hotmaul.com> wrote in message news:a5ej35$4s7$1@news8.svr.pol.co.uk...
> >
> > And just what would you be spending you're time on in a world without the
> > ST? Obviously you love to hate it.
> >
>
> The ST was fine, but the Amiga was superior in every way...thats all I'm
> saying...
>
> > Jon
> >
> >
>
>

1703. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 00:17:03 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8A03E2F.26ED%atarilp@hotmail.com>
Source record: 37406

in article a5eitp$r02$1@news7.svr.pol.co.uk, NewDarkling at
goping@hotmaul.com wrote on 2/25/02 6:58 PM:

>> Perhaps it should be NewNewDarkling. lol If my attempts are so lame
>> then why keep changing hosts.
>
> Maybe I feel like it....

lol

>> Go back to your original host and prove me
>> wrong, but I suspect you can't.
>
> I dont; have to prove anything to you, except that your machine is inferior
> to An Amiga...

That my be your opinion, not mine.

>> There is no arguement, that's in your mind.
>
> Ok so why are you here? You are obviously vexed...

Perhaps it's because I have a few superior Atari's in my opinion.

>> Both machines have there place, both accel in some areas
>
> The Amiga excels in ALL areas...

As does the Atari...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1704. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 01:41:21 UTC
From: David Misner <miracleman2@yahoo.com>
Message-ID: <agpl7u0kulsnj3c4pv2oeldb6u36f0a4e6@4ax.com>
Source record: 37408

On Tue, 26 Feb 2002 00:00:10 -0000, "NewDarkling" <goping@hotmaul.com>
wrote:

>>
>>
>> Why can't we all just get along. This is stupid, The real enemy is
>> Microsoft. Why can't we join forces and attack that
>
>YOu are right, we can do that...BUT we don't need Atari's help...

Amiga users can use all the help they can get

1705. Re: I just knew it!

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 01:50:26 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202251750.1a1546e1@posting.google.com>
Source record: 37409

Just to note, DVD and CD are incompatible formats. DVD players that
can also read audio CDs actually have two lasers. Thus, Blue-Ray
devices (the name will likely change by the time it's in consumer
equipment) will likely have regular DVD lasers to provide for
backwards compatibility.

Galen

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:<RvWd8.237$el6.303925@newsfeed.slurp.net>...
> Charles, it'll be at least 5 - 10 years before this alleged 'replacement' is
> going to kick in. Look how long it took for DVD. Even if it did come out
> earlier than I predicted, it's not gonna kill DVD. DVD hasn't killed VHS
> yet. ...
>
> "Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
> news:3c781401$0$29609$4c56ba96@master.news.zetnet.net...
> > As soon as I get interested in some techincal advance and invest in it
> > (ie, pay up), along comes another killer tech-advance that makes every
> > previous advance useless. The story of my life :)
> >
> > New Scientist, 19/02/02, 16:50: "Replacement for DVD unveiled."
> >
> > "The world's Big nNine electrontic companies have swallowed corporate
> > pride and agreed on a single standard and name - Blue-Ray - for the next
> > generation video and computer optical disc."
> >
> > It uses a blue laser: a single-sided 12 cm disc stores 27GB data or
> > 13 hrs TV or 2 hrs hi-def video. Present CD/DVD tools cannot read it.
> >

1706. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 03:53:52 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <iGDe8.3884$ps.430267@news.direcpc.com>
Source record: 37410

Interesting comment, you don't need Atari's help.... try to remember, Amiga was in desperate need of cash in late 1983, if Atari hadn't gone into contract with Amiga for exclusive licensing of the chipset and supplied Amiga with $500,000 needed to complete the chipset, Amiga may very well have gone belly up and the chipset would not have made it to working silicon.... (its a shame, that on June 30th, 1984 instead of delivering the silicon, Amiga instead gave Atari a check to pay back the $500K and went into breach of contact, but then again, if the Tramiels had gotten their hands on the chipset, they may very well have drove it into the ground as they did with most things they layed their hands onto) however, the Amiga's were and certainly still are wondeful machines.... the ST's by the TT and Falcon became nice machines as well, out of the gate in 85' they were great machines, but quickly feel behind as the Mac, Amiga and even the PeeCee quickly caught up and surpassed them which was a shame, they had a lot of potentail but the meger updates and empty promises and a lack of focus on where the product line should move to hurt the ST's badly.

Curt

"David Misner" <miracleman2@yahoo.com> wrote in message news:agpl7u0kulsnj3c4pv2oeldb6u36f0a4e6@4ax.com...
> On Tue, 26 Feb 2002 00:00:10 -0000, "NewDarkling" <goping@hotmaul.com>
> wrote:
>
> >>
> >>
> >> Why can't we all just get along. This is stupid, The real enemy is
> >> Microsoft. Why can't we join forces and attack that
> >
> >YOu are right, we can do that...BUT we don't need Atari's help...
>
>
> Amiga users can use all the help they can get
>
>

1707. Re: Hades North America

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 04:20:28 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0202252020.2b44cc54@posting.google.com>
Source record: 37411

lp <atarilp@hotmail.com> wrote in message news:<B89FB31A.26A7%atarilp@hotmail.com>...
> in article 27ff51c3.0202242237.4d42664@posting.google.com, sinclap@yahoo.com
> at sinclap@yahoo.com wrote on 2/25/02 1:37 AM:
>
> > Reference was cited that a Medusa was available. Were? How many
> > units? Why did it not show up in market research stats? I question
> > the existance in North America...
>
> It had a MUCH longer production run than that flop iCube or whatever it
> was from Apple recently. lol Do your own market research...

Depends...Apple manufactured about 200,000 Cubes in it's short life.
Suspect many times more than the Medusa.....

> --
> Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

sinclap!

1708. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 04:22:27 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <siBe8.47322$2v1.1564458@e3500-atl1.usenetserver.com>
Source record: 37407

Hi,

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f83o7v.2rvct11iejaleN%northstar2010@_I-hate-spam_yahoo.no...
> Phantom <phantomm@bellsouth.net> wrote:
>
> > Is the AJAX chip in the Falcon exactly the same as one that you would
find
> > in a Mega STE with Factory installed HD disk drive, internal
> > SCSI drive and TOS 2.06???
>
> If you post the numbers found on that chip here I'll compare it with the
> one I have. I've also got all the details in one of the "Chips 'n chips"
> hardware files.

Here is the info on the extra AJAX chip I have....

(C) 1990 ATARI
C302096-001A
TC24SC060AP-002
Japan 9220EA1

> I doubt that there's a special "Falcon only" disk controller chip unless
> the way it reads disks is different from that of the ST.
> But the AJAX chips in general were all custom made to the best of my
> knowledge. Two companies made them: Toshiba and I think the other one
> was National, but don't quote me on that.
>
> The WD-1772 wasn't custom ordered by Atari though, and was produced by
> Western Digital. Still, I think even those are hard to come by these
> days.
>
> By the way, does anyone know what AJAX stands for? Obviously it's an
> abbreviation for something, but I've never seen the full name listed
> anywhere.
>
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

1709. Atari stuff for sale - MagiC 6, NVDI 5, CD-ROMs, games

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 04:36:40 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-573FB9.23364025022002@news.bellnet.ca>
Source record: 37413

Just going through my stuff here, and I found all sorts of stuff here that I don't need or am not using. So before I put all this on Ebay, I'll give the newsgroup a chance to purchase these from me.

Everything is marked in Canadian Dollars (so you in the US who are looking for these will get these at a great bargain :)) All successful bidders will pay for shipping.

NVDI 5 upgrade disks - two disks, 1.44 MB format - $40 CDN

MagiC 6 upgrade disks - two 720K disks, manual - $40 CDN

Stardust (game, in box with manual) - STe/Falcon compatible - $10 CDN

The Chaos Engine (game, in box with manual) - $10 CDN

Obsession (game, two disks plus backup disks and manual) - pinball game for STe and Falcon - $10 CDN

Substation (game, three disks with manual) - DOOM like game made even more challenging by racing against the clock, awesome sound support, STe/Falcon - $10 CDN

Monty Python's Flying Circus (game, one disk with manual and button) - amazing Python-related game, Mr. Gumby is in search of his brain - $10 CDN

SKYLINE CD - CD-ROM with many useful shareware and freeware programs, MODs, also includes full versions of OCR 1.3, maxidat, Tempus Word Junior, Idealist 3.54 - $10 CDN

Crawly Crypt Collection CD 1 - CD-ROM with shareware, freeware - $10 CDN

Atari Compendium CD-ROM - CD-ROM version of the comprehensive programming tome, in HTML format for reading with a web browser, Also includes programming utilities and a variety of Shareware. $15 CDN

Suzy B's Collection - 2 CD-ROM set of freeware and shareware for the Atari . This is one incredible collection, with files that you won't find on many other CD-ROM collections. $20 CDN

If you're interested, e-mail me and I'll get back to you ASAP......

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording.

Now On MP3.COM for your listening pleasure!

http://artists.mp3s.com/artists/338/dan_dreibelbis.html

1710. Re: FREE Cubase 3.1 and Score (boxed) UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 07:22:45 UTC
From: Red <Red@nospamthanks.com>
Message-ID: <a5fd45mvj1@knossos.btinternet.com>
Source record: 37414

OK, email on its way...

Jay
"disciple7" <tcarman@telusplanet.net> wrote in message
news:f_ye8.17466$DS6.534604@news2.telusplanet.net...
> Hi Red,
> It's 3:30 in the afternoon here right now, which makes it 11:30 pm there.
> I'm reluctant to call folks this late at night, however, I'll call them
> tomorrow. I'm sure they wouldn't mind picking it up for me.
>
> What part of Manchester are you in (if you'd like to move this to email
feel
> free to reply there rather than in the group)?
>
> I'll drop them an email right now just in case anyone is still up. Count
on
> me taking the software, though.
>
> Bye for now,
> Tom Carman <><
>
>
>
> "Red" <Red@nospamthanks.com> wrote in message
> news:a5cnt3$2b7$1@paris.btinternet.com...
> > Tom
> >
> > Carbon can't collect the software, so it's still available.
> >
> > If your friends in Bolton want to pick it up, then they're welcome to
> > (Bolton isn't that far down the motorway).
> >
> > Let me know.
>
>
>

1711. Re: Floppy disk problems

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 07:35:17 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <VUGe8.43411$rG.2088211507@newssvr14.news.prodigy.com>
Source record: 37415

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f86jka.19jr7f8om3vjwN%northstar2010@_I-hate-spam_yahoo.no...
> Richard Anderson <richard_anderson@pacbell.net> wrote:
>
> > "Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in
message
> > news:1f811he.6heiy037z99gN%northstar2010@_I-hate-spam_yahoo.no...
>
> > > I guess this could have knocked something out of alignment.
> >
> > It should take a very hard shock, unless the stepper motor isn't locked
down
> > tight.
>
>
> So this isn't a very common problem then?
>
> > > Since I have nothing to loose by trying to adjust things I could try
> > > this before forking out cash for yet another drive.
> > > Just what is it that should be adjusted?
> >
> > The stepper motor. The exact method of adjustment varies depending upon
> > the drive. I am not sure whose mechanisms Atari used in the STE's.
>
> I've replaced the existing drive with a standard Sony MPF 520-1 high
> density drive (but currently used only in DD mode as I haven't
> built/installed any HD/DD switcher circuit yet).
> I've got the same type of drive in my Mega STe as well.
>
> Anyway, I'm getting more and more confused about what on earth can be
> wrong. I opened up a brand new, unused box of Sony DD floppies. They
> were all pre-formatted to MSDOS standards, but I tried different formats
> and file transfers in order to find out where the problem might lie.
>
> I have 4 machines with floppy disk drives:
>
> - Mega STe
> - STe
> - Mac Quadra 840av
> - Yamaha TX-16W sampler
>
> The Yamaha sampler uses disks formatted to the MSX-DOS standard. Once
> disks have been formatted on the TX-16W itself they can be used with any
> MSDOS compatible system. I've been using it for years for transferring

> audio sample files from/to the sampler to various computers as I've
> uploaded lots of stuff to FTP sites etc.
>
> Anyway... the reason I'm involving the sampler in all of this is because
> I haven't used it much, bought it brand new and have treated it very
> nicely, so there's a very high chance the disk drive there is aligned
> properly.
>
> This is how I did the test:
>
> a) I've used 3 machines for this test:
> - Atari Mega STe
> - Apple Macintosh Quadra 840av
> - Yamaha TX-16W
>
> b) Each machine has several copies of the same file, but of course with
> different names. The files are all around 30 to 40 Kbytes each. This
> should test the misalignment theory as you mentioned in an earlier
> thread.
>
> c) I've used different combinations of where I've formatted the disks
> and where I've saved them. After saving all the files to a disk (around
> 19 files on each disk) I write-protected them to avoid any form of
> further confusion.
>
> These are the results:
>
> Format/file origination | Mac read | Mega STe read |
> ---
> MSX format/MSX files | OK | OK |
> Sony format/Mac files | | OK |
> Mac format/Mac files | | Error! |
> Sony format/Mste files | OK | |
> Mste format/Mste files | Error! | |
> | | |
> ---
>
> I could of course continue further tests, but it definitely looks like
> the *formatting* of the two platforms are different, even though they
> both claim to format MSDOS! (and yes, I've formatted them to 720Kb and
> used real 720Kb disks).
> On the Mega STe I used "Hcopy" to format MSDOS.
> By the way, it's not possible to read MSDOS formatted disks on the
> sampler, so I'm not able to test that there.
>
> I don't know too much about all of this, but I would find it hard to
> believe that a misaligned disk can read/write perfectly to a disk, but
> not format it properly, or am I wrong?
> How come those pre-formatted MSDOS disks work fine on both machines (Mac
> and Mega STe), but not when I format them on either machine?

>

One quick question. When you indicate error, does this mean that it
couldn't read any
files or just some of them.

This could indicate a difference in the low-level format. When a disk is
formated,
IIRC the software/OS configures all of the data on a track, including the
inter-record
gap data, track headers, sector headers, etc. I thought it was fairly
standardized, but
it might be possible that the two use slightly different configurations that
the other
doesn't like. Therefore, one would have to assume that Sony (or an actual
MSDOS
machine?) uses a third configuration that both can get along with.

> I have various programs for checking disks ("Knife-ST", "SED" "Egale"
> and others), but don't know how to use these sort of things. If someone
> tells me what do do I could analyze them and post the results here so we
> can find out what's behind all of this. I'm sure others would benefit
> from the results as well.
>

I have only worked with a couple of tools on the ST, and that was a long
time ago.
I don't even recall the titles. I should still have them around. I do not
remember
any of them having access to non-record (non-sector) portions of the disk.
I
had some access to this data on the 8-bit with an old Micro-Mainframe drive
that I had. I believe it came with a utility that would let you dump an
entire
track and see the inter-record data.

>
> > The test disks I have worked with are not system dependant. They have a
> > specially recorded signal--something of the form of a sine wave. You
use
> > a dual-trace scope on test-points on the outputs of the drive head to
> > balance the amplitude of two out-of-phase signals.
>
> Are these disks hard to get hold of and expensive?
> And what do you do in order to activate the drive, so the disk is
> actually read? If the test-disk is system independant I would imaging
> the connection to a computer to be irrelevant as well (except for
> getting power of course).
>

I haven't looked into getting one of these disks in a long time, so I have
no idea on price and availability. The disk with the alignment signal

recording
is usually system independent. However, to use it on a machine, you need
software
to be able to seek to a specific track number, and activate the drive for a
read
without actually having the machine care about the data. This could also be
done
with a fairly simple device that would control the signals to drive needed
to
accomplish the testing.

>
> > However, as I mentioned, I have had success without the special disk or
> > a scope.
>
> Are there any detailed instructions on how this is done somewhere on the
> net perhaps?

I have not seen any, but I cannot say that I have looked for any. This is
just something
decided to try when I had no other alternative.

> I don't have a scope, but I guess this is something
that
> can be rented or borrowed from some kind soul, or even bought cheaply if
> the specs don't have to be very high.
> What kind of scope specs are we talking here?
>

It doesn't require a very high-end scope. I think I was using a 20MHz, but
it probably
could even be done with a 5 or 10. IIRC the recorded test signal is not
very high
frequency, and it is analog (a sine wave or close to it), so you don't need
to handle
the harmonics of the base frequency as you do with digital signals.

>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

1712. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 07:51:28 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C7B3E80.B2F16BD7@seimet.de>
Source record: 37416

James schrieb:

> Evidently I need a Link97 as my ICD mini controller seems to be incompatible
> with about every scsi device I try, other than the internal 80meg HD I have.
> I would like to buy one, I tried
> http://www.wbsystemtechnik.de/atari/in_e.htm but they never answered my
> email inquiries. Is there anywhere I can get a scsi controller that will
> work with modern scsi devices such as ZIP/optical drives?

I talked to Norbert Wieczorek of WB Systemtechnik yesterday and he said
that WB Systemtechnik is still selling the LINK97. Maybe you should
write another e-mail.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1713. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 07:53:04 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C7B3EE0.C0E6B74A@seimet.de>
Source record: 37417

"Edward S. Baiz Jr." schrieb:

> I have the Link II in my STe and it works fine. I just install a SCSI
> CD drive. Of course I use HDDriver which makes all the difference.

Note that for some devices the host adapter type is important. You
cannot use any SCSI devices with the LINK II but need the LINK97 for a
few. This is because the LINK97 has an SCSI ID of its own (initiator
identification), which is a feature other adapters do not offer.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1714. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 07:54:58 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C7B3F52.F3638355@seimet.de>
Source record: 37418

James schrieb:

> I tried HDDriver it wouldn't work either, I have a lot of experience with
> SCSI drives too everythings hooked up right. I need to get a controller that
> will work with ZIP and optical drives, can someone please tell me where to
> get one? The controller I have appears to be a "Micro ST" by ICD, thats all
> it says on it.

I think I repeat myself, maybe other users can confirm this: There is no
reason why HDDRIVER should not work with the Micro ST. HDDRIVER supports
any ICD-compatible (and also non ICD-compatible) adapter.
It is very likely that something is wrong with your hardware setup.
Anyway, the LINK97 will definitely work.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1715. WTB CLab MkX Case

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 09:38:42 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0202260138.2b7fe15c@posting.google.com>
Source record: 37419

Looking for a CLab Mk-X case. Any
condition considered.

Cheers

purpletwilight3000[AT]yahoo[DOT]co[DOT]uk

1716. Re: Wanted! - Rom Port Ethernet Adapter

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 09:43:58 UTC
From: "Derryck Croker"
Message-ID: <1014728632-89289AEicMi@ntlworld.com>
Source record: 37422

From: "Richard Stevens" <ilikeu@lineone.net>
Date: Mon, 25 Feb 2002 18:28:31 -0000

>Does anyone have or know where I can get hold of a ROM Port Adapter
>to allow me to connect a D-Link Parallel port Ethernet card?

I'm waiting for Elmar Hilgart to send me an adaptor for the Genius E3000II
parallel port adaptor I picked up recently - I don't know if your adaptor
uses the same chipset.

The ROM-port adaptor costs 35 Euros, including post to the UK.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1717. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 11:43:52 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.feb75b13.2af469a2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 37420

Dans le message <a5eeorjvu03$1@news.t-online.com>
Axel Jakob Scherer a ï¿½crit:

>"lp" <atarilp@hotmail.com> schrieb im Newsbeitrag
>news:B89F0030.2684%atarilp@hotmail.com...
>> in article a5b4k6dnj06$1@news.t-online.com, Axel Jakob Scherer at
>> design@agentur-scherer.de wrote on 2/24/02 11:30 AM:
>>
>> > Hi!
>> > I looking for infos about the "Crazy Dots" graphic card.
>> >
>> > Were are the differences between version 1 and 2?
>>
>> Version 1 did not do true color, one had to buy an add-on daughter board.
>> I am not sure exactly what color planes the add-on board allowed.
>>
>> Version 2 does 24-bit true color right out of the box.
>>
>> > Are they working in a TT and as well as in a Mega STE?
>>
>> Works in my TT. I don't know about the MegaSTE, my manual is german. ;-)
>>
>> > Where can i find drivers?
>>
>> The original drivers are very bad. NVDI 4.x ET4000 version, or the newer
>> NVDI v5.x package will fully drive the card.
>>
>> > Is there a spezial Homepage about them?
>>
>> Not that I am aware of, they are no longer made.

>He... thanks alot! These Infos are helping very much!

>Axel

Hello,

The Crazy-Dot was made to fit the inner bus of MegaSTs. It used a
96 MHz ET4000 and allowed up to 1024 x 768 x 256 or, for those lucky
enough to own the memory expansion daughterboard, 1280 x 1024 x 32K.
It used its own GDOS, named AMCGDOS, which allowed 1024 x 768 x 256
2 times faster than ST's 640 x 400 (!) and, when using NVDI instead,
it easilly could be 4~5 times faster (my own measures, using Calamus
displaying very heavy graphic pages).
I don't know much about the CD-2, except it used a 120 MHz processor,
and had a VME connector so as to be used on TTs and MegaSTEs.

I can easily imagine the speed increasement it could give on a TT,
according to what a CD-1 did on a MegaST!...
If you own a MegaSTE and can find a CD-2 for about 150 Eur., it's a
very good bargain. But, if it is more than 200 Eur., have a look at
http://gem.win.co.nz/mb/hw/ , as Mario Becroft's Galaxy seems to be
the fastest VME graphic card ever made for our machines, and its
price is (only) about 300 Eur., shipping from New-Zealand included.
I wrote /only/, because you still can find CD-2 for 300 Eur., and
I don't think they are so powerful as the Galaxy.

Bye,

J.-Luc

1718. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 11:49:42 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.628fc72b.2c6a69a2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 37421

Dans le message <a5e8qiubv1@news6.svr.pol.co.uk>
Elliot a ï¿½crit:
>I have a version 1 with the add-on board, I think it gives it up to 15bit
>depth. It should work fine on a MSTE, and NVDI is great.

Sorry, it will _NOT_ work on a MegaSTE, as it uses the 68000 bus
conector of the MegaST, which is not compatible with the VME bus
of TT and MegaSTE.

J.-Luc

>Elliot...

>"Axel Jakob Scherer" <design@agentur-scherer.de> wrote in message
>news:a5b4k6dnj06$1@news.t-online.com...
>> Hi!
>> I looking for infos about the "Crazy Dots" graphic card.
>>
>> Were are the differences between version 1 and 2?
>> Are they working in a TT and as well as in a Mega STE?
>> Where can i find drivers?
>> Is there a spezial Homepage about them?
>>
>> Thanks for your help!
>>
>> Axel Scherer
>>
>> www.agentur-scherer.de/atari
>>
>>

1719. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 12:15:16 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014748538.17226.1@eos.uk.clara.net>
Source record: 37432

Hi Hallvard

| Is there a way of making the computer boot from a floppy (i.e. if a
| floppy is inserted with AUTO programs and/or ACCessories) when a hard
| disk is connected (and turned on)?

Hold the 'A' key after switch on, or any other desired boot drive ID letter
for that matter.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 19/02/02

1720. Re: HELP!!: Protar Progate R44 with TOS2.06

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 12:16:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014748541.17226.2@eos.uk.clara.net>
Source record: 37429

Hi Chris

| > >
| > You've not got one of the dodgy DMA chips have you?.
| >
| > --
| >
|
| Doubt it, as soon as I put the 1.62 ROM's back in it worked
| fine.....

Thats not conclusive, you'l need a physical check
--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 19/02/02

1721. Re: Ajax required.

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 12:19:29 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014748543.17226.3@eos.uk.clara.net>
Source record: 37430

Hi Phantom

| > | No not the floor cleaner.....
| > |
| > | I need one to upgrade my "early" Mega STE.
| >
| > I saw that device listed on the Atari Workshop site this week, but it
had
| a
| > price tag of about £50 iirc.

| Hey,

Yo!!.

| Is the AJAX chip in the Falcon exactly the same as one that you would find
| in a Mega STE with Factory installed HD disk drive, internal
| SCSI drive and TOS 2.06???

I beleive it is.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 19/02/02

1722. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 12:26:33 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014748544.17226.4@eos.uk.clara.net>
Source record: 37431

Hi David

| >Why is it that every time some fool starts this Commodore - Atari fiasco
we
| >have to go along with the idiot, just ignore future posts and we will all
be
| >happy :o)
| >
| >PS Atari lives - Amigas still dead :oP
|
|
| Amiga is far from dead.
|
|
| Why can't we all just get along. This is stupid, The real enemy is
| Microsoft. Why can't we join forces and attack that

You're talking on the scale of using sticks to beat Nuclear missiles, lets
be realistic.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 19/02/02

1723. Re: FREE Cubase 3.1 and Score (boxed) UK

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 12:29:39 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014748545.17226.5@eos.uk.clara.net>
Source record: 37433

Hi Red

| Carbon can't collect the software, so it's still available.
|
| If your friends in Bolton want to pick it up, then they're welcome to
| (Bolton isn't that far down the motorway).

There's a motorway to Bolton!!, do they have mains water as well now??.

8-)

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 19/02/02

1724. WTB MagicC 6 complete

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 15:50:27 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <79Oe8.280$zg.35443@news2.voicenet.com>
Source record: 37423

Looking for a used copy of MagicC 6 for Atari.

Email: achaney@voicenet.com

1725. WTB NVDI 5

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 15:51:16 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <U9Oe8.281$zg.35443@news2.voicenet.com>
Source record: 37424

Looking for used copy of NVDI 5.

Please email: achaney@voicenet.com

1726. WTB TT030 video card

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 15:53:07 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <DbOe8.283$zg.35443@news2.voicenet.com>
Source record: 37425

Wanted: Any video card for TT030. Prefer newer card and will even pay
broker fee to anyone willing to import a new one from overseas.

Contact me at: achaney@voicenet.com

1727. WTB Networking Solution

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 15:55:12 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <AdOe8.284$zg.35443@news2.voicenet.com>
Source record: 37426

I need to put my TT030 on a local internet and I'm looking for any reasonable networking solution you might have either new or old, homemade or mass manufactured. Just so long as it works and is useable with all major packages.

Reach me at: achaney@voicenet.com

1728. WTB Used software libraries

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 16:02:35 UTC
From: Alexander Chaney <achaney@unix01.voicenet.com>
Message-ID: <vkOe8.286$zg.35760@news2.voicenet.com>
Source record: 37427

If you are looking to sell your used software library email me the list
and the price complete.

Lookig for productivity software at the latest versions including manuals,
System utilities and OS replacements.

This system is for a display of alternative non-IBM PC machines to convey
the massage that there was more to the history of computing than the IBM
PC , so if you think a piece of software can best showcase this machine
including music programs, video titlers, drawing programs, etc.

Please contact me at: achaney@voicenet.com

1729. Re: Atari stuff for sale - MagiC 6, NVDI 5, CD-ROMs, games

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 16:17:11 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <FxOe8.125$%z.147536@newsfeed.slurp.net>
Source record: 37428

> Everything is marked in Canadian Dollars (so you in the US who are
> looking for these will get these at a great bargain :))

No, because $40 CAD = $25 USD doesn't mean that a person US gets a better bargain. They're worth the exact same amount even though the figure is different. By that mentality a person in Italy could never afford it because it costs 55,500 ITL or a Turkish person would have to shovel out 34,300,000 TRL. That's 34 million!! But they can afford it because a person in Turkey gets paid 10 million per hour. It's all about relativity. Sorry to get on your case mate. Living in Canada and hearing people always complaining about the value of our dollar pisses me off. So what if our dollar is less the the USD? Our hourly wages are higher than a person's in the US.

Joshua.

1730. Re: WTB Networking Solution

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 19:10:06 UTC
From: yves.rogne@free.fr
Message-ID: <3c7bdd8d$0$14901$626a54ce@news.free.fr>
Source record: 37434

>I need to put my TT030 on a local internet and I'm looking for any
>reasonable networking solution you might have either new or old, homemade
>or mass manufactured. Just so long as it works and is useable with all
>major packages.

Did you tried Stik2 ? This great programm accept local internet I think.

Regards

1731. Re: How to make images from copy protected disks?

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 20:31:36 UTC
From: defjam <y@y.y>
Message-ID: <3C7BF0A8.F5405029@y.y>
Source record: 37435

mhhh..
I think no.
Some copy-protections were made on special industrial 'copy-stations'
which made patterns/formats/'bugs' on
a floppy disks that are not re-produceable.
(PC floppies even can't read 11 sectors DD-disks - (some may can do
this!))
Also remember the large variety of PC-floppy manufacturers - and look on
the Atari Floppy
manufacturers: only one! (Western Digital) (for my knowledge)

'st image files' = image file for a emulators, I assume.
--> Even if you could make an image file out of a protected disk, the
image file had to be build
in a much more complex format than the ST/MSA format ...
+ you would need at least an 99.9% perfect emulation of the disk-access
stuff - which is not
done up to now.

Regards.

1732. [UPD]Eiffel interface PS/2 v1.0.2

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 21:54:51 UTC
From: Laurent <laurent.favard@HETCPAM.libertysurf.fr>
Message-ID: <a5h0bcfph1@wanadoo.fr>
Source record: 37436

I updated my page about Eiffel, a PS/2 interface for Atari.
This update is about the firmware, which fix a problem with
mouse and keyboard timing synchronisations.

I added the RESET command support, to swicth off the CAPS lock
indicator if the Atari is rebooting.

http://eiffel.atari.org
laurent

1733. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 22:13:48 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c7c089a$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 37437

On 25 Feb 2002 06:19:08 , Hallvard Tangeraas wrote:
>Is there a way of making the computer boot from a floppy (i.e. if a
>floppy is inserted with AUTO programs and/or ACCessories) when a hard
>disk is connected (and turned on)?

If memory serves (this is the routine on the TT and Hades):
1. Switch power off and insert chosen floppy.
2. Switch on and *as soon as* the power led lights up, hold ALTERNATE
3. When the floppydrive led lights up, release Alternate.
4. Wait a few seconds, then press any key.
If there are folders on the floppy for AUTO and CPX, they will be read.
(You can have AHDI.prg or HDDriver.prg in this AUTO).

Best of luck, hallvard.
Charles.

1734. Re: I just knew it!

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 22:13:50 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c7c089d$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 37438

On 23 Feb 2002 19:32:06 , "Joshua Kaijankoski" wrote:

>Charles, it'll be at least 5 - 10 years before this alleged 'replacement' is
>going to kick in. Look how long it took for DVD. Even if it did come out

That'll be too long for me to wait, Joshua. I'll be clacking at the
heavenly/other computer by then :)

>earlier than I predicted, it's not gonna kill DVD. DVD hasn't killed VHS
>yet. Go ahead and buy the iMac with superdrive.

Well, it was just a dream! It's a plain old PowerMac I use until it drops.

Charles.

1735. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 22:31:56 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5h2csose1@snipp.uninett.no>
Source record: 37439

CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:
> Dans le message <a5e8qiubv1@news6.svr.pol.co.uk>
> Elliot a ï¿½crit:
>>I have a version 1 with the add-on board, I think it gives it up to 15bit
>>depth. It should work fine on a MSTE, and NVDI is great.

> Sorry, it will _NOT_ work on a MegaSTE, as it uses the 68000 bus
> conector of the MegaST, which is not compatible with the VME bus
> of TT and MegaSTE.

I think he means he have the first version of Crazy Dots *2*, not a Crazy
Dots 1.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1736. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 22:37:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5h2nfose2@snipp.uninett.no>
Source record: 37440

CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:
> I can easily imagine the speed increasement it could give on a TT,
> according to what a CD-1 did on a MegaST!...

I have a Crazy Dots 2 in my TT, and the speed in 256 colours is about the same as an unaccelerated Falcon in the same resolution... This is with NVDI 5. The CD-2 doesn't have any hardware acceleration (atleast the NVDI-driver doesn't use any), so it's not very fast.

> I wrote /only/, because you still can find CD-2 for 300 Eur., and
> I don't think they are so powerful as the Galaxy.

Indeed. I bought my CD-2 for 40 EUR, and I really wouldn't pay much more for one. It's not very fast, and it has only 1Mb RAM. The Galaxy has hardware acceleration and a lot more RAM.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1737. Re: WTB Networking Solution

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 22:39:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c7c02541e6b971@tripnet.se>
Source record: 37441

On Tue 26-02-2002 19:10 (GMT) Mï¿½gamodeste wrote:

>ï¿½I need to put my TT030 on a local internet and I'm looking for any
>ï¿½reasonable networking solution you might have either new or old, homemade
>ï¿½or mass manufactured. Just so long as it works and is useable with all
>ï¿½major packages.
>
>Did you tried Stik2 ? This great programm accept local internet I think.

And so will STinG from http://www.ettnet.se/~dlanor/

If you can make any of the other computers talk SLIP and act as a router
just put up a nullmodem cable to the Atari running STinG forming a
subnet. You will also have to add a route to this subnet on _all_ other
computers on the LAN one level up. This is because they must now which
computer is the gateway to the Atari subnet.

This is possible to setup but some have had difficulties to make it work.
It does work here at my place, though.

But you seem to mean an Ethernet solution for Atari... A harder question
to answer is how to get the Ethernet adapters.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1738. Re: Final answer

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 23:48:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <a5h6s4kuh1@thorium.cix.co.uk>
Source record: 37443

"Alexander Chaney" wrote:
> I'm in need of help.

Did you get any answer to this? I've been away for a couple of weeks
so maybe I've missed them...

> I have a 8Mb TT030 with unknown HD size.

Grab Profile or Sysinfo to determine quite a bit about the machine you
have in front of you. Both are available on the internet as shareware.
For Profile I think it's http://www.stsd.demon.co.uk/linnhe.html

> 1. All the combinations of replacement kernels, VDI, blah, blah has
> me totally confused. Please, what is the VERY best combination of
> products to have picture backdrops, multitasking, CLI, and colored
> icons?

There'll be as many different opinions, but Magic\NVDI\Jinnee and a
few additional utilities should combine compatibility and power enough
for you. They're all commercial.

> 2. Where can I find a network card? Any network card. Any form of
> networking will do, just so I can get programs off the net to the TT030.
> Could be modem, dont't care. What is the TCP/IP stack of choice.

You don't need a network card. The only hardware needed is a 57k6
external modem. Grab HSModem (freeware) and CAB (commercial) which you
can use with its own TCP\IP stack or with STinG (Freeware) and CAB_OVL.

> 3. What graphic card are/were available and what should I expect to pay.

Most are only available second hand. CrazyDots2 and Nova cards are
16-bit. I think the Matrix TC1208e was 32-bit. New prices ranged from
8-1500USD, but could be nearer 1-200 second hand if you're lucky
enough to locate one. They fit in the VME port and are driven by NVDI.

> 4. What's the max ram and HD size I can put in my TT.

The AixTT card can handle 128Mb now, I think. My card has 32Mb right
now. The standard Atari board went up to 16Mb I think.

> 5. Where can you buy new/used software in the US these days. It seems
> that all the obvious places are out of business, etc.

I'll leave that for someone more up-to-date than me. You can import
direct from Atari Workshop/System Solutions in the UK in a worst case
scenario.

> 6. What is the list of must have apps/utilities for a machine that
> will be on the web, need browser capability, ftp, write simple docs.

I use a simple combination of Newsie and Everest, but others swear by
MyMail and QED. They'll each do the job easily enough. There are
accompanying programs to CAB, which someone else will be better placed
to tell you about. they may all be overkill - I've used Edhak as a
text editor before now...

> My ultimate goal would be to have ethernet networking, large 16-bit video
> minimum, tons of ram and preemptive multitasking capabilities and be
> powerful enough to run the largest and most resource intensive
> application I can toss at it. I would rather have resources that I don't
> need than need the resources and don't have them.

I don't know anything about Ethernet (on any platform tbh!) but the
rest is easily possible on the TT platform. You probably couldn't ahve
a better base to build from.

> Lastly, where are all the cool shareware and PD collection sites
> like the famous Aminet?

You could start at ftp://chapelie.rma.ac.be or another one with good
links is http://www.ping.be/~pin10575/ATARI-E.HTM

rgds
H

1739. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-02-26 23:48:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <a5h6s8kuh2@thorium.cix.co.uk>
Source record: 37442

On 17 Feb 2002 14:25:06 , Hallvard Tangeraas wrote:
> I've done some more testing in TOS 2.06 in order to try to understand
> the "default directory" and "parameter" settings when installing a
>program...

If you set the right environment variable for your program it won't
matter what you've got set in Install Application, because the
programs will find their RSC's and INF files. Am I wrong?

What I'm really saying is that I don't think it's up to TOS to have a
right or wrong setting - it's dependent on the program.

I think what TOS is doing is allowing you to set up local environment
variables to allow you to double-click on user files from the desktop
in the case where the program doesn't allow you to set them seperately
and doesn't look for its own resources properly.

Any opinions on this statement?

rgds
H

1740. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 02:52:20 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1014778285.15746.0@eurus.uk.clara.net>
Source record: 37444

What a great thread ?

NOT !

"Darkling" you really are a very sad person. Why the Atari users and
myself have risen to your bait is beyond me but here are my thoughts.

It is true that the Amiga's graphics and sound systems where better
that the ST's but it all depends upon the application. The Amiga made
a great Games platform with poor ports appearing on the ST market,
it's just a shame that the piracy levels for the Amiga was so great that
the serious developers moved on.
(How much pirate software did you acquire at the time?)
Moving away from the Games market the ST excelled and showed it's
true colours. The OS may not have been multi tasking but it was rock
solid and the serious developers created such programs as Cubase
that is still in use today. BTW don't even try and tell me that the Amiga
midi software is better because you will then be showing your true
ignorance.

Should we now move onto the Hardware itself as the Amiga was hardly
an engineering work of art. The power supply brick was about the weight of
an ST and had the reliability of a 10 year old Skoda. The disc drive
was a joke as replacement units where hard (and expensive) to acquire and
the format made data interchange between platforms difficult. The main
board of the Amiga was much less reliable than an ST, the two
IO controller chips used to cause no end of trouble and at times where
impossible to get. A lot has been made of the ST's Joystick and mouse ports
being placed at the front of the machine but to repair them only meant
taking
out the keyboard and soldering up the joints, unlike the Amiga having to
be completely stripped down and the board repaired.

Lastly (as I am now getting bored) lets take a look at the two companies
themselves. If commodore really thought that the Amiga was such a
superior product then why didn't they sell it that way instead of
entering into a price war with Atari, that ultimately meant neither company
was making good money. Atari where guilty of sitting on their arses and not
releasing new (bigger and faster) machines quickly enough to the market
but Commodore used to bring out new stuff all the time that put a huge drain
on their resources and they went bust first.

Just face it "Darkling" the Amiga was _not_ always better as it simply
depends upon your application.

NOW PISS OF BACK TO YOUR AMIGA GROUP.

Goodbye

Dave

P.S. Any spelling mistakes blame on M$

"NewDarkling" <goping@hotmaul.com> wrote in message
news:a5ei51$4b6$1@news8.svr.pol.co.uk...
>
> "Alfred Radauer" <a.radauer@ifgh.ac.at> wrote in message
> news:d840e206.0202220604.41ccf2e0@posting.google.com...
> > To all you Amiga Die hards....let's face the facts. The Amiga was
> > initially a games console, with the technology of the mid eighties:
>
> Yes, just like the ST...
>
> And in fact it was FIRST designed as a flight simulator, and SECOND as a
> games machine....
>
> > Lots of graphics effects and colors in low resoultion, 4 channel 8 bit
> > audio for sound effects, the OS being that one of a a games console.
>
> Ha ha ha the OS was a unix-based multitasking OS...
>
> > The ST was built around acknoweldged industry standards and provided
> > an operating system developed by DRI for professional purposes.
>
> HA HA HA HA HA !!!!!!!!!!!!!!!!! The shite couldn't even multitask!!!!
>
> >
> > Saying that the Amiga was better than a ST or a PC is like saying
> > today that a Sony Playstation is better than a PC and yeah that's true
> > for all the kidies who want to game - but other than that?
> >
> > The Amigas graphics effects and sound abilities were given at the
> > expense of porocesor speed and system performance. CPU speed and
> > mainboard speed (and thus RAM access) were 10% below ST standard - an
> > issue if applied nowadays to PCs (for example between AMD and Intel
> > CPUs)could mean really A LOT. Ataris had always more RAM than Amigas -
>
> Wat, 512k??? And you couldn'tr even have a RAM upgrade?? Is that why ST's
> always had MORE ram than AMiga??? Get your facts straight...
>
> > All their marketing efforts and good engineers failed because of the
> > poor system design. Unlike other OSes, Amiga OS was extremely hardware
> > dependend -so tossing the complicated, very difficult to programm and
> > not with any further developements in mind designed Amiga custiom
> > chips in favour of more modern chipssets was simply not possible.
>
> Is that why the Amiga is upgradeable and the ST isn;t?? Is that why the
> latest version of Amiga OS is runnign on the new Nokia MediaTerminal and

the
> SHARP Zaurus PDA, not to mention many new devices...And where is TOSh???
> DEAD...
>
> > Improvements of the Amgia chipsets could be hardly achieved so that
> > even by the time the Amiga 3000 was produced, PC graphics already
> > outperformed AMIGAs by several factors. Completely different the story
> > with Atari: Hardware independent GEM provided true independence of the
> > chipssets through an intelligent driver concept. On Emulators you can
> > see even early Atari GEM applications taking adavantage of todays
> > True-Color, high resoultion graphics solution. Same true for Amiga OS
> > 1.0 or 2.0 applications?
>
> All I have to say is: The AMiga had
>
> Cybergraphics
> AHI
> Audio/video independent API's which allowed the OS to use any chips even
> thoguht they are non-native, ie permidia, old S3 shipsets etc...
> ANd older Yamaha sound chipsets...
>
> You don't have a leg to stand on...
> >
> > The sound system was so weak that ALL other platforms (Ataris,
> > Archimedes, Apple etc.) were after short time able to provide better
>
> Yes, thats why all games soudn better on the AMiga than on the ST..listen
> tot he intor's of Speedball, better yet Xenon II and compare the 2 sound
> effects...
>
> > worse. Unlike the Atari with its MIDI/DSP abilities, the Amiga was
> > never able to excel (or be at least usable) in the field (professional
> > graphics etc.)
>
> What pure bullshit....What was Babylon 5 done in?? WHat about Jurassic
Park
> rendering done in? Max Headroom?? ITV chart show?? Early episodes of Star
> Trek TNG??? MOst post-production digital houses used the AMiga...Rolf
Harris
> Cartoon Club..I could go on and on...YOu make a fool of yourself...
>
> >it was supposedly good at without expensive additional
> > hardware (mostly graphics cards...what a joke for a computer with
> > so-called excellent graphics).
>
> Yes that so funny...thats why its so heavily used in the industry...
>
> >
> > The so-called advantage because of its multitasking OS was none,

>
> >as a)
> > the early Amigas had so little power that there was no real use in
> > multitasking at that time and
>
> Ah how cleverly you side step the issue...Forget the power for now, the
fact
> is that it COULD multitask...thats somethign the ST could not do...
>
> >b) by the time the processing power was
> > there the intellignet, modular OS design allowed Atari TOS to evolve
> > into a true preemptive multitasking system with a UNIX-like kernel
> > while maintaining full compatibility with old applications (sth. Apple
> > was able to achieve only shortly).
>
> Your kernel is crap, the AMIga has always had a microkernel which loaded
> services and modules dynamically without having to recompile the whole
> kernel..It was based on message passing and the ST wasn't...Even to this
day
> the kernel is well reknowned...Thats why Samsung tried to buy Commodore
for
> its OS and chipset...as did Philips...
>
> So stop going through all those old The One for ST magazines and putting
> together crap from various episodes...
>
> >Just take the possibilities of a
> > LINUX kernel and compare it to the AMIGA OS possibilities - than you
> > will see what kind of advantages there where with MINT/MULTITOS.
>
> Linux kernel is a monstrosity...every other week its being updated...Thats
> the bigfgest drawback of Linux....I wont; even bother replying to the
above
> claptrap...
>
> QNix is the most stable realtime OS in the worl...it was based upon
AMiga's
> EXEC...
>
> >
> >
> > The Atari, on the other hand, would have had the potential to stay in
> > the market but lacked the professional and die-hard contribution of
> > their engineers, marketing people and officials to their platform.
> > Thwe rest is history.
>
> No history is that the ST was shite, the Amiga was Europes best seeling
> computer, computer of the year, and it survived to this day because of its
> superior hardweare/software...

>
> >
> > Today, even the cheapest PC can do what any Atari or Amiga could do
> > (well except for the quick Boot-Up Phase of the Atari ST including the
> > GUI). And, during these times, there are Amiga Users who believe in
>
> So??
>
> > I have news for you Amiga die-hard folks and dreamers of a better
> > future: First of all, any Operating system alternative is better and
> > slicker than Windows (QNX, Linux, BeOS)...
>
> I admit that windows is crap...whats that got to do with this discussion??
>
> Regarding your other tripe, read the stuf above regarding Linux and Qnx...
>
> If the AMig has not future why are Nokia shipping the Amiga DE with thier
> new Media Terminal?? eh??EH??
>
> >
> > Atari people have come to deal with that fact.
>
> Yes yes...so have Amiga people...thats why Nokia and Sharp are so
interested
> in it, isn't it?? Cos it has not future...Yes...NURSE HE's OUT OF BED
> AGAIN!!!!
>
>
> >Their efforts in
> > preserving and getting the most out of the old hardware, building
> > emulations and bridges to more modern hardware, keeping the Atari as a
> > hobby and creating new things to close existing niches are far more
> > sound than the Amiga approach.
>
> Smell the coffee will you!! The AMIga was DESIGNED to be upgradeable...a
> sign of excellent engineering..unliekt he Shit Thing...
>
> >And Atari s still a more reckognised
> > brand that will survive long after anybody knows what an Amiga is.
> >
>
> A HAHAHAHAHA
>
>
>

1741. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 03:03:12 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-0A5F7F.22031226022002@news.bellglobal.com>
Source record: 37445

In article <1014778285.15746.0@eurus.uk.clara.net>,
"Dave" <maccdave@ntlworld.com> wrote:

> If commodore really thought that the Amiga was such a
> superior product then why didn't they sell it that way instead of
> entering into a price war with Atari, that ultimately meant neither company
> was making good money. Atari where guilty of sitting on their arses and not
> releasing new (bigger and faster) machines quickly enough to the market
> but Commodore used to bring out new stuff all the time that put a huge drain
> on their resources and they went bust first.

say what you will about the Tramiels, they were geniuses compared to
the antics of the "Three Stooges" (Gould, Mehta, and General Alexander
Haig) during the last couple of years of Commodore's life. Though
probably the reason the Tramiels kept on making computers right up until
Commodore went bust was that Sam Tramiel wanted to see Irving Gould go
down in flames first.

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording.

Now On MP3.COM for your listening pleasure!

http://artists.mp3s.com/artists/338/dan_dreibelbis.html

1742. Re: TOS 2.06 disk drive step-rates

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 03:13:13 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1014779538.7753.0@eurus.uk.clara.net>
Source record: 37446

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:a5dutbleo1@news.eunet.yu...
> On 24 Feb 2002 18:42:47 , Hallvard Tangeraas wrote:
>
> >I was under the impression that 6ms was needed for HD drives, while 3ms
> >is used for DD drives (but also works under 6ms, albeit with an
> >irritating grinding noise).
>
> In fact both the HD and the DD drives need 3ms stepping rate; when the
> floppy controller chip is driven by a double-frequency (16MHz) clock
> (as needed for HD floppies), the set-up 6ms stepping rate (actually
> a value in a register of the flopp controller chip which governs the
> counter/divider) will become 3ms in reality.
>
> cu;

Wrong.

DD = 3ms step rate

HD = 6ms step rate

Nothing to do with the doubled clock as above.

HD drives with a 3ms step rate will loose head position which is not always
apparent when formatting as the seek to next track is only one pulse, but
when
reading or writing to the disk afterwards a seek to say track 47 will
generally fail.

By default Tos 2.06 uses a step rate of 6ms. If only using DD then you can
set it
to 3ms to stop the grinding noise.

Dave

1743. Re: TOS 2.06 disk drive step-rates

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 03:15:06 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1014779651.10067.0@eurus.uk.clara.net>
Source record: 37447

"Thierry A.C" <somewhereinworld@runfaster.com> wrote in message
news:3c7ab8c3.17410860@news.free.fr...
> I think 6ms step is only used when you have HD disk formatted in HD
> AND the drive is working.
>
> Some years ago, I put a 2.06 tos in my STE(not a mega ste) with a
> automatic clock electronic board for the Ajax controller.
> Thie board detect the HD hole from HD disk and then set ajax clock to
> 16MHz.
> I solded(?) the pin(the same as in the mega ste) which say to the tos
> there is an High Density drive connected.
> It worked fine without any additional program in directory 'AUTO' but
> the step was 6ms when the disk drive was working(I heard it with DD
> disks!). This don't work with tos 1.62(it needs program in 'AUTO')
>
> I think the tos 2.06 change the step to 6 ms and use 16MHz clock when
> it do a step, then go back to 3ms step and 8Mhz clock (with DD disk).
>
> Sorry, this not a very comprehensive explanation.
> -
> Attention, adresse anti-spam

Tos 2.06 by default always uses 6ms irrespective of the disc inserted.

Dave

1744. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 03:22:11 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1014780075.18024.0@eurus.uk.clara.net>
Source record: 37448

"Daniel Dreibelbis" <dreibel@sympatico.ca> wrote in message
news:dreibel-0A5F7F.22031226022002@news.bellglobal.com...
> In article <1014778285.15746.0@eurus.uk.clara.net>,
> "Dave" <maccdave@ntlworld.com> wrote:
>
> > If commodore really thought that the Amiga was such a
> > superior product then why didn't they sell it that way instead of
> > entering into a price war with Atari, that ultimately meant neither
company
> > was making good money. Atari where guilty of sitting on their arses and
not
> > releasing new (bigger and faster) machines quickly enough to the market
> > but Commodore used to bring out new stuff all the time that put a huge
drain
> > on their resources and they went bust first.
>
> say what you will about the Tramiels, they were geniuses compared to
> the antics of the "Three Stooges" (Gould, Mehta, and General Alexander
> Haig) during the last couple of years of Commodore's life. Though
> probably the reason the Tramiels kept on making computers right up until
> Commodore went bust was that Sam Tramiel wanted to see Irving Gould go
> down in flames first.
>

That could well be true.

I just feel it's a shame that Atari made the Falcon a 16 bit machine when
the
market was ripe for a decent 32 bit platform.

Dave

1745. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 05:03:01 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8A1D2B5.2757%atarilp@hotmail.com>
Source record: 37449

in article 1014780075.18024.0@eurus.uk.clara.net, Dave at
maccdave@ntlworld.com wrote on 2/26/02 10:22 PM:

> That could well be true.
>
> I just feel it's a shame that Atari made the Falcon a 16 bit machine when
> the
> market was ripe for a decent 32 bit platform.

This duckling is a luser in every sense of the word. Do yourself a favor
and activate your spam filter. Only takes a second, unless you have to
refer to the manual. I got out the manual, and I must say after setting
up several filters, this group looks quite peaceful again. ;-)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1746. Re: So whats with Taf?

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 06:22:07 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0202262222.4d420543@posting.google.com>
Source record: 37450
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap@yahoo.com wrote in message
news:<27ff51c3.0202242245.53f0475a@posting.google.com>...
> So when will the next swap be in Toronto? Seems that 'Chunks' has given up.
>
> sinclap!

Sorry for all the locals and their offspring that reside here, but....

Sinplop, your the biggest ass I've never met. You have been the most
ignorant ass for the last 5 or 6 years in all the Atari groups. You're
a total dick head. This new "Dark Turd" kid holds nothing to you. He
might as well just give up now, he could never meet your level of
moronic intelligence. You serve no purpose. You're a maggot eating its
way through the rotten fabric of your parent's upbringing. Did I say
you're a total dick head? You're the green crap on a dog's dick.
You're a festering puss blister. You are the balls of shit stuck to
Marilyn Mansions ass.
Unfortunately, you live in America, and you have the freedom of
speech. Otherwise the Atari Jihad would have slit your nuts and
stuffed them in your bloody gob many years ago.
Wow, that felt good!

Atari rules, and all that stuff.
Your very old friend, Michael.

1747. Re: Wanted! - Rom Port Ethernet Adapter

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 09:19:36 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <KE1f8.12185$O5.26936@nntpserver.swip.net>
Source record: 37451

Hi,

Where did you find the E3000II? How much did you pay?

/Peter

1748. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 10:21:48 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.29408ce4.25706d82.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 37452

Dans le message <a5h2nfose2@snipp.uninett.no>
Jo Even Skarstein a ï¿½crit:
>CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:
>> I can easily imagine the speed increasement it could give on a TT,
>> according to what a CD-1 did on a MegaST!...

>I have a Crazy Dots 2 in my TT, and the speed in 256 colours is about the
>same as an unaccelerated Falcon in the same resolution... This is with
>NVDI 5. The CD-2 doesn't have any hardware acceleration (atleast the
>NVDI-driver doesn't use any), so it's not very fast.
Ooops! TT with CD the same as an unaccelerated Falcon ? But a TT is
basically twice as fast as a Falcon! How can this be ?

>> I wrote /only/, because you still can find CD-2 for 300 Eur., and
>> I don't think they are so powerful as the Galaxy.

>Indeed. I bought my CD-2 for 40 EUR, and I really wouldn't pay much more
>for one. It's not very fast, and it has only 1Mb RAM. The Galaxy has
>hardware acceleration and a lot more RAM.

>--

>/*
>** Jo Even Skarstein http://joska.nvg.org/
>*/

1749. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 12:31:16 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5ijik$9nv$1@snipp.uninett.no>
Source record: 37453

CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:
> Ooops! TT with CD the same as an unaccelerated Falcon ? But a TT is
> basically twice as fast as a Falcon! How can this be ?

Even though the TT has 32 bit RAM, it doesn't have a 32 bit VME bus. The
VME bus has IIRC only a 16 bit data bus, and like almost everything on the
TT it's accessed at 16MHz.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1750. CrazyDots II and 16mb FastRam boards SOLD

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 15:04:51 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8A25FC3.2775%atarilp@hotmail.com>
Source record: 37454

Hi,

As the topic suggests, these items are now gone. I lost the list of people
who inquired and was put on a waiting list. If you didn't hear back from me
I'm sorry.

I still have an original Atari 8mb ST ram board left among other things.
See website for a list of other things as well.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1751. Re: WTB Networking Solution

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 16:01:28 UTC
From: <>
Message-ID: <1014827174-885598AEicMi@ntlworld.com>
Source record: 37455

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Tue, 26 Feb 2002 22:39:56 GMT

>But you seem to mean an Ethernet solution for Atari... A harder question
>to answer is how to get the Ethernet adapters.

I bought a Genius ethernet adaptor second-hand for 10UKP, and Elmar's ROM-
port adaptor for it is 25 Euros plus post.

For networking software keep an eye on Vassilis Papathanassiou's home page.
Magxnet is coming along very nicely and there's plenty of goodies in the pipe-
line :-)

Cheers
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1752. New translations for DDP!

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 17:24:38 UTC
From: <>
Message-ID: <1014827176-885886AEicMi@ntlworld.com>
Source record: 37456

Hi all,

English resource files for ASH's Emailer 2.3h (update patch available from ASH) and Papillon 3.04 are now available from the DDP section of my web site. The Papillon translation also includes a patch to Anglicise the German that is compiled into the program itself.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1753. Re: TOS 2.06 and icons

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 17:27:22 UTC
From: vdjole@EUnet.yu
Message-ID: <a5j4tn$lt6$1@news.eunet.yu>
Source record: 37457

On 26 Feb 2002 06:49:50 , Hallvard Tangeraas wrote:

>> >I've already mentioned "Icon juggler" for organizing icons, creating a
>> >"DESKICON.RSC" file where whichever icons (up to 200) the user may want
>> >can be placed, then assigned to programs/files/folders from the TOS
>> >desktop.
>[...]
>I've just tried making a NEWDESK.RSC file with 200 icons (it shows as
>being 64630 bytes in size), booted my STe with it, and it worked fine!
>I even tried adding the very last icon to a desktop file and it worked
>without any problems.

Beware that a large number of icons in DESKICON.RSC, whatever the limit be,
and if there is one at all, is a feature which can not be utilized to its
full extent, because there is a limitation to the size of NEWDESK.INF -
i.e. you can not make many icon assignments even if you have a large resource
file because NEWDESK.INF would become too large. It is recommended that
NEWDESK.INF does not exceed about 2-3 KB (I think that 4KB is absolute
maximum). There is a patch (called SHELLBUF or so) to enable using larger
NEWDESK.INF (up to 32KB, I think). There is also a limitation to the number
of icons that can be placed on the desktop (i.e. even if NEWDESK.INF is
within acceptable size range) but this can be patched too.

>> * Ronald Andersson (of Sting fame) has at one time made a COLORTOS package
>> which allows the use of colour and animated icons in TOS2.06. IIRC it
>> does not work well with TOS on which the resource/newdesk patch has been
>> made, but is OK with a nonmodified TOS (I do not remember very well).
>[...]
>understand that you have to prepare two separate RSC files: one with the
>colour icons, and one with the black/white icons -both in the same
>order.
>I don't think many people will feel bothered to go through all of this.

Isn't the use of two RSC files (mono and colour) also present in TOS 4.* ??
So I think that this approach was not Ronald's invention.

cu;

1754. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 18:09:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014835763.21178.3@eurus.uk.clara.net>
Source record: 37459

Hi NewDarkling

| > btw, I suspect you are related to sinclap.
|
| Who is sinclap??

Sinclap is defined as he who is universaly despised, much like yourself, he maturbates over Apple Mac's much like you wank over Amigo's. Perhaps you should call him and arrange anal sex.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 19/02/02

1755. Re: Floppy disk problems

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 18:27:04 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <Yx9f8.14587$zV6.3624003705@newssvr21.news.prodigy.com>
Source record: 37458

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f89yvr.qdvuc110h07yiN%northstar2010@_I-hate-spam_yahoo.no...
> OK, here's some more news.....
>
> I inserted a brand new pre-formatted Sony disk (formatted by Sony) into
> the drive of the STe (not the Mega STe) and saved those 19 test-files
> from the hard disk.
>
> Starting to copy the files went fine, but after 5 or files the drive
> started "coughing" and I got an error message: "data on the disk in
> drive A: may be damaged".
>
> Then I took another disk, formatted it *on the STe* using the built-in
> desktop formatter.
> I then copied those same 19 files over to the floppy and it worked this
> time.
>
> So... a floppy formatted on another drive gives me problems, but a
> floppy formatted on the same drive is OK.
> This must surely mean that this drive is misaligned?
>

This definitely sounds like an alignment issue on the STe (not Mega).

> But the confusion arises with my other machines... are any of those
> drives misaligned, and if so -which one(s)?
> It'll be a bit expensive to replace all the drives just to be on the
> safe side.
> And regarding what I've written earlier in this thread about the
> different formatted disks etc. this may be part of the problem, or the
> complete reason behind it all, which makes it even harder to determine
> what the problem is and where it all lies!
> ...pretty confusing and frustrating.
>

The symptoms with your other systems are beginning to sound more like
software (formatting) issue than alignment. Do you know anyone who
could format a disk on a

Another thing that you should possibly check is drive speed on the Mac
and the Mega STe. It is unlikely that it is causing this, but you should
check everything when dealing with a problem this strange. I don't know
about the Mac, but there use to be a few RPM checkers for the ST. I'm
sure I still have one, but I'm just now in the process of firing up all of
my

old equipment and seeing what works. I started getting into the various
Atari newsgroups awhile back, and it made me want to check out my old
stuff. (I can't say my wife understands or is all that thrilled about
it--we
have a very full and cluttered house as it is). I was starting with my old
8-bit
stuff and have had to fix a couple of things. I'll be getting out my old ST
hardware soon.

>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

1756. Re: TOS 2.06 disk drive step-rates

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 18:41:19 UTC
From: vdjole@EUnet.yu
Message-ID: <a5j985nig1@news.eunet.yu>
Source record: 37461

On 27 Feb 2002 03:13:13 , "Dave" wrote:
>
>"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
>> >I was under the impression that 6ms was needed for HD drives, while 3ms
>> >is used for DD drives (but also works under 6ms, ... grinding noise).
>>
>> In fact both the HD and the DD drives need 3ms stepping rate; when the
>> floppy controller chip is driven by a double-frequency (16MHz) clock
>> (as needed for HD floppies), the set-up 6ms stepping rate
>> ... will become 3ms in reality.

>Wrong.
>
>DD = 3ms step rate
>
>HD = 6ms step rate
>
>Nothing to do with the doubled clock as above.
>
>HD drives with a 3ms step rate will loose head position which is not always
>apparent when formatting as the seek to next track is only one pulse, but

Sorry, but... wrong, as will be seen from several quotings below.
You have to SET 6ms but that does not mean that the drive will
actually recevie it...

>By default Tos 2.06 uses a step rate of 6ms. If only using DD then you can
>set it to 3ms to stop the grinding noise.

This is true- TOS 2.06 was intended primarily for MSTe machines which had
the doubled clock frequency feature. Besides the step rate TOS2.06 recognizes
another parameter called "hdmode" which is very relevant for operation and
the value of which is kept in a register at $FF860E which the ordinary
ST machines do not have (what I would like to know is WHERE is this register
located- is it in the AJAX chip or in the GAL in the HD circuits of
a MSTe machine? This could have a significant effect on the design
of a hypothetical ideal HD-drive upgrade).

This is the beginning of the source code of SEEKUP10, a program which
is used to adjust TOS 2.06 when used on STs with a DD floppy drive:

>/***
>*
>* SEEKUP
>*
>* Short description:

```
>* On STs running TOS 2.06, SEEKUP turns off step rate doubling.
>*
>* Versions:
>* 1.0 mo 25.04.92 base version
>*
>* Author:
>* mo (\/) Martin Osieka, Erbacherstr. 2, D-6100 Darmstadt
>*
>* Translated (sort of) into English (kind of) by Martin_Koehling@un.maus.de
>* Note: only tested (by me) with German TOS ROMs.
>*
>*****************************************************************/
>
>#include <stddef.h>
>#include <tos.h>
>
>#define PRGNAME "(\\/) SEEKUP"
>
>#define _sysbase (*((SYSHDR **)0x4F2))
>
>/*** 3rd variant of the DSB ***/
>typedef struct {
> char cmdbit3; /* $00 or $08, will be OREd into the SEEK command
> Can be changed/inquired with Floprate() */
> char dummy; /* unused */
> short track; /* current track */
> short hdmode; /* 0 or 3, written into register $FF860E
> This register doesn't exist on a ST */
> short seekrate; /* hdmode=0: 0: 6ms, 1: 12ms, 2: 2ms, 3: 3ms
> hdmode=3: 0,1: 12ms, 2,3: 6ms
> Can be changed/inquired with Floprate() */
>} dsb3S;
>
>/*
>TOS remembers the floppy disk state in DSBs.
>The DSBs are initialized to { 0, 0, 0xFF00, 3, _seekrate}, which sets
>the seek rate to 6 ms on a ST.
>The track positioning routine toggles <hdmode> when an error occurs and
>makes a second attempt.
>The formatting function sets <hdmode> depending on the number of sectors
>per track. It would propably be better if TOS set <hdmode> to 0 after any
>diskchange it recognized.
>*/
>
>/*****************************************************************/
>
```

The following is extracted from Martin Graiter's instructions on
a HD-floppy upgrade to STs:

>A positive effect of this clock doubling is that the data transfer rate
>between the DMA and the FDC also doubles!
>However, all timings are half as long and so is the steprate. Instead of
>getting 3ms we get 1.5ms when running at 16 MHz. To rectify this we set the
>steprate to 6ms, which gives 3ms in reality (since everything is halfed at
>16MHz). You follow? It doesn't matter that the steprate becomes 6ms when
>running at 8MHz, it just makes the drive somewhat noisier.

Following is an extract for yet another documentation on HD-drive upgrade:

>Finally, if you boot from the A: drive and you make this your high density one
>then be aware that you will need a small "autoboot" program to set the step
>rate BEFORE you can boot from a high density disk. This program MUST reside on
>the first track of the disk or the boot will fail for resons explained below
>
> HOW IT WORKS
>
>Basically the 720k and 1.44 meg disks drives are compatible in as much as that
>they both have 2 sides and 80 tracks. Now the important difference is the speed
>at which they write to the media. With 720k disks, the data is written out by
>the drive at 250k bits/second - this is known as "double density" and uses MFM
>encoding. A high density drive uses exactly twice this speed at 500kb/s and
>hence, writes twice as much data to the media. This is layed down by the format
>program as 18 sectors (instead of 9 on a 720k) per track of 512 bytes per
>sector. This faster rate is still MFM encoded and is known as "high density".
>There is yet a faster rate again at 1Mb/s that is used on the IBM machines and
>creates disks of 2.88 meg capacity but a new controller IC would be needed for
>this (anyway, the disks are too expensive yet) and it's known as "quad density"
>and there is an older standard known as "single density" which was half the
>data rate of the original 720k we discussed at 125Kb/s (remember the old CPM
>machines and things).
>
>OK, you've swallowed all that (what you haven't....) now consider that since
>the physical interface is the same and only the data rate changes (a high
>density drive unit switches it's data rate up to 500kb/s when you plug in a
>disk with an extra hole) between 720k and 1.44 meg disks, it becomes easy to
>see that if we send the data at the same speed as the high density standard,
>then we can talk to high density media. How do we do this - easy, double the
>clock rate to the disk contoller chip. It's normally run at 8MHz, so run it
>now at 16 MHz and presto... you have your high density interface. You can pick
>up a 16MHz clock in the Atari from the video shifter.
>
>One unfortunate side effect of doing this, to which I referred earlier was that
>since the data rate has changed and the speed doubled, then it now takes the
>HD controller chip half the time to carry out any operation than it did before.
>Now this means that effectively, the STEP rate of the disk drive (a function of
>the controller chip) is now halved from 3ms to 1.5ms (and I haven't yet found
>a drive that'll go this fast). So the problem when booting from a HD disk, is
>that you must load a little utility that will change the STEP rate (programmed
>by the operating system) to 6ms (which when clock doubled becomes 3ms).
>
>Now, this utility has to be small enough to fit on track 0 otherwise the disk

>drive will try and step out to the second track at 1.5ms (which it won't do)
>and the drive goes out of sync. Quite a number of programs incorporate the
>ability to change step rates and a small program can be written to do the job

cu;

1757. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 19:18:35 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u7qc9gdgcqkea4@corp.supernews.com>
Source record: 37460

Hey... hey!!!

Hey fuck you you moron,

The new sharp zaurus PDA runs Linux and QTPalm, both have nothing to do
with amiga. In fact the only thing amiga is doing is wriitng either
personaljava or QT applications for the Zaurus users to use. So YOU get
YOUR facts straight..

Mark

NewDarkling wrote:

>
> "Alfred Radauer" <a.radauer@ifgh.ac.at> wrote in message
> news:d840e206.0202220604.41ccf2e0@posting.google.com...
>> To all you Amiga Die hards....letï¿½s face the facts. The Amiga was
>> initially a games console, with the technology of the mid eighties:
>
> Yes, just like the ST...
>
> And in fact it was FIRST designed as a flight simulator, and SECOND as a
> games machine....
>
>> Lots of graphics effects and colors in low resoultion, 4 channel 8 bit
>> audio for sound effects, the OS being that one of a a games console.
>
> Ha ha ha the OS was a unix-based multitasking OS...
>
>> The ST was built around acknoweldged industry standards and provided
>> an operating system developed by DRI for professional purposes.
>
> HA HA HA HA HA !!!!!!!!!!!!!!!!! The shite couldn't even multitask!!!!
>
>>
>> Saying that the Amiga was better than a ST or a PC is like saying
>> today that a Sony Playstation is better than a PC and yeah thatï¿½s true
>> for all the kidies who want to game - but other than that?
>>
>> The Amigas graphics effects and sound abilities were given at the
>> expense of porocesor speed and system performance. CPU speed and
>> mainboard speed (and thus RAM access) were 10% below ST standard - an
>> issue if applied nowadays to PCs (for example between AMD and Intel
>> CPUs)could mean really A LOT. Ataris had always more RAM than Amigas -
>
> Wat, 512k??? And you couldn'tr even have a RAM upgrade?? Is that why ST's

> always had MORE ram than AMiga??? Get your facts straight...
>
>> All their marketing efforts and good engineers failed because of the
>> poor system design. Unlike other OSes, Amiga OS was extremely hardware
>> dependend -so tossing the complicated, very difficult to programm and
>> not with any further developements in mind designed Amiga custiom
>> chips in favour of more modern chipssets was simply not possible.
>
> Is that why the Amiga is upgradeable and the ST isn;t?? Is that why the
> latest version of Amiga OS is runnign on the new Nokia MediaTerminal and
> the SHARP Zaurus PDA, not to mention many new devices...And where is
> TOSh??? DEAD...
>
>> Improvements of the Amgia chipsets could be hardly achieved so that
>> even by the time the Amiga 3000 was produced, PC graphics already
>> outperformed AMIGAs by several factors. Completely different the story
>> with Atari: Hardware independent GEM provided true independence of the
>> chipssets through an intelligent driver concept. On Emulators you can
>> see even early Atari GEM applications taking adavantage of todays
>> True-Color, high resoultion graphics solution. Same true for Amiga OS
>> 1.0 or 2.0 applications?
>
> All I have to say is: The AMiga had
>
> Cybergraphics
> AHI
> Audio/video independent API's which allowed the OS to use any chips even
> thoguht they are non-native, ie permidia, old Sï¿½ shipsets etc...
> ANd older Yamaha sound chipsets...
>
> You don't have a leg to stand on...
>>
>> The sound system was so weak that ALL other platforms (Ataris,
>> Archimedes, Apple etc.) were after short time able to provide better
>
> Yes, thats why all games soudn better on the AMiga than on the ST..listen
> tot he intor's of Speedball, better yet Xenon II and compare the 2 sound
> effects...
>
>> worse. Unlike the Atari with its MIDI/DSP abilities, the Amiga was
>> never able to excel (or be at least usable) in the field (professional
>> graphics etc.)
>
> What pure bullshit....What was Babylon 5 done in?? WHat about Jurassic
> Park rendering done in? Max Headroom?? ITV chart show?? Early episodes of
> Star Trek TNG??? MOst post-production digital houses used the AMiga...Rolf
> Harris Cartoon Club..I could go on and on...YOu make a fool of yourself...
>
>>it was supposedly good at without expensive additional
>> hardware (mostly graphics cards...what a joke for a computer with

>> so-called excellent graphics).
>
> Yes that so funny...thats why its so heavily used in the industry...
>
>>
>> The so-called advantage because of its multitasking OS was none,
>
>>as a)
>> the early Amigas had so little power that there was no real use in
>> multitasking at that time and
>
> Ah how cleverly you side step the issue...Forget the power for now, the
> fact is that it COULD multitask...thats somethign the ST could not do...
>
>>b) by the time the processing power was
>> there the intellignet, modular OS design allowed Atari TOS to evolve
>> into a true preemptive multitasking system with a UNIX-like kernel
>> while maintaining full compatibility with old applications (sth. Apple
>> was able to achieve only shortly).
>
> Your kernel is crap, the AMIga has always had a microkernel which loaded
> services and modules dynamically without having to recompile the whole
> kernel..It was based on message passing and the ST wasn't...Even to this
> day the kernel is well reknowned...Thats why Samsung tried to buy
> Commodore for its OS and chipset...as did Philips...
>
> So stop going through all those old The One for ST magazines and putting
> together crap from various episodes...
>
>>Just take the possibilities of a
>> LINUX kernel and compare it to the AMIGA OS possibilities - than you
>> will see what kind of advantages there where with MINT/MULTITOS.
>
> Linux kernel is a monstrosity...every other week its being updated...Thats
> the bigfgest drawback of Linux....I wont; even bother replying to the
> above claptrap...
>
> QNix is the most stable realtime OS in the worl...it was based upon
> AMiga's EXEC...
>
>>
>>
>> The Atari, on the other hand, would have had the potential to stay in
>> the market but lacked the professional and die-hard contribution of
>> their engineers, marketing people and officials to their platform.
>> Thwe rest is history.
>
> No history is that the ST was shite, the Amiga was Europes best seeling
> computer, computer of the year, and it survived to this day because of its
> superior hardweare/software...

>
>>
>> Today, even the cheapest PC can do what any Atari or Amiga could do
>> (well except for the quick Boot-Up Phase of the Atari ST including the
>> GUI). And, during these times, there are Amiga Users who believe in
>
> So??
>
>> I have news for you Amiga die-hard folks and dreamers of a better
>> future: First of all, any Operating system alternative is better and
>> slicker than Windows (QNX, Linux, BeOS)...
>
> I admit that windows is crap...whats that got to do with this discussion??
>
> Regarding your other tripe, read the stuf above regarding Linux and Qnx...
>
> If the AMig has not future why are Nokia shipping the Amiga DE with thier
> new Media Terminal?? eh??EH??
>
>>
>> Atari people have come to deal with that fact.
>
> Yes yes...so have Amiga people...thats why Nokia and Sharp are so
> interested in it, isn't it?? Cos it has not future...Yes...NURSE HE's OUT
> OF BED AGAIN!!!!
>
>
>>Their efforts in
>> preserving and getting the most out of the old hardware, building
>> emulations and bridges to more modern hardware, keeping the Atari as a
>> hobby and creating new things to close existing niches are far more
>> sound than the Amiga approach.
>
> Smell the coffee will you!! The AMIga was DESIGNED to be upgradeable...a
> sign of excellent engineering..unliekt he Shit Thing...
>
>>And Atari ï¿½s still a more reckognised
>> brand that will survive long after anybody knows what an Amiga is.
>>
>
> A HAHAHAHAHA
>
>
>
>

1758. Re: TOS 2.06 disk drive step-rates

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 21:33:27 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1014845607.3700.0@eurus.uk.clara.net>
Source record: 37462

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f89xae.14xxqp0wfuuhoN%northstar2010@_I-hate-spam_yahoo.no...
> Dave <maccdave@ntlworld.com> wrote:
>
> > HD drives with a 3ms step rate will loose head position which is not
always
> > apparent when formatting as the seek to next track is only one pulse,
but
> > when
> > reading or writing to the disk afterwards a seek to say track 47 will
> > generally fail.
>
> Surely you don't mean that HD disk drives when used with DD disks in DD
> mode (i.e. the WD-1772/AJAX controller gets an 8MHz pulse) will get
> problems?

No. All should work ok. If only DD mode is used then the drive doesn't care.

> Regarding my disk drive problems when transferring between the Mac and
> ST... this might be worth checking out. I'll set the step rate back to
> 6ms and see if this improves things.
>

Another thing to try is writing small files to a fresh disk. If the problems
occur
once the disk has started to fill up then that's probably due to
misalignment.

Dave

>
> > By default Tos 2.06 uses a step rate of 6ms. If only using DD then you
can
> > set it
> > to 3ms to stop the grinding noise.
>
> But 6ms should work for both modes, right?
> It's only for HD mode that ONLY 6ms will work, as stated above.
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

1759. FA: STFM with PAK/30, Fastram and ET4000 in Lighthouse!

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 23:19:15 UTC
From: Carbon <carbon@spam.polar-net.co.uk>
Message-ID: <fQdf8.17755$Hg1.2358358@news6-win.server.ntlworld.com>
Source record: 37463
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2006288063

Starting bid ï¿½1

Will ship anywhere!

1760. audiodev.xdd for Milan

Newsgroup: comp.sys.atari.st
Date: 2002-02-27 23:42:35 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3C7D6EEB.23B17751@boeing.com>
Source record: 37464

Did anyone make a version of audiodev.xdd for use on a Milan
with a MilanBlaster card? The existing (non-Milan) versions
fail looking for Atari-specific hardware. I tried looking
on the Milan website (www.milan-computer.de) but the "updates"
page seems to have disappeared.

Milton Horst
Seattle, WA USA

1761. FA: Link97 SCSI host adapter

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 02:11:39 UTC
From: Carbon <carbon@spam.polar-net.co.uk>
Message-ID: <Rlgf8.61501$Ah1.7698655@news2-win.server.ntlworld.com>
Source record: 37465

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2006317423

Thanks

1762. FA: Forget-me-clock 2

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 02:12:24 UTC
From: Carbon <carbon@spam.polar-net.co.uk>
Message-ID: <ymgf8.61504$Ah1.7699281@news2-win.server.ntlworld.com>
Source record: 37466

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2006319465

Thanks

1763. FA: Vidi ST 12

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 02:12:39 UTC
From: Carbon <carbon@spam.polar-net.co.uk>
Message-ID: <Nmgf8.61505$Ah1.7699356@news2-win.server.ntlworld.com>
Source record: 37467

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2006320517

Thanks

1764. FA: Geniune Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 02:14:00 UTC
From: Carbon <carbon@spam.polar-net.co.uk>
Message-ID: <2ogf8.61510$Ah1.7700613@news2-win.server.ntlworld.com>
Source record: 37468

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2006316693

Thanks

1765. Mailbox trashed

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 02:31:54 UTC
From: sidcelery@cix.co.uk
Message-ID: <a5k4qq$9dg$1@thorium.cix.co.uk>
Source record: 37469

Hi All,
I've just had a little accident with my offline Email mailbox...
..little as in completely trashed and unrecoverable.

Apart from Hallvard's two Email's from earlier this week and earlier
ones from Spencer D which I'd printed off I've lost everything sent to
*_sidcelery@cix.co.uk_*

Apologies if you think I'm being a bit quiet... resend if you can...

B^<

H

1766. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 02:31:58 UTC
From: sidcelery@cix.co.uk
Message-ID: <a5k4qr$9dg$2@thorium.cix.co.uk>
Source record: 37470

On 26 Feb 2002 13:43:52, CECCOLI Jean-Luc wrote:
>Dans le message Axel Jakob Scherer a &#65533;crit:
>
>>"lp" <atarilp@hotmail.com> schrieb:
>>> Axel Jakob Scherer at design@agentur-scherer.de wrote on 2/24/02:
>>>> I looking for infos about the "Crazy Dots" graphic card.
>>>> Were are the differences between version 1 and 2?
>>>
>>> Version 1 did not do true color, one had to buy an add-on daughter
>>> board. I am not sure exactly what color planes the add-on board
>>> allowed.
>>>
>>> Version 2 does 24-bit true color right out of the box.

I think CD1 was 15-bit, allowing up to 32768 colours and there was an
extension that allowed 16-bit up to 65736. CD2 is 24-bit, as you say -
except I've got a problem with mine which means I've lost this
palletless true colour mode B^<

>>>> Are they working in a TT and as well as in a Mega STE?
>>> Works in my TT. I don't know about the MegaSTE, my manual is
>>> german. ;-)

Mega STe is fine. My CD2 card was originally owned by Darryl Piper,
then Andrew Lee - both of whom used it in a Mega STe at one time IIRC.

>>>> Where can I find drivers?
>>> The original drivers are very bad. NVDI 4.x ET4000 version, or the
>>> newer NVDI v5.x package will fully drive the card.

There were actually versions from NVDI v2.51 - I had master disks at
one time which were needed for entering the serial number to install
upgrades. Not necessary with NVDI 5...

The original drivers were almost unusable...

>>>> Is there a spezial Homepage about them?
>>> Not that I am aware of, they are no longer made.
>> He... thanks alot! These Infos are helping very much!

You'll also need the VMG4000 program by Andreas Winter - it's a Video
Mode generator that allows you to create additional screen resolutions
in each colour depth from 2 to 16m colours. I'm not sure if it's part
of the NVDI package, but an upgrade can be found from a link at Jo
Vandeweghe's site.

> The Crazy-Dot was made to fit the inner bus of MegaSTs. It used a
> 96 MHz ET4000 and allowed up to 1024 x 768 x 256 or, for those lucky
> enough to own the memory expansion daughterboard, 1280 x 1024 x 32K.
> It used its own GDOS, named AMCGDOS, which allowed 1024 x 768 x 256
> 2 times faster than ST's 640 x 400 (!) and, when using NVDI instead,
> it easily could be 4~5 times faster (my own measures, using Calamus
> displaying very heavy graphic pages).

This was the original and seperate Megabus version of Crazy dots for
the Mega ST.

> I don't know much about the CD-2, except it used a 120 MHz processor,
> and had a VME connector so as to be used on TTs and MegaSTEs.
> I can easily imagine the speed increasement it could give on a TT,
> according to what a CD-1 did on a MegaST!...

Err... this is not true. Graphic display in a high colour mode, even
with NVDI, will easily be 20% slower than without a graphics card and
_no_ NVDI. Don't get a graphics card for speed - that's for damn sure!

rgds
H

1767. Ram upgrade for Mega2

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 02:47:01 UTC
From: michele smith <pamsfolks@sympatico.ca>
Message-ID: <3C7D9A25.D8A67956@sympatico.ca>
Source record: 37471

I'd like to add more ram to a mega2. Where might I find ram in North America? It has 18 pin, I do have 16 pin ram from two dead sts, is it possible to use? Mark.

1768. Ethernet Board Info

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 07:32:51 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u7rnan8a7hlse5@corp.supernews.com>
Source record: 37472

I have some bad news for people who were hoping to get a romport adapter for the Genius E3000-II from me. I outlined it all in detail in this article on my site referenced at the bottom. There you can read and get a feel for what happened. I apologize for this, but without an RTL8012 based adapter I can't even test what I produce, if I actually COULD produce decent results with this evil press-n-peel transfer paper. I apologize to the few people who responded. I was hopeful, but maybe a little overzealous. All hope is not gone however, if I can find an RTL8012 based adapter, I WILL produce adapters for people, assuming I can also get the press-n-peel stuff to work.

For now, read here:
http://pikachu.atari-source.com/modules.php?op=modload&name=Articles&file=index&req=viewarticle&artid=12

Peace, love, atari
Mark
http://atari-source.com

1769. Re: How to make images from copy protected disks?

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 08:23:28 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0202280023.3eb146fa@posting.google.com>
Source record: 37473

defjam <y@y.y> wrote in message news:<3C7BF0A8.F5405029@y.y>...
> 'st image files' = image file for a emulators, I assume.
> --> Even if you could make an image file out of a protected disk, the

Well you can. Try this :
http://www.oldskool.org/disk2fdi/
...or create an ADF file on an Amiga from a ST-disk.

> image file had to be build
> in a much more complex format than the ST/MSA format ...

Right. Such formats already exists: ADF (format of Amiga disk-image
files), which is used by SainT, and FDI (see above).

> + you would need at least an 99.9% perfect emulation of the disk-access
> stuff - which is not
> done up to now.

Well, this may change... See http://fast.emuunlim.com/. I know the
guy who is doing this, and he is not going to be self-satisfied with
an approximate emulation (to say the least :) !). But (and therefore)
don't except it too soon...

However I have not tested all this myself yet so I can't be much
more of help here...

1770. Re: Ethernet Board Info

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 08:30:45 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <01mf8.12416$O5.27019@nntpserver.swip.net>
Source record: 37474

Why press-n-peel?

You can use positive/negative photoresist?

/Peter

1771. Re: detecting double clicks with evnt_multi().. HOW?!

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 09:10:58 UTC
From: epkerha@epk.ericsson.se
Message-ID: <a5ks72$97a$1@newstoo.ericsson.se>
Source record: 37476

```
In article <aa5c37da.0202280121.27403bad@posting.google.com>,
parris_k@yahoo.com (Tom) writes:
> Hi there,
>
> I was wondering if anyone could explain how double clicks are detected
> using evnt_multi(). Given the following code fragment:
>
> /* wait for either mouse button event or message*/
> event= evnt_multi(MU_MESAG|MU_BUTTON,2,1,1,0,0,0,0,0,0,0,
> 0,0,0,&messbuf,0,0,&mousex,&mousey,&mstate,&dummy,&key,&dummy);
>
> if (event & MU_BUTTON)/*it was a mouse button event*/
>
> /*what other parameters from evnt_multi do I need to examing
> to determine if the button event was a click or a double click?Is it
> somehow returned in "event"? Or doesn't it work like that? ...*/

You get the clicks in one of your dummy variables.

Do some thing like this:
event= evnt_multi(MU_MESAG|MU_BUTTON,2,1,1,0,0,0,0,0,0,0,
0,0,0,&messbuf,0,0,&mousex,&mousey,&mstate,&dummy,&key,&mclicks);

then you have the number of clicks in mclicks.

/Erik
```

1772. detecting double clicks with evnt_multi().. HOW?!

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 09:21:13 UTC
From: parris_k@yahoo.com
Message-ID: <aa5c37da.0202280121.27403bad@posting.google.com>
Source record: 37475

```
Hi there,

I was wondering if anyone could explain how double clicks are detected
using evnt_multi(). Given the following code fragment:

/* wait for either mouse button event or message*/
event= evnt_multi(MU_MESAG|MU_BUTTON,2,1,1,0,0,0,0,0,0,0,
0,0,0,&messbuf,0,0,&mousex,&mousey,&mstate,&dummy,&key,&dummy);

if (event & MU_BUTTON)/*it was a mouse button event*/

/*what other parameters from evnt_multi do I need to examing
to determine if the button event was a click or a double click?Is it
somehow returned in "event"? Or doesn't it work like that? ...*/

cheers!
T
```

1773. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 11:09:08 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5l34k$4o$1@snipp.uninett.no>
Source record: 37477

Harry Sideras <sidcelery@cix.co.uk> wrote:

> _no_ NVDI. Don't get a graphics card for speed - that's for damn sure!

Maybe true for a Crazy Dots or any other ET4000 based cards, but most graphics cards will be many times faster than the original graphics. The Eclipse in my Falcon is incredibly fast compared to everything else I've seen for Ataris and clones, it's even noticable faster than the S3 in my Milan060.

If you're looking for second hand graphics card for a TT, try finding a Nova (any Nova, they're all fast), that's one really good card. I had one in my Falcon for a long time, and was very pleased with it. It's a lot better than the Crazy Dots.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

1774. Re: WTB Networking Solution

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 11:14:36 UTC
From: James Pirie <james.pirie@zetnet.co.uk>
Message-ID: <3c7e2622$0$29611$4c56ba96@master.news.zetnet.net>
Source record: 37481

<derryck@.NOSPAMCRAPcix.co.uk> wrote in message
news:1014827174-885598AEicMi@ntlworld.com...
> From: "Kenneth Medin" <kennethm@tripnet.se>
> Date: Tue, 26 Feb 2002 22:39:56 GMT
>
> >But you seem to mean an Ethernet solution for Atari... A harder question
> >to answer is how to get the Ethernet adapters.
>
> I bought a Genius ethernet adaptor second-hand for 10UKP, and Elmar's ROM-
> port adaptor for it is 25 Euros plus post.
>
> For networking software keep an eye on Vassilis Papathanassiou's home
page.
> Magxnet is coming along very nicely and there's plenty of goodies in the
pipe-
> line :-)

I am interested in networking my Falcon with a PC desktop. The PC has a
Network card as standard, Ethernet 10/100??, is this going to be a
possibility?

The Falcon is a CLab with Nemesis. The URL for Mr Papathanassiou's pa
Page would be useful as a starting point.

Cheers,

James,

PS Apology's to anyone who has already sent me details of Atari Networking
resources on the Net, I seem to have mislaid the information.

Thanks.

James

1775. Re: audiodev.xdd for Milan

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 11:14:44 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5l3f4$4o$2@snipp.uninett.no>
Source record: 37478

Milton Horst <milton.a.horst@boeing.com> wrote:
> Did anyone make a version of audiodev.xdd for use on a Milan
> with a MilanBlaster card? The existing (non-Milan) versions
> fail looking for Atari-specific hardware. I tried looking

I don't think there's one for the MilanBlaster, but I know that Ozk is writing one for GSXB (http://assemsoft.atari.org/). It might work with MilanBlaster as well, as they have compatible XBIOS interfaces. I have a SoundBlaster PCI64 (I think, maybe it's a PCI16) in my Milan and use Ozk's GSXB-driver, it works quite well.

> on the Milan website (www.milan-computer.de) but the "updates"
> page seems to have disappeared.

I don't think there has been any updates on that site for more than a year.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1776. CT2b

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 11:44:16 UTC
From: nospam@telebyte.nl
Message-ID: <Pine.MNT.4.31.0202281236200.201-100000@easymint>
Source record: 37480

I'm now the happy owner of a CT2b Falcon. Very nice !
I was wondering if a discussion forum, mailinglist, website, and/or
newsgroup exists dedicated to Centurbo Falcon users. Dutch, English,
or German is OK. But my French is even worse than Adolph Czuba's english ;)
www.czuba-tech.com I already know.

I have seen some Centurbo users in this newsgroup. And some that are
waiting for the CT60 to arrive.

Martin Tarenskeen

1777. Re: Eclipse and Viking

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 11:50:58 UTC
From: Pierre TONTHAT <ptonthat@aamass.com>
Message-ID: <a5l58p$4ea$1@wanadoo.fr>
Source record: 37479

Bonjour :)

> The Eclipse in my Falcon is incredibly fast compared to everything else I've
> seen for Ataris and clones, it's even noticable faster than the S3 in my
> Milan060.

The VDI driver for the Eclipse uses the ATI RageIIc acceleration routines.
Moreover, the Videl is supposed (your should set it) to be in a ST High rezolution for the 030 to gain access to STRAM.
So it's somehow very fast for a Falcon but for the display only ;-)

I have a Viking card (1280*960*monochrome) on the 68Kbus on my MegaST4.
There's a location on it to put a chip. I have tried with a 68881, but apparently, that does nothing and makes crash my old Calamus S (1992) when printing.
Is this location for a blitter ? If yes, must I translate the one from the mother board, or add another ?

Thanks for replying :)

Pierre
http://rajah.atari.org

1778. Re: CT2b

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 12:46:14 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <vMpf8.12427$O5.27329@nntpserver.swip.net>
Source record: 37482

Hi,

I have one of those too.
There are a collection of CT2 stuff on the DHS website, www.dhs.nu

/Peter

1779. Re: CT2b

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 12:56:37 UTC
From: Robert Schaffner <rsmac@t-online.de>
Message-ID: <rsmac-94A81A.13563728022002@news.t-online.com>
Source record: 37483

In article <Pine.MNT.4.31.0202281236200.201-100000@easymint>,
<nospam@telebyte.nl> wrote:

> I'm now the happy owner of a CT2b Falcon. Very nice !

I?m too ;)

> I was wondering if a discussion forum, mailinglist, website, and/or

Simple us this group to talk about ;)
(Good hardware not need long discussions) ;)

Regards, Robert

--

-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1780. Update from mars of Eureka

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 14:06:54 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3C7E397E.1CF54180@ief.u-psud.fr>
Source record: 37484

Hi all,

I just released on my piece of web, my Eureka software.
It's a 2D Graph Describer and 3D Modeller. This software
is shareware. For shareware or freeware authors, the
registering is without any conditions, following the
shareware exchange scheme. For people that are not
software authors, the registering fees are 15 Euros.
Let people know ...

The main update is sound support for MagiC Mac, via
the MagXSound driver written by Didier Mï¿½quignon
(also author of the great Aniplayer). There also
should be sound support for MilanBlaster on Hades
or Milan thanks to GSXB from Odd Skancke. I simply
have only a P-Sound card on my Hades 060. I don't
have example programs for the usage of sound circuits
(DMA or others). So I will specially require your
feedback, to tell me about troubles you may have
encountered with sounds and Eureka.

It will soon past 6 years since Eureka is available
on the WEB. It is now a quite mature software in
its actual release. I'm sure you will agree. You are
warmly welcome to report me about your experience.

See you soon for updated news about ATARI front-line ...

-- Franï¿½ois LE COAT
Eureka 2.12 Author (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

1781. Re: Eclipse and Viking

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 16:29:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5lltp$58e$1@snipp.uninett.no>
Source record: 37485

Pierre TONTHAT <ptonthat@aamass.com> wrote:

> The VDI driver for the Eclipse uses the ATI RageIIc acceleration routines.

So does Nova-VDI, the VDI for the old Matrix cards, the S3 driver for the Milan etc. But Johan's RageII-driver is rather clever with it's caching, I don't think any other VDI use this.

> Moreover, the Videl is supposed (your should set it) to be in a ST High
> rezolution for the 030 to gain access to STRAM.

I have a small program that sets the Videl to something like 320x200x2bit with a very low vertical frequency.

> So it's somehow very fast for a Falcon but for the display only ;-)

Yes, but that's the purpose, isn't it? ;-)

> I have a Viking card (1280*960*monochrome) on the 68Kbus on my MegaST4.
> There's a location on it to put a chip. I have tried with a 68881, but
> apparently, that does nothing and makes crash my old Calamus S (1992) when
> printing.
> Is this location for a blitter ? If yes, must I translate the one from the
> mother board, or add another ?

IIRC (I haven't seen a Viking card in more than ten years) this socket is for a 68881/2.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1782. Re: Eclipse and Viking

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 16:47:30 UTC
From: Pierre TONTHAT <ptonthat@aamass.com>
Message-ID: <a5lmkq$k8l$1@wanadoo.fr>
Source record: 37486

Bonsoir :)

> I have a small program that sets the Videl to something like 320x200x2bit
> with a very low vertical frequency.

Can you mail it to me at ptonthat@club-internet.fr ?

Thanks :)

Pierre

1783. Where to get hold of an ST

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 17:09:17 UTC
From: Spanner <ben@mode4.net>
Message-ID: <0vtf8.66605$Ah1.8358045@news2-win.server.ntlworld.com>
Source record: 37487

Hi,

Ive never owned an Atari, but many of my friends did at some point. Is there anywhere im likely to still get hold of an Atari STFM or STE. Are there any sites that might be worth a look to try buy one second hand.

Thanks
Spanner

1784. Re: Eclipse and Viking

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 18:30:29 UTC
From: Ctirad Fertr <phanatic@SPAMFREEvolny.cz>
Message-ID: <a5lstm$23nd$1@news.vol.cz>
Source record: 37489

> > Moreover, the Videl is supposed (your should set it) to be in a ST High
> > rezolution for the 030 to gain access to STRAM.
>
> I have a small program that sets the Videl to something like 320x200x2bit
> with a very low vertical frequency.

Videl can be turned off completely by a software way.

Ctirad

1785. Re: CT2b

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 18:34:03 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0202281034.693f5dde@posting.google.com>
Source record: 37488

I've got a CT2B, and am waiting for my CT060. I hope we can get a good support group together for these excellent accelerators! Thanks for the link to www.dhs.nu.

1786. Re: Ethernet Board Info

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 18:49:29 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a5lu3t$h27$1@news8.svr.pol.co.uk>
Source record: 37490

Does not resolve the problem that no one can find any Pocket adaptors.
There must be some about somewhere.

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:01mf8.12416$O5.27019@nntpserver.swip.net...
> Why press-n-peel?
>
> You can use positive/negative photoresist?
>
> /Peter
>
>

1787. Re: Eclipse and Viking

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 19:11:25 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a5lvd1$38b$1@news7.svr.pol.co.uk>
Source record: 37491

How? I would really like to get the most out of my Eclipse.

Elliot...

"Ctirad Fertr" <phanatic@SPAMFREEvolny.cz> wrote in message
news:a5lstm$23nd$1@news.vol.cz...
> > > Moreover, the Videl is supposed (your should set it) to be in a ST
High
> > > rezolution for the 030 to gain access to STRAM.
> >
> > I have a small program that sets the Videl to something like
320x200x2bit
> > with a very low vertical frequency.
>
> Videl can be turned off completely by a software way.
>
> Ctirad
>
>

1788. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 19:18:21 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a5lvq1$as0$1@news6.svr.pol.co.uk>
Source record: 37492

Could be, it is defiantly VME (as I have it in my TT) and it also has an add-on board. With NVDI it is fast and looks good (even if it is a bitch to set-up).

I never managed to get the Redirect program to work (or maybe I have it wrong), I thought that once it runs all of the text going to the normal screen at boot would be pushed to the CD card.

Elliot...

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message news:a5h2csose1@snipp.uninett.no...
> CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:
> > Dans le message <a5e8qiubv1@news6.svr.pol.co.uk>
> > Elliot a crit:
> >>I have a version 1 with the add-on board, I think it gives it up to 15bit
> >>depth. It should work fine on a MSTE, and NVDI is great.
>
> > Sorry, it will _NOT_ work on a MegaSTE, as it uses the 68000 bus
> > conector of the MegaST, which is not compatible with the VME bus
> > of TT and MegaSTE.
>
> I think he means he have the first version of Crazy Dots *2*, not a Crazy
> Dots 1.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

1789. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 19:49:33 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5m1kd$81m$1@snipp.uninett.no>
Source record: 37493

Elliot <stuff@recycledsteel.co.uk> wrote:

> Could be, it is defiantly VME (as I have it in my TT) and it also has an
> add-on board.

Sounds like an early Crazy Dots II with the "true colour" expansion.

> I never managed to get the Redirect program to work (or maybe I have it
> wrong), I thought that once it runs all of the text going to the normal
> screen at boot would be pushed to the CD card.

Hmmm, it works very well on my TT. Unfortunately I don't have a monitor
(or desk space...) for my TT right now, so I can't check exactly how it's
set up.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1790. Need Monochrome Help!

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 20:10:59 UTC
From: bobclark@korrnet.org
Message-ID: <3c7e8ed3$1_1@news.utk.edu>
Source record: 37494

Ok, here's the deal ...

I am running an Atari 1040st with 1 meg ram, a color monitor, and a Jaz 2 gig drive through ICD's "The Link" SCSI interface. What I need is a memory cost-effective way to emulate a monochrome screen on my Atari, have it be perfectably readable, and not use up a lot of memory. Preferable a solution that maps a mono screen onto a medium res monitor so that I can scroll about. If anyone has suggestions, please e-mail me. Thanks.

1791. Re: Need Monochrome Help!

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 20:19:44 UTC
From: Carbon <carbon@spam.carboncopy.tk>
Message-ID: <%hwf8.67730$Ah1.8529729@news2-win.server.ntlworld.com>
Source record: 37495

<bobclark@korrnet.org> wrote in message news:3c7e8ed3$1_1@news.utk.edu...
> Ok, here's the deal ...
>
> I am running an Atari 1040st with 1 meg ram, a color monitor, and a Jaz 2 gig drive through ICD's "The Link" SCSI interface. What I need is a memory cost-effective way to emulate a monochrome screen on my Atari, have it be perfectably readable, and not use up a lot of memory. Preferable a solution that maps a mono screen onto a medium res monitor so that I can scroll about. If anyone has suggestions, please e-mail me. Thanks.
>

You could use a mono emulator like Sebra, or a better solution is to purchase a SVGA adapter that will let you use a cheap SVGA monitor as a mono ST monitor. I think Ken MacDonald of the TAF sells these, but not 100% sure.

Hope this helps

Simon

1792. Re: Where to get hold of an ST

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 21:16:31 UTC
From: claytone@foxinternet.com
Message-ID: <3c7e9e2f_1@news.foxinternet.com>
Source record: 37346

Hi Spanner-

It would be really helpful if you'd let us all know WHERE you
are. I have a few "extra" STs sitting in a box, and I'd let them
go for very little $, but I don't know where you are. These
things are pretty big, and the cost of shipping can unfortunately
offset any low price you might find. If you live in the Seattle,
WA USA area, let me know. If not, perhaps there is someone in
your area who also has a few STs to sell or give away.

-Clayton Murray
Seattle, WA USA

On 28 Feb 2002 17:09:17 , "Spanner" wrote:
>Hi,
>
>Ive never owned an Atari, but many of my friends did at some point. Is
>there anywhere im likely to still get hold of an Atari STFM or STE. Are
>there any sites that might be worth a look to try buy one second hand.
>
>Thanks
>Spanner
>
>
>.

1793. broken falcon

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 21:19:58 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10202282216030.29347-100000@kairos>
Source record: 37347

Hi,

I have a falcon in a tower and for some reason today I tried to put the
memorycard in place and when I switched it back on something inside
exploded (atleaset thats what it sounded like).
I tried with a normal falcon PSU and it does start but all I get is a
white screen, no logo, no nothing, it does sound all right but just a
white screen..

I must have touched something inside, maybe shortcircuit something.

Any ideas?

Fredrik.

1794. Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 21:31:13 UTC
From: Stefan Goossens <stegoo@pi.be>
Message-ID: <a5m7j7hor1@reader05.wxs.nl>
Source record: 37348

Hi,

I'm been looking for a version of cubase to run on my ST.
Is thisstill being sold or should I look second hand?

Greetings,

Stefan

1795. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 22:17:20 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <r3zf8.17419$R16.2725995@news11-gui.server.ntli.net>
Source record: 37350

Hello.

"Stefan Goossens" <stegoo@pi.be> wrote in message
news:a5m7j7hor1@reader05.wxs.nl...
> Hi,
>
> I'm been looking for a version of cubase to run on my ST.
> Is this still being sold or should I look second hand?

I have new and used Cubase v3 in stock.

Barrie at Keychange.

1796. Re: Mailbox trashed

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 23:11:30 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1015011381.8561.1@eos.uk.clara.net>
Source record: 37377

Harry Baby!!!

| I've just had a little accident with my offline Email mailbox...
| ..little as in completely trashed and unrecoverable.

Tsk!, Tsk!.

| Apart from Hallvard's two Email's from earlier this week

If i got 2 emails a year i'd consider myself popular!!.

| and earlier ones from Spencer D which I'd printed off I've lost everything
sent to
| *_sidcelery@cix.co.uk_*

Say hello to that old slapper for me..

| Apologies if you think I'm being a bit quiet... resend if you can...

Apologies for you being quiet!!!!, whatever next.. 8-)

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.330 / Virus Database: 184 - Release Date: 28/02/02

1797. Re: So whats with Taf?

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 23:24:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1015011384.8561.3@eos.uk.clara.net>
Source record: 37378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hi rustynutt

My gast is flabbered, is it possible we are related??.

| Sorry for all the locals and their offspring that reside here, but....
|
| Sinplop, your the biggest ass I've never met. You have been the most
| ignorant ass for the last 5 or 6 years in all the Atari groups. You're
| a total dick head. This new "Dark Turd" kid holds nothing to you. He
| might as well just give up now, he could never meet your level of
| moronic intelligence. You serve no purpose. You're a maggot eating its
| way through the rotten fabric of your parent's upbringing. Did I say
| you're a total dick head? You're the green crap on a dog's dick.
| You're a festering puss blister. You are the balls of shit stuck to
| Marilyn Mansions ass.
| Unfortunately, you live in America, and you have the freedom of
| speech. Otherwise the Atari Jihad would have slit your nuts and
| stuffed them in your bloody gob many years ago.
| Wow, that felt good!

That's all been said before, most people have this very paragraph programmed onto an F-key or as a sig to replies to this schoolboy-worrying knob-crust sucker, but may I congratulate you anyway on your choice of terms, are you an English teacher by chance, did you extract these from one of my publications, if so feel free to use any more free of copyright malarkey!.

Keep up the good work..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.330 / Virus Database: 184 - Release Date: 28/02/02

1798. Re: Where to get hold of an ST

Newsgroup: comp.sys.atari.st
Date: 2002-02-28 23:47:43 UTC
From: Richard Stevens <ilikeu@lineone.net>
Message-ID: <3c7ec12f_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 37349

and again... if you are in the uk I could probably let
you have a 520STFM or E for not much.....

Failing that try E-bay..

Richard.

"Clayton Murray" <claytone@foxinternet.com> wrote in message
news:3c7e9e2f_1@news.foxinternet.com...
> Hi Spanner-
>
> It would be really helpful if you'd let us all know WHERE you
> are. I have a few "extra" STs sitting in a box, and I'd let them
> go for very little $, but I don't know where you are. These
> things are pretty big, and the cost of shipping can unfortunately
> offset any low price you might find. If you live in the Seattle,
> WA USA area, let me know. If not, perhaps there is someone in
> your area who also has a few STs to sell or give away.
>
> -Clayton Murray
> Seattle, WA USA
>
> On 28 Feb 2002 17:09:17 , "Spanner" wrote:
> >Hi,
> >
> >Ive never owned an Atari, but many of my friends did at some point. Is
> >there anywhere im likely to still get hold of an Atari STFM or STE. Are
> >there any sites that might be worth a look to try buy one second hand.
> >
> >Thanks
> >Spanner
> >
> >
> >.

1799. Re: Where to get hold of an ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 01:16:21 UTC
From: glenzabr@xmission.com
Message-ID: <a5mkol$gk6$2@news.xmission.com>
Source record: 37351

In article <3c7e9e2f_1@news.foxinternet.com>, claytone@foxinternet.com (Clayton Murray) wrote:
>Hi Spanner-
>
>It would be really helpful if you'd let us all know WHERE you
>are. I have a few "extra" STs sitting in a box, and I'd let them
>go for very little $, but I don't know where you are. These
>things are pretty big, and the cost of shipping can unfortunately
>offset any low price you might find. If you live in the Seattle,
>WA USA area, let me know. If not, perhaps there is someone in
>your area who also has a few STs to sell or give away.
>
>-Clayton Murray
>Seattle, WA USA
>

Do you remember the old Stormbringer BBS from Seatle????

>On 28 Feb 2002 17:09:17 , "Spanner" wrote:
>>Hi,
>>
>>Ive never owned an Atari, but many of my friends did at some point. Is
>>there anywhere im likely to still get hold of an Atari STFM or STE. Are
>>there any sites that might be worth a look to try buy one second hand.
>>
>>Thanks
>>Spanner
>>
>>
>>.

1800. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 04:18:01 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com>
Source record: 37352
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1801. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 06:34:44 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <8iFf8.88749$8d1.31475522@news1.rdc1.md.home.com>
Source record: 37353
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

www.myatari.com

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com...

blah blah blah

1802. Re: broken falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 06:46:26 UTC
From: rsmac@t-online.de
Message-ID: <1f8cv1e.17ocq441tmco8sN%rsmac@t-online.de>
Source record: 37354

Fredrik Egeberg <deez@algonet.se> wrote:

> memorycard in place and when I switched it back on something inside
> exploded (atleaset thats what it sounded like).

Shure you replace your memory board 1:1 to the memory port on mainboard?
It sounds (for me) as not.

Combel chip includes some error force routines, the point you get a
white screen only. Something (COBEL include) can be broken.

BEST method to force that problem is to get some answers
from an falcon testkit.

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

1803. Re: Need Monochrome Help!

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 08:30:01 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <j6Hf8.12520$O5.27538@nntpserver.swip.net>
Source record: 37356

Hi,

> I am running an Atari 1040st with 1 meg ram, a color monitor, and a Jaz 2 gig drive through ICD's "The Link" SCSI interface. What I need is a memory cost-effective way to emulate a monochrome screen on my Atari, have it be perfectably readable, and not use up a lot of memory. Preferable a solution that maps a mono screen onto a medium res monitor so that I can scroll about. If anyone has suggestions, please e-mail me. Thanks.

Have you tried SeBra? It offers several emulation modes, including scrolling med-res.

/Peter Persson

1804. Re: Where to get hold of an ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 08:37:45 UTC
From: Spanner <ben@mode4.net>
Message-ID: <t5Hf8.70526$Ah1.9037674@news2-win.server.ntlworld.com>
Source record: 37355

Thanks for the offer Clayton and Richard. Im in the UK, Cambridge area, and
i would be very interested in obtaining either an STFM or an E, i wouldn't
even be fussy which. Ill email you with my details Richard.

Thanks
Spanner

"Richard Stevens" <ilikeu@lineone.net> wrote in message
news:3c7ec12f_3@mk-nntp-1.news.uk.worldonline.com...
> and again... if you are in the uk I could probably let
> you have a 520STFM or E for not much.....
>
>
> Failing that try E-bay..
>
> Richard.
>
> "Clayton Murray" <claytone@foxinternet.com> wrote in message
> news:3c7e9e2f_1@news.foxinternet.com...
> > Hi Spanner-
> >
> > It would be really helpful if you'd let us all know WHERE you
> > are. I have a few "extra" STs sitting in a box, and I'd let them
> > go for very little $, but I don't know where you are. These
> > things are pretty big, and the cost of shipping can unfortunately
> > offset any low price you might find. If you live in the Seattle,
> > WA USA area, let me know. If not, perhaps there is someone in
> > your area who also has a few STs to sell or give away.
> >
> > -Clayton Murray
> > Seattle, WA USA
> >
> > On 28 Feb 2002 17:09:17 , "Spanner" wrote:
> > >Hi,
> > >
> > >Ive never owned an Atari, but many of my friends did at some point. Is
> > >there anywhere im likely to still get hold of an Atari STFM or STE.
Are
> > >there any sites that might be worth a look to try buy one second hand.
> > >
> > >Thanks
> > >Spanner
> > >
> > >
> > >.

>
>

1805. SPP 3.2 / 4.0

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 09:00:36 UTC
From: nospam@telebyte.nl
Message-ID: <Pine.MNT.4.31.0203010949240.123-100000@easymint>
Source record: 37357

I just got my update from Score Perfect Pro 3.2 to 4.0, which is unfortunately the final and not anymore supported Atari version of this very good music scoring program.

Both in my 3.2 and 4.0 versions the "outlined" or "umrandet" (in German) fontselection has mysteriously disappeared from the menu. But my old SPP score files that contain such a font (especially nice for TITLE text) are still shown correctly with an outlined font !!??

Any SPP users here who have noticed this too ?

Another thing: SPP doesn't like my CT2b. The graphics get completely corrupted, the noteheads are not round but square, and many buttons are completely black. With the turbo switched off all is OK.

Martin Tarenskeen

1806. Re: detecting double clicks with evnt_multi().. HOW?!

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 10:08:57 UTC
From: parris_k@yahoo.com
Message-ID: <aa5c37da.0203010208.439ac191@posting.google.com>
Source record: 37358

Tack sï¿½ mycket Eric! My lattice C manuals don't make this very clear at all..

1807. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 11:57:34 UTC
From: Carbon <carbon@spam.carboncopy.tk>
Message-ID: <81Kf8.20321$R16.3062947@news11-gui.server.ntli.net>
Source record: 37359

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:r3zf8.17419$R16.2725995@news11-gui.server.ntli.net...
> Hello.
>
> "Stefan Goossens" <stegoo@pi.be> wrote in message
> news:a5m7j7hor1@reader05.wxs.nl...
> > Hi,
> >
> > I'm been looking for a version of cubase to run on my ST.
> > Is this still being sold or should I look second hand?
>
> I have new and used Cubase v3 in stock.
>
> Barrie at Keychange.
>

ï¿½149 quid though!

Blimey

1808. Re: broken falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 11:58:34 UTC
From: Carbon <carbon@spam.carboncopy.tk>
Message-ID: <52Kf8.20325$R16.3063278@news11-gui.server.ntli.net>
Source record: 37360

"Fredrik Egeberg" <deez@algonet.se> wrote in message
news:Pine.SOL.4.10.10202282216030.29347-100000@kairos...
> Hi,
>
> I have a falcon in a tower and for some reason today I tried to put the
> memorycard in place and when I switched it back on something inside
> exploded (atleaset thats what it sounded like).
> I tried with a normal falcon PSU and it does start but all I get is a
> white screen, no logo, no nothing, it does sound all right but just a
> white screen..
>
> I must have touched something inside, maybe shortcircuit something.
>
> Any ideas?
>
> Fredrik.
>

Shit dude, thats bad news. I hope it ends up ok for you

Carbon

1809. Re: Ethernet Board Info

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 12:07:14 UTC
From: "Derryck Croker"
Message-ID: <1015054700-109146AEicMi@ntlworld.com>
Source record: 37393

From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Date: Thu, 28 Feb 2002 02:32:51 -0500

>adapter I can't even test what I produce, if I actually COULD produce
>decent results with this evil press-n-peel transfer paper. I apologize to

That's a shame - but please chuck that paper in the bin and use a UV
lightbox (you can make one very easily) with transparency film and coated
PCBs when you return to this project. You're wasting your time with that
stuff, believe me.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1810. Re: WTB Networking Solution

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 12:43:08 UTC
From: "Derryck Croker"
Message-ID: <1015054704-109759AEicMi@ntlworld.com>
Source record: 37394

From: "James Pirie" <james.pirie@zetnet.co.uk>
Date: Thu, 28 Feb 2002 11:14:36 -0000

>> Magxnet is coming along very nicely and there's plenty of goodies in the
>pipe-
>> line :-)
>
>I am interested in networking my Falcon with a PC desktop. The PC has a
>Network card as standard, Ethernet 10/100??, is this going to be a
>possibility?

Yes. I recommend Mille Babic's home page as a good starter - except that the
LAN configuration html pages don't work. He's got a link to Vassilis' page
there. Try www.google.com to find the URL.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1811. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 13:31:43 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <psLf8.71256$Ah1.9317041@news2-win.server.ntlworld.com>
Source record: 37361

Hello.

> > > I'm been looking for a version of cubase to run on my
ST.
> > > Is this still being sold or should I look second
hand?
> >
> > I have new and used Cubase v3 in stock.
> >
> > Barrie at Keychange.
> >
> > £149 quid though!
>
> Blimey

Blimey is slang for ' Blind me '.....

Your point? £149 is for new packages, I do have used one
for less.

Q. Have you seen the London price?
Q. Do you actually use Cubase? Genuine or stolen?
Q. What efforts do you make to support and maintain the
Atari?
Q. Are you just one of the price whingers?
Q. Do I really care about your opinion?

Also, I post my name, you hide behind a nom de plume......

Barrie at Keychange.

1812. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 13:36:51 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <ZBLf8.12530$O5.27454@nntpserver.swip.net>
Source record: 37362

> Your point? £149 is for new packages, I do have used one
> for less.
>
> Q. Have you seen the London price?
> Q. Do you actually use Cubase? Genuine or stolen?
> Q. What efforts do you make to support and maintain the
> Atari?
> Q. Are you just one of the price whingers?
> Q. Do I really care about your opinion?

I agree with both of you. But the thing is Cubase is not supported anymore.
At all. Steinberg will not even reply to Cubase-Atari related emails
anymore.
That is why the price may seem a bit high for some.
Personally, I think it is pretty cheap if you think about the power of the
program.

/Peter

1813. Re: How to make images from copy protected

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 14:23:30 UTC
From: ebaiz@skyenet.net
Message-ID: <C9Mf8.65$w82.101892@newsfeed.slurp.net>
Source record: 37363

On 25 Feb 2002 16:40:42 , "Son of man" wrote:
>Any software that makes st image files on PC from copy protected Atari ST
>3.5" disks?

There has to be since I have seen some commerical games that are in ST
image file format.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1814. Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 14:23:41 UTC
From: ebaiz@skyenet.net
Message-ID: <N9Mf8.66$w82.101935@newsfeed.slurp.net>
Source record: 37364

On 25 Feb 2002 19:10:53 , "Joshua Kaijankoski" wrote:
>> The ST was fine, but the Amiga was superior in every way...thats all I'm
>> saying...
>
>Why are you saying that?
>
>Joshua.

That would be my question also. The Amiga was better in graphic
cabability and sound. With the coming of the STe, that closed the gap
significantly. The ST always has and still is superior in ease of use,
MIDI and stability. The ST monitors are better also. Both computers are
great and both have their high and low points. Now the subject should
be dropped.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1815. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 14:29:23 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3c7f9042_1@news.nwlink.com>
Source record: 37365
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Why the discourtesy?

Don
Vancouver, USA

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:8iFf8.88749$8d1.31475522@news1.rdc1.md.home.com...
> www.myatari.com
>
>
>
> "Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> news:Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com...
>
> blah blah blah
>
>

1816. Ethernet Controller?

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 16:35:52 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C7FADE8.864C45EB@a.a>
Source record: 37367

Has anyone tried to use this device to connect to the ST/TT/FALCON?

http://www.embeddedethernet.com/

The chip that they use is the CS8900A:

http://www.crystal.com/pubs/cs8900a-4.pdf?DocumentID=532

I believe that this chip has two modes, one is direct connect to
an ISA bus. Maybe this chip could be used to make a board
specifically for the atari.

--Chris

1817. Re: Wanted! - Rom Port Ethernet Adapter

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 16:36:49 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3C7FAD0B.A0F097ED@village.uunet.be>
Source record: 37366

howdy...

Richard Stevens wrote:
>
> Does anyone have or know where I can get hold of a ROM Port Adapter
> to allow me to connect a D-Link Parallel port Ethernet card?

Think you'll have to make one yourself... plans and detailed info is available
here :
http://gallery.uunet.be/saka/atari/ethernet/dlink.htm

Also, there are no drivers for any common tcp-ip stack (i.e. Sting or
Mintnet/magicnet) available, only for TUWTCPIP.

If you have an asci-port on your atari consider once thee acsi<->ethernet
solution. more info here :
http://gallery.uunet.be/saka/atari/ethernet/ethernea.htm
Think Elmar has prefabricated boards. Don't know if they're in production yet.

If you can wait a little, then wait and see the new ROM-port adaptors that
will be available in the future.

Hope this helps...

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

1818. Re: WTB Networking Solution

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 16:50:44 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3C7FB04E.28EAD7BB@village.uunet.be>
Source record: 37368

Howdy,

> But you seem to mean an Ethernet solution for Atari... A harder question
> to answer is how to get the Ethernet adapters.

I thaught the TT had an ACSI port. Please correct me if I'm wrong.
You should contact Elmar Hilgart once. Thaught he released his ACSI Ethernet
Adapter II and Sting drivers for that should be available.

Otherwise you can always try the ACSI<->ISA Ethernet solution also. But then
you need an NE2000 compatible ISA Ethernet card.

More info on these pages :

http://gallery.uunet.be/saka/atari/ethernet/ethernea.htm
http://www.asamnet.de/~hilgarte/acsi2ether2.htm

Hope this helps :-)

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

1819. Re: Wanted! - Rom Port Ethernet Adapter

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 17:39:58 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5oede$6$1@snipp.uninett.no>
Source record: 37369

Karl Samyn <saka@village.uunet.be> wrote:

> Also, there are no drivers for any common tcp-ip stack (i.e. Sting or
> Mintnet/magicnet) available, only for TUWTCPIP.

There is a MiNT-Net driver available for the D-Link.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1820. Re: Wanted! - Rom Port Ethernet Adapter

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 17:49:08 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3C7FBDFE.181974E2@village.uunet.be>
Source record: 37370

Jo Even Skarstein wrote:
>
> Karl Samyn <saka@village.uunet.be> wrote:
>
> > Also, there are no drivers for any common tcp-ip stack (i.e. Sting or
> > Mintnet/magicnet) available, only for TUWTCPIP.
>
> There is a MiNT-Net driver available for the D-Link.

Yes, let me correct the statement I made in an earlier mail...
It is part of the FreeMint 1.15.12 pakage and can also be found here :

ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12/

Nevertheless... if you can find a DE600 then you're a lucky guy... searched
for one 5 years ago and couldn't find one...

Greets,

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

1821. Re: Ethernet Controller?

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 18:11:56 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <SDPf8.12544$O5.27614@nntpserver.swip.net>
Source record: 37372

I've had a look at that chip too, it looks fairly easy to implement
something using it.

/Peter

1822. EtherNea?

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 18:12:55 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <NEPf8.12545$O5.27300@nntpserver.swip.net>
Source record: 37373

Hi,

Everyone tried the EtherNea adapter? I am about to make one.

/Peter

1823. FA: Atari SF354 3.5" floppy drive external

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 18:15:41 UTC
From: kurtm22@netscape.net
Message-ID: <9025eb97.0203011015.55f5bd25@posting.google.com>
Source record: 37371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2006617471

Thanks,

Kurt

1824. Art4Kids

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 18:46:34 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a5oia9gdr1@news.tpi.pl>
Source record: 37374

Hi,
I am desperately looking for an old program called Art4Kids
(Art For Kids) - a TT version. It was available in three
versions: one for STE, one for Falcon and one for TT.
I have the Falcon version, but it does not work on TT :-(

I would be very grateful if someone could send me a working
copy of the TT version, or could sell me an original one (for
a reasonably low price, please......)

--
Grzegorz Pawlik
http://marijuana.atari.org/

1825. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 19:25:07 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <KDQf8.28747$Hg1.4400421@news6-win.server.ntlworld.com>
Source record: 37375

Hello.

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in
message news:ZBLf8.12530$O5.27454@nntpserver.swip.net...
> > Your point? £149 is for new packages, I do have used
one
> > for less.
> >
> > Q. Have you seen the London price?
> > Q. Do you actually use Cubase? Genuine or stolen?
> > Q. What efforts do you make to support and maintain the
> > Atari?
> > Q. Are you just one of the price whingers?
> > Q. Do I really care about your opinion?
>
> I agree with both of you.

Hmmm......

> But the thing is Cubase is not supported anymore.
> At all. Steinberg will not even reply to Cubase-Atari
related emails
> anymore.

They answer my emails.

This turkey has more lives than a cat. What more support
does Cubase on the Atari need?

Genuine packages work, full stop.

It and Notator are in constant use world-wide making a lot
of money for a lot of people.

> That is why the price may seem a bit high for some.

No. They just want a very good piece of software for
nothing. They care nowt for the programmers or the users who
origionally paid several hundred pounds for it. Greedy
***s.

> Personally, I think it is pretty cheap if you think about
the power of the program.

Correct.

Next....

Barrie at Keychange.

1826. Re: Where to get hold of an ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 19:30:41 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <XIQf8.28780$Hg1.4403905@news6-win.server.ntlworld.com>
Source record: 37376

Hello.

"Richard Stevens" <ilikeu@lineone.net> wrote in message
news:3c7ec12f_3@mk-nntp-1.news.uk.worldonline.com...
> and again... if you are in the uk I could probably let
> you have a 520STFM or E for not much.....

...or you can buy a refurbished ST from Keychange Music,
01925 266120.

Barrie at Keychange.

www.keychange.co.uk

1827. HDD cable?

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 21:16:50 UTC
From: Bill Bertram <no_spam_bb1678@hotmail.com>
Message-ID: <a5or3k$2np$1@newsg3.svr.pol.co.uk>
Source record: 37379
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I have an Atari SH024 hard drive unit, but no cable to connect it to my STE.
Does anyone know where I can get one? (in the UK) and for how much?

Thanks,

-Bill.

1828. STacy/Syquest

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 21:34:37 UTC
From: jdplace@prodigy.net
Message-ID: <NtSf8.19159$NO1.2771465383@newssvr15.news.prodigy.com>
Source record: 37381

```
Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, 4 MB Atari 1040STe /|\
2.0 GB HD, QPS CD-RW
Geneva, NeoDesk, Extendos Gold
```


```
Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, 4 MB Atari 1040STe /|\
2.0 GB HD, QPS CD-RW
Geneva, NeoDesk, Extendos Gold
```

1829. STacy/Syquest

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 21:34:41 UTC
From: jdplace@prodigy.net
Message-ID: <RtSf8.19160$KL1.2771265559@newssvr15.news.prodigy.com>
Source record: 37380

I recently bought a STacy with a Syquest drive. The drive does not boot,
and I have no drivers to access it. Can anyone help?

Thanks!
Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, 4 MB Atari 1040STe /|\
2.0 GB HD, QPS CD-RW
Geneva, NeoDesk, Extendos Gold

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, 4 MB Atari 1040STe /|\
2.0 GB HD, QPS CD-RW
Geneva, NeoDesk, Extendos Gold

1830. Re: Wanted! - Rom Port Ethernet Adapter

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 21:44:39 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5oso7$3a7$2@snipp.uninett.no>
Source record: 37382

Karl Samyn <saka@village.uunet.be> wrote:

> Nevertheless... if you can find a DE600 then you're a lucky guy... searched
> for one 5 years ago and couldn't find one...

I actually found one pretty easy, but I had it sitting around for ages
without making the adapter. Making a good PCB was too difficult and
expensive for an amateur like me. I traded the D-Link for a 2.5" disk
IIRC.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1831. Re: TOS 2.06 and icons

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 22:52:12 UTC
From: vdjole@EUnet.yu
Message-ID: <a5p0mp$1l7$1@news.eunet.yu>
Source record: 37384

On 28 Feb 2002 01:45:34 , Hallvard Tangeraas wrote:

>> There is a patch (called SHELLBUF or so) to enable using larger NEWDESK.INF (up to 32KB, I think).
>
>But this is only available as a file for patching TOS for later making
>your own custom TOS 2.06 EPROMs as far as I know -is something like this
>available for an AUTO folder patch as well?

I think so- e.g. shbuf_13.lzh in the pub/atari section at ftp.cs.tu-berlin.de
Did not try that because I changed the TOS image as you said above, so I do not know the details.

>> There is also a limitation to the number
>> of icons that can be placed on the desktop
>[...]
>What's the name of this patch? Anyone know more about this as it would
>be useful for the user-guide?

AFAIK it exists only as a patch for changing the TOS image (in the utility that was mentioned here several times). The 2nd internal resource file of TOS has to be changed (form #11). It is described under NEWDESK/RSC patch in the command file for that utility. I suspect that this patch is meaningful only in rare situation when TOS 2.06 rus on a machine with a larger-than-standard screen resolution (an emulator perhaps?)

cu;

1832. rtdos website update notification

Newsgroup: comp.sys.atari.st
Date: 2002-03-01 23:00:40 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203011500.3f9e2004@posting.google.com>
Source record: 37383

http://rtdos.tripod.com

1833. Atari SC1224 monitor compatibility?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 02:27:54 UTC
From: "C.R.C" <ansalong98@yahoo.com>
Message-ID: <3c803a48@nexus.comcen.com.au>
Source record: 37318

Hello there,

I currently own an Atari SC1224 monitor. I am thinking about purchasing an Atari 520ST, but I want to make sure that the monitor will work with it first. Can you please let me know whether or not the monitor will work (i.e., display correctly) with the keyboard/unit? Thank you for your help.

C.R.C

1834. Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 03:15:09 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203011915.66ca417c@posting.google.com>
Source record: 37385

What is the best ovl to use with cab? I'm on a CT2B Falcon, MagiC.

1835. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 04:46:52 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8A5C36C.2854%atarilp@hotmail.com>
Source record: 37386

in article 2f399fc7.0203011915.66ca417c@posting.google.com, Wayne Martz at wmartz@firstpresdalton.org wrote on 3/1/02 10:15 PM:

> What is the best ovl to use with cab? I'm on a CT2B Falcon, MagiC.

If you need SSL the mint ovl is the only one that can do that.
Otherwise Dan's OVL works pretty darn good.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1836. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 05:37:08 UTC
From: Robert Schaffner <rsmac@t-online.de>
Message-ID: <rsmac-D54883.06370702032002@news.t-online.com>
Source record: 37387

In article <2f399fc7.0203011915.66ca417c@posting.google.com>,
wmartz@firstpresdalton.org (Wayne Martz) wrote:

> What is the best ovl to use with cab? I'm on a CT2B Falcon, MagiC.

booklage cab.ovl
http://obooklage.free.fr/Atari/index.htm

Regards, Robert
--

-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1837. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 07:07:45 UTC
From: yves.rogne@free.fr
Message-ID: <3c807a41$0$8743$626a54ce@news.free.fr>
Source record: 37388

On 1 Mar 2002 19:15:09 -, Wayne Martz wrote:
�What is the best ovl to use with cab? I'm on a CT2B Falcon, MagiC.

Leute sie eine Hades rechner hat can mir schreiben f�r ein 68040 booklage
cab ovl zu haben.

MfG

1838. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 07:21:25 UTC
From: BMaedicke@t-online.de
Message-ID: <1f8errw.1mi2bum1afa9tkN%BMaedicke@t-online.de>
Source record: 37389

Robert Schaffner <rsmac@t-online.de> wrote:

> booklage cab.ovl

Oh no, I think, the OVL from Dan Ackermann is better. Itï¿½s support the
CABCHECK.MDL and by the Booklage.OVL isnï¿½t support anymore.

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

1839. Screen Captures on ST?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 07:55:40 UTC
From: gcarterpublic@aol.com
Message-ID: <20020302025540.01301.00001163@mb-de.aol.com>
Source record: 37390

Is there an easy and convenient way to do screen captures on the ST and the get them over to the PC in a common format (bmp, jpeg, etc)? Oh, and I have to transfer between the computers via floppy disk.

Thanks!!

1840. Re: SCREEN GRABBER & ETC

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 08:25:21 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c808c6f$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 37391

Hi Don!

On 24 Feb 2002 02:19:52 , Don Wolfe wrote:

> I want to copy some Recipes off the Internet without printing the
> whole file. Would a screen grabber accessory be the right tool to cut
> one recipe out ?? If so, what is the best ACC for the Atari and where
> can I D/L it ??

I would recommend Imagecopy. This is a commercial picture viewer/converter
that also enables you to hit ALT-HELP (the old GEM print screen combo)
that then gives you the chance to rubber band select a section of the
screen after which if you press Return will then ask you to save the
picture. Typically a .gif format file.

However as I said this is commercial software and I don't think it is
available for download. And AFAIK it is no longer sold as new.

Cheers!

James

| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
+---+ _/|| ||_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+---+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|

1841. Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 08:25:25 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c808c73$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 37392

Hi all!

Can anyone tell me how to turn on the Blitter on my Falcon?

Profile2 tells me that I have one but that it is turned off. Someone at the Cheshunt Computer Club thinks that MagiC turns it off for some reason.

I seem to remember from my days of having an ST that the General.CPX had an option for it, but the space for it when run on a Falcon has the CPU Cache button instead.

If I can turn it on, would there possibly be a problem with MagiC having it on?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1842. for sale in france

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 08:36:10 UTC
From: EdO <philippe.van-meenen@club-internet.fr>
Message-ID: <3c808f99$0$321$7a628cd7@news.club-internet.fr>
Source record: 37395

A guy is selling 2 TT and 1 Falcon on fr.comp.sys.atari
if someone is interested :o)

cheers

edo/sector one

1843. [ebay] ST System w/HD

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 09:14:57 UTC
From: John Kolak <jkolak@byu.edu>
Message-ID: <3C80988F.5DE07E29@byu.edu>
Source record: 37296

Offering an ST system including hard drive:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2006616667

Thanks for looking.

John

1844. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 10:58:24 UTC
From: "Derryck Croker"
Message-ID: <1015063618-892478AEicMi@ntlworld.com>
Source record: 37297

From: BMaedicke@t-online.de (Bernd Maedicke)
Date: Sat, 2 Mar 2002 08:21:25 +0100

>> booklage cab.ovl
>
>Oh no, I think, the OVL from Dan Ackermann is better. It`s support the
>CABCHECK.MDL and by the Booklage.OVL isn`t support anymore.

One of the third-party overlays won't let you use the autodownload module. I think it's Dan's.

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1845. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 11:32:19 UTC
From: tos4ever@pandora.be
Message-ID: <1f8f401.1qghukz1cyhd3qN%tos4ever@pandora.be>
Source record: 37298

Derryck Croker <derryck@.NOSPAMCRAPcix.co.uk> wrote:

> From: BMaedicke@t-online.de (Bernd Maedicke)
> Date: Sat, 2 Mar 2002 08:21:25 +0100
>
> >> booklage cab.ovl
> >
> >Oh no, I think, the OVL from Dan Ackermann is better. It`s support the
> >CABCHECK.MDL and by the Booklage.OVL isn`t support anymore.
>
> One of the third-party overlays won't let you use the autodownload module. I
> think it's Dan's.

One thing to bear in mind is that only the MiNT-net ovl and Dan's ovl
are still maintained. The rest included the original Iconnect ovl are
dead. The Booklage ovl can't even handle Cookies.

IMHO, the MiNT-net ovl is the best.

CU,
Martin

1846. Re: Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 12:04:03 UTC
From: steve666@clara.co.uk
Message-ID: <1f8f2o8.36ajh6191disgN%steve666@clara.co.uk>
Source record: 37299

i know that when i've got nvdi installed (err like all the time!) then
this will automattically turn off the blitter.. maybe it's faster
without it?? Dunno about MagiC tho...
Even so, there'll be no problem turning it back on whatever the OS
you're using. I use Gem with NVDI and mine is always off at startup!
I simply use a cpx CP to turn the blitter back on. Check out any decent
web or ftp sites, but i'll email you mine if you like.
Steve

> Can anyone tell me how to turn on the Blitter on my Falcon?
>
> Profile2 tells me that I have one but that it is turned off. Someone at
> the Cheshunt Computer Club thinks that MagiC turns it off for some reason.
>
> I seem to remember from my days of having an ST that the General.CPX had
> an option for it, but the space for it when run on a Falcon has the CPU
> Cache button instead.
>
> If I can turn it on, would there possibly be a problem with MagiC having
> it on?

1847. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 12:29:18 UTC
From: Robert Schaffner <rsmac@t-online.de>
Message-ID: <rsmac-EF30FC.13291802032002@news.t-online.com>
Source record: 37300

In article <1015063618-892478AEicMi@ntlworld.com>,
Derryck Croker <derryck@.NOSPAMCRAPcix.co.uk> wrote:

> One of the third-party overlays won't let you use the autodownload module. I
> think it's Dan's.

Jep. Authentication work with Danï¿½s also? I think not.
(Last time i used Danï¿½s)

Regars, Robert

--

-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1848. Ataris on a Amiga show today!

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 12:39:12 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c80c7303ce571@tripnet.se>
Source record: 37301

Right now I'm sitting here on an Amiga show writing this with my poor Atari... Unfortunately I have not yet seen any darklings here :-) A pity, specially since we are located very near to the Gï¿½ta ï¿½lv river here in Gothenburg.

Anyway, the Swedish Atari Club SAK is here with a TT, Hades, Falcon, Stacy and a Jaguar on display. Add to that a PC running MagicPC and my little Cassiopeia WinCE, all connected via tcp/ip and the setup is quite complete. Well the Jaguar is offline right now...

There is a webcame here somewhere but I don't think we will be on display. The address is http://www.weemeet.net/wwwamigbgcom/live/ and the show will end 3 1/2 hours from now.

All Amiga people are very nice and interested in our stuff. So, there have been now fights yet :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1849. Re: How to make images from copy protected

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 13:43:05 UTC
From: defjam <s1796217@inf.tu-dresden.de>
Message-ID: <3C80D6E9.3CB15D08@inf.tu-dresden.de>
Source record: 37262

Maybe that have been cracks? ;)

1850. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 14:37:41 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0203021527240.128-100000@easymint>
Source record: 37302

On Sat, 2 Mar 2002, Martin Byttebier wrote:

> > >> booklage cab.ovl
> > >
> > >Oh no, I think, the OVL from Dan Ackermann is better. It`s support the
>
> One thing to bear in mind is that only the MiNT-net ovl and Dan's ovl
> are still maintained. The rest included the original Iconnect ovl are
> dead. The Booklage ovl can't even handle Cookies.

Slightly different topic: I have tried several times to get a registered version of CAB 2.8. I was willing to buy it (via ACN, the dutch distributor for lots of Atari stuff) but after several phonecalls and e-mails they still haven't been able to get their hands on it. Now I'm getting my money back from them and have to keep working with the demo version. (With demo startup delay, no Hotlist, and limited access to the Modules :-( ). Unless someone knows how I can get a fully working version. I do have a registered version of 2.7.

Martin tarenskeen

1851. Re: Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 17:07:52 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a5r0td$e0q$1@news6.svr.pol.co.uk>
Source record: 37303

I have heard this too, it is probably quicker for NVDI and Magic (which contains parts of NVDI I think) to do screen draws, etc with the CPU rather than the Blitter. As to why it is turned off; may just be a setting in software (i.e. I will or will not use the Blitter) or if it is actually switched off then it may save some bandwidth on the BUS (much like turning the Videl chip to a lower res), this is of course speculation rather than fact.

Elliot...

"Steve" <steve666@clara.co.uk> wrote in message news:1f8f2o8.36ajh6191disgN%steve666@clara.co.uk...
> i know that when i've got nvdi installed (err like all the time!) then
> this will automattically turn off the blitter.. maybe it's faster
> without it?? Dunno about MagiC tho...
> Even so, there'll be no problem turning it back on whatever the OS
> you're using. I use Gem with NVDI and mine is always off at startup!
> I simply use a cpx CP to turn the blitter back on. Check out any decent
> web or ftp sites, but i'll email you mine if you like.
> Steve
>
> > Can anyone tell me how to turn on the Blitter on my Falcon?
> >
> > Profile2 tells me that I have one but that it is turned off. Someone at
> > the Cheshunt Computer Club thinks that MagiC turns it off for some reason.
> >
> > I seem to remember from my days of having an ST that the General.CPX had
> > an option for it, but the space for it when run on a Falcon has the CPU
> > Cache button instead.
> >
> > If I can turn it on, would there possibly be a problem with MagiC having
> > it on?

1852. Re: Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 17:12:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1015188176.15846.1@eurus.uk.clara.net>
Source record: 37341

Hi Dude

| Can anyone tell me how to turn on the Blitter on my Falcon?

Ive been here before, i didnt think the Falc had a blitter!.

| Profile2 tells me that I have one but that it is turned off. Someone at
| the Cheshunt Computer Club thinks that MagiC turns it off for some reason.

Profile is a piece of shitte, there's that APP by that french geezer wots
much more intensive, and works in any resolution.

| I seem to remember from my days of having an ST that the General.CPX had
| an option for it, but the space for it when run on a Falcon has the CPU
| Cache button instead.

Thats correct, the button switches on if a blitter is present, and if its
not lit!!..

| If I can turn it on, would there possibly be a problem with MagiC having
| it on?

My Blitter is on, with the PAK, NVDI and Magic.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.330 / Virus Database: 184 - Release Date: 28/02/02

1853. Re: Floppy disk problems

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 17:48:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a5r39f$1on$1@thorium.cix.co.uk>
Source record: 37304

In message <VUGe8.43411$rG.2088211507@newssvr14.news.prodigy.com>,
richard_anderson@pacbell.net said:

>I have only worked with a couple of tools on the ST, and that was a long
>time ago.
>I don't even recall the titles. I should still have them around. I do not
>remember
>any of them having access to non-record (non-sector) portions of the disk.

I have one somewhere, pretty ancient, but unfortunately can't
recall the name :-(IIRC, it didn't work on the Falcon, only ST,
wich is why it isn't on my hard drive.

>I haven't looked into getting one of these disks in a long time, so I have
>no idea on price and availability. The disk with the alignment signal
>recording
>is usually system independent. However, to use it on a machine, you need
>software
>to be able to seek to a specific track number, and activate the drive for a
>read
>without actually having the machine care about the data. This could also be
>done
>with a fairly simple device that would control the signals to drive needed
>to
>accomplish the testing.

If it's only tracking you are adjusting, couldn't you just rotate
the stepping motor until you got maximum signal off the head?

Regards, /Peter/

1854. SCSI HD problems on a Stacy

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 18:35:45 UTC
From: Diego Meozzi <dmeozzi@micronet.it>
Message-ID: <dmeozzi-745C8F.19354502032002@news.mclink.it>
Source record: 37305

I'm having some weird problems with the internal HD (42MB Conner) of my Stacy 4.
In the past, I had some problems booting from that disk, because (my fault) I installed two different HD drivers on it (Atari's AHDI and ICD driver). As I wanted to save the data written on that HD, I disassembled the Stacy (a daunting task), and put that disk on an ICD external box with DME-SCSI interface, connected to a Mega STE 4. I successfully made the back-up of all the data of the Stacy's HD and then I reformatted it with Atari AHDI.
Unfortunately, when I put the HD back inside the Stacy, it is not recognized anymore by the computer. Even running ICD's "ID Check" doesn't show any unit connected.
Putting the same disk on the ICD SCSI box, it works. Putting it inside the Mega STE, it does not, as it happens inside the Stacy.
When I put the Mega STE 48MB HD inside the Stacy (too big to close the lid), that disk works, so Stacy's SCSI interface works.
I have tried to change the SCSI ID of the 42MB Conner disk, and to add the three small 8-pin terminators (taking them from Mega STE's HD), but it still doesn't work.
I've also tried to put a Quantum 80MB SCSI drive inside the Stacy, but - again - it is not recognized.

Does anybody have a suggestion to make that ��%�@ Conner HD (or any other SCSI HD that could fit) working again inside my Stacy?

Thanks for your help!

1855. Re: How to...

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 19:53:40 UTC
From: disciple7 <tcarman@telusplanet.net>
Message-ID: <85ag8.68863$Ym3.10902954@news0.telusplanet.net>
Source record: 37306

Back when I was first using ST's a common method of upgrading was to piggy-back DRAMs on top of the existing DRAMs. I'm sure there were some other little connections that had to be made on the board, though, and I can't tell you how that was done. You may want to check out ST Hardware Hacks at http://vezz.freeweb.supereva.it/ . He has instructions on a variety of RAM upgrades.

Tom Carman <><
The Sermonator

"Marijan" <mrmelody@net4u.hr> wrote in message
news:a4bo11$ai3j$1@as201.hinet.hr...
> ...upgrade memory on my Mega 1 ST?
>
>

1856. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 20:33:04 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c8136fa$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 37307

Hi, Hallvard, you're doing a great work. Comments follow extracts:-

On 28 Feb 2002 01:45:36 , Hallvard Tangeraas wrote:
>Charles Stanley <cstanley@zetnet.co.uk> wrote:
>
>> On 25 Feb 2002 06:19:08 , Hallvard Tangeraas wrote:
>> >Is there a way of making the computer boot from a floppy (i.e. if a
>> >floppy is inserted with AUTO programs and/or ACCessories) when a hard
>> >disk is connected (and turned on)?
>>
>> If memory serves (this is the routine on the TT and Hades):
>> 1. Switch power off and insert chosen floppy.
>> 2. Switch on and *as soon as* the power led lights up, hold ALTERNATE
>> 3. When the floppydrive led lights up, release Alternate.
>> 4. Wait a few seconds, then press any key.
>> If there are folders on the floppy for AUTO and CPX, they will be read.
>> (You can have AHDI.prg or HDDriver.prg in this AUTO).
>
>I tried the above and made it work a few times, other times not...
>Computers act weird sometimes!

I maybe should have added my own experiments to the above official
instructions:-

- 1. Make sure the hard-disk spins down to silence and then wait some, so
that the memory can drain completely. Go make coffee or have a p.
- 2. On the Hades, I sometimes had to hold down SH+ALT+CTRL.
- 3. ....
- 4. Er,... I think to shorten the interval before boot-up starts.

>First I could only get it to work if I did it like this:
>
>1) Make sure the floppy disk is inserted in the drive.
>2) Reset the machine (or turn on the power)
>3) (If power has been turned on or a cold-boot has been initiated) press
>any key, immediately followed by pressing (and keep holding down) the
><Alternate> key

- Well, pressing the ALT is the same as pressing any key.

> or...
>(after a warm-reboot) press (and keep holding down) the <Alternate> key.

- This never works for me, because (I presume) the memory still holds
the hard-disk info.

>4) The disk drive LED will light up
>5) After a short while you will hear the disk drive starting to read
>what's on the floppy. Immediately let go of the <Alternate> key.
- Yes.

>But now it works even though I keep holding down <Alternate> all the
>time through the boot process. Strange!
- Yes, this too.

>Since this sort of thing obviously depends on the hard disk driver (as
>holding down <Alternate> still reads the hard disk driver) it gets even
>more complicated to find out what is caused by TOS and what the hard
>disk driver controls. Anyway, with "HDdriver" as I usually use you boot
>from the floppy by pressing <A> (as pressing the boot drive's letter
>will boot from that drive), so I installed AHDI to do the above.

- Not for me to answer this: wait for Dr Uwe's helpful advice.

>By the way, I don't understand step 4 in your example -why do you have
>to press any key?

- See above.

>Below you'll find what I've written so far regarding all of this, for
>the TOS 2.06 user-guide.
>For floppy-only systems it seems that holding down <Control> doesn't do
>anything. The AUTO programs/ACCessories etc. are still loaded. Has
>anyone got other results?
>
>Please do tell me if I've gotten something wrong here...

No, no, no, no, yes! (To quote Dibley's you-know-who - sorry, folks: UK
tv joke). I'm sure others have other mileages. :)
I leave the following to them. It seems OK to me.

BTW, have you noticed than besides DESKICON.RSC (mono) there was
introduced a DESKCICN.rsc, the colour icons rsc (from when, I don't know),
which is what I have on C:\ ?

Power to your Atari elbow!
Charles.
>SNIPS>

1857. Re: Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 20:54:15 UTC
From: yves.rogne@free.fr
Message-ID: <3c813bf6$0$14918$626a54ce@news.free.fr>
Source record: 37308

Bonsoir tous,

Can anyone tell me how to turn on the Blitter on my Falcon?

I can't and I'm sorry that you can't do that from the desktop !

But some words about the blitter...
This chip don't have a lot of functions but do them quite fast. It maybe used for the screen but can be used by software for other purposes, and NVDI use it a lot and that's why it is so fast. That's you can't use the blitter with that accelerator.

Regards

1858. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 21:37:41 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <a5rib4$1o5a$1@news.comnet.co.nz>
Source record: 37310

> sinclap@yahoo.com at sinclap@yahoo.com wrote :
> > Why do you say that? The St is awesome, as in awesome as a door
> > stopper. Amiga ruled in that era..

I agree. Amiga rules when it comes to door stoppers - you just can't get a better door stopper than an Amiga (even the ST pales in comparison to Amiga door-stoppers).

(grin)

--

Quote for the month

"The A4000 was in the same price range as the A4000"
(An Amiga users flame in comp.sys.atari.st)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

1859. Re: Ataris on a Amiga show today!

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 21:48:17 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c8148082c57e20@tripnet.se>
Source record: 37309

On Sat 02-03-2002 13:39 (+0100) Kenneth Medin wrote:

>Right now I'm sitting here on an Amiga show writing this with my poor
>Atari... Unfortunately I have not yet seen any darklings here :-) A pity,

Back home from the Amiga show now and just got my home network back to normal. The Netgear RT314 NAT-box is really a must if you want to play with subnets on a big network where you have no access to the main router. So I had to let my home webserver TT run via Win-95 - NAT32 - nullmodem while at the show, lots of configurating...

It was really a nice experience to introduce Atari to a lot of Amiga people and also check out what an Amiga is capable of. If you have the opportunity to attend to a Amiga meeting with your Atari, don't hesitate to go there!

If anyone wants to see what we were doing there are some photos available now on the AmiGbg website:

http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020016.htm
Me and my TT. The Stacy is behind my head.

http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020017.htm
My TT to the left. Bertil Jï¿½gard (former SAK BBS sysop for many years) in the middle. Mille Babic with his pc running MagicPC to the right.

[I did btw. "infect" his XP MSIE with the latest vulnerability that lets a webpage run _any_ local program by just wisiting a webpage! "Unfortunately" it seems impossible to pass any parameters (like "format C:"). Check it out by going to http://atari.mine.nu/programs/sol.htm :-)]

http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020018.htm
Atari Jaguar in action.

http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020021.htm
My TT, MagicPC and Hades.

http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020022.htm
Mikael Ljungberg having fun on IRC with his Falcon.

http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020023.htm
Hades running Mint and NAES.

And there are quite a few more pictures with thumbnails at
http://www.weemeet.net/wwwamigbgcom/live/default.asp?sub=picturegallery

--
Kenneth Medin <kennethm@tripnet.se>

Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1860. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 23:02:33 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <dScg8.15741$yL2.1369643@bin6.nnrp.aus1.giganews.com>
Source record: 37311
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hardly a discourtesy. Actually a courtesy to those in the newsgroup.

Now I ask you:

"Auctions suck, ask me why!"
http://home.pacifier.com/~atari/auctions.htm

Why the discourtesy?

Paul

"Don Schmidt" <dschmidt@pacifier.com> wrote in message
news:3c7f9042_1@news.nwlink.com...
> Why the discourtesy?
>
> Don
> Vancouver, USA
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:8iFf8.88749$8d1.31475522@news1.rdc1.md.home.com...
> > www.myatari.com
> >
> >
> >
> > "Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> > news:Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com...
> >
> > blah blah blah
> >
> >
>
>
>

1861. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 23:07:06 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203021507.5c579ed9@posting.google.com>
Source record: 37312

Thanks for the responses, everyone!
Wayne

1862. Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 23:15:51 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203021515.33340351@posting.google.com>
Source record: 37313

Something a lot of Atari users could use, IMHO, are updated printer drivers. I'd think many Atarians would benefit from the ability to print Photo Quality images. The best choice would be NVDI,s stuff, since it is a standard. Perhaps the maintainers of Calumus, Photo Tip, Smurf, Aniplay and others would be interested in this? I'd expect it is possible, at least with machines able to run in true color. Is the number of colors an Atari able to run even an issue?
Wayne.

1863. Re: Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-02 23:21:11 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0203030015390.126-100000@easymint>
Source record: 37314

On 2 Mar 2002, James Haslam wrote:

> Hi all!
>
> Can anyone tell me how to turn on the Blitter on my Falcon?
>
> Profile2 tells me that I have one but that it is turned off. Someone at
> the Cheshunt Computer Club thinks that MagiC turns it off for some reason.
>
> I seem to remember from my days of having an ST that the General.CPX had
> an option for it, but the space for it when run on a Falcon has the CPU
> Cache button instead.
>
I have a general.cpx that has buttons for both Cache and Blitter. I also
have a little program called fcontrol (.acc or .app). I like this one
beacuse it's so simple. It has buttons to switch on/off Falcon's keyklick,
loudspeaker, blitter, and cache, and that's about it.

Martin Tarenskeen.

1864. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 00:21:31 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a5rqab$g7n$1@reader2.panix.com>
Source record: 37315

Wayne Martz <wmartz@firstpresdalton.org> writes:

: Something a lot of Atari users could use, IMHO, are updated printer
: drivers. I'd think many Atarians would benefit from the ability to
: print Photo Quality images. The best choice would be NVDI,s stuff,
: since it is a standard. Perhaps the maintainers of Calumus, Photo Tip,
: Smurf, Aniplay and others would be interested in this? I'd expect it
: is possible, at least with machines able to run in true color. Is the
: number of colors an Atari able to run even an issue?
: Wayne.

Just what is it you are asking for? The last time this topic
came up here, it was concluded, I think, that Photo Quality was in fact
edge enhancement, which Calamus does with either Starscreening or
FM filtering. Epson literature shows photo quality output to a 720 dpi
printer. At least, that is what they call it.

Further beating on the greasy stain where the dead horse used to be, one
might note that an old version of Calamus came with a printer driver
generator, and that can still be used. The problem is the printers, and
money is the solution to that. Getting the printer commands for the latest
printer from the manufacturer, after you find out which division sells it,
means buying the same 200 page book you bought last year, with four new
pages at the end, and I did not do that last year or this year.

To make things even more complicated, there is fVDI, too.

So, is what we need already somewhat available, saving and printing from
Calamus, or is is something else?

Of course, having had Calamus for years, I just cannot conceive of anyone
not having it, but it is more than a bit pricy for new purchase. I do not
know if the light version will run the now-free lower-resolution
StarScreening module, or the filter module with FM filtering.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1865. Re: Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 00:42:06 UTC
From: rand@cd.chalmers.se
Message-ID: <a5rrgu$2kl$1@nyheter.chalmers.se>
Source record: 37316

In article <3c813bf6$0$14918$626a54ce@news.free.fr>,
M�gamodeste <yves.rogne@free.fr> wrote:
>Bonsoir tous,
>
>Can anyone tell me how to turn on the Blitter on my Falcon?

The blitter chip is never really turned off. It is just not used by
NVDI (or fVDI for that matter). IIRC, the original VDI on the Falcon
had no software equivalent to the stuff it used the blitter for, and
it was therefore impossible to 'turn it off'.

>I can't and I'm sorry that you can't do that from the desktop !

You shouldn't be. You're generally better off without using the
blitter (as long as you have a decent VDI).

>This chip don't have a lot of functions but do them quite fast. It maybe used

The Atari blitter only does blits (block image transfers), with simple
logical operations between source and destination. It might have been
somewhat useful in the old 68000 machines, but even the 16 MHz '030 in
a standard Falcon is able to keep up with it (and since there is no
setup overhead when using the CPU, it often turns out faster).
(Trying to use the blitter for the VDI when you have a CPU card with
its own memory is a very bad idea.)

>for the screen but can be used by software for other purposes, and NVDI use it

I've never heard of any software using the blitter for anything except
screen related (not necessarily to/from the screen) blits.
It's certainly possible, but not likely to buy you any noticeable
extra performance.

>a lot and that's why it is so fast. That's you can't use the blitter with that
>accelerator.

NVDI does _not_ (normally) use the blitter. And that's one of the
reasons it's fast (the same thing applies to fVDI). ;-)

You can use the blitter yourself without worrying about whether the
desktop thinks it's 'disabled' or not. It's not terribly pleasant to
work with when bypassing the VDI, though, and as I said, it won't do
you much good in any case.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se

| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1866. FA: Additive resynthesizer (ADAP + Avalon)

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 01:56:23 UTC
From: mrdelurk@aol.com
Message-ID: <mrdelurk-ya02408000R0203021603270001@news-server.hawaii.rr.com>
Source record: 37317
Cross-posted to: rec.music.makers.marketplace,rec.audio.pro,comp.sys.atari.st,hawaii.ads.forsale

If you want to do additive resynthesis and can't spend $20,000 on a used Technos Axcel Resynthesizer, a Fairlight III or a high-end Synclavier, check out this "Hacker's Synclavier" setup.

For a few hundred bucks it will let you do such resynthesis tricks on an Atari ST that will make all those high-ticket keyboards balk.

Pictures and details at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1521361625

1867. Re: STacy/Syquest

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 02:51:05 UTC
From: jdplace@prodigy.net
Message-ID: <tcgg8.16964$x95.2221293665@newssvr17.news.prodigy.com>
Source record: 37319

>I recently bought a STacy with a Syquest drive. The drive does not boot,
>and I have no drivers to access it. Can anyone help?
>
>Thanks!
> Joseph D. Place
> jdplace@prodigy.net
> /|\ Powered by 16 Mhz, 4 MB Atari 1040STe /|\
> 2.0 GB HD, QPS CD-RW
> Geneva, NeoDesk, Extendos Gold

It turns out the drive was not spinning up. For some reason after trying
many times taking it out and re-inserting it, it finally came to life.
There were ICD drives on the cartridge, and I can also access it with AHDI.
It seems to be working great now.

1868. Re: SCSI HD problems on a Stacy

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 03:03:43 UTC
From: jdplace@prodigy.net
Message-ID: <jogg8.16988$qs5.2222497947@newssvr17.news.prodigy.com>
Source record: 37320

On 2 Mar 2002 19:35:45 +, Diego Meozzi wrote:
>I'm having some weird problems with the internal HD (42MB Conner) of my
>Stacy 4.
>In the past, I had some problems booting from that disk, because (my
>fault) I installed two different HD drivers on it (Atari's AHDI and ICD
>driver). As I wanted to save the data written on that HD, I disassembled
>the Stacy (a daunting task), and put that disk on an ICD external box
>with DME-SCSI interface, connected to a Mega STE 4. I successfully made
>the back-up of all the data of the Stacy's HD and then I reformatted it
>with Atari AHDI.
>Unfortunately, when I put the HD back inside the Stacy, it is not
>recognized anymore by the computer. Even running ICD's "ID Check"
>doesn't show any unit connected.
>Putting the same disk on the ICD SCSI box, it works. Putting it inside
>the Mega STE, it does not, as it happens inside the Stacy.
>When I put the Mega STE 48MB HD inside the Stacy (too big to close the
>lid), that disk works, so Stacy's SCSI interface works.
>I have tried to change the SCSI ID of the 42MB Conner disk, and to add
>the three small 8-pin terminators (taking them from Mega STE's HD), but
>it still doesn't work.
>I've also tried to put a Quantum 80MB SCSI drive inside the Stacy, but -
>again - it is not recognized.
>
>Does anybody have a suggestion to make that ��%�@ Conner HD (or any
>other SCSI HD that could fit) working again inside my Stacy?
>
>Thanks for your help!
>.

Have you tried with ID 0? I've heard that the internal controller on
STacy/MEGA STs can only use that ID. Also, make sure the drive is properly
terminated. I'm not sure if the drive needs to be set to power the SCSI
bus or not, that would be something else to try. Parity is also an issue
with some controllers. Perhaps you've tried all this, but these are some
of the things that can cause problems. Good luck.

Joseph Place

1869. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 03:54:11 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3c819e5a_2@news.nwlink.com>
Source record: 37321
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Your message came through here with your response to Bravo Sierra's message with "blah, blah, blah" and without a comment toward the original poster you drop in some auction site.

BTW, Bravo Sierra has some good Atari goodies at fair prices.

Don
Vancouver, USA

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:dScg8.15741$yL2.1369643@bin6.nnrp.aus1.giganews.com...
> Hardly a discourtesy. Actually a courtesy to those in the newsgroup.
>
> Now I ask you:
>
> "Auctions suck, ask me why!"
> http://home.pacifier.com/~atari/auctions.htm
>
> Why the discourtesy?
>
> Paul
>
>
> "Don Schmidt" <dschmidt@pacifier.com> wrote in message
> news:3c7f9042_1@news.nwlink.com...
> > Why the discourtesy?
> >
> > Don
> > Vancouver, USA
> >
> >
> > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> > news:8iFf8.88749$8d1.31475522@news1.rdc1.md.home.com...
> > > www.myatari.com
> > >
> > >
> > >
> > > "Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> > > news:Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com...
> > >
> > > blah blah blah
> > >
> > >
> > >

> >
> >
>
>

1870. cable modem problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 04:23:17 UTC
From: Lonny Pursell <gfa@basic.net>
Message-ID: <B8A70F65.28CE%gfa@basic.net>
Source record: 37322

Hi,

I have an RCA DCM-235 which seems to have a problem. Anyone know how to
update the firmware for this modem?

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1871. Re: Atari SC1224 monitor compatibility?

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 05:46:45 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203022146.5861f7b7@posting.google.com>
Source record: 37323

"C.R.C" <ansalong98@yahoo.com> wrote in message news:<3c803a48@nexus.comcen.com.au>...
> Hello there,
>
> I currently own an Atari SC1224 monitor. I am thinking about purchasing an
> Atari 520ST, but I want to make sure that the monitor will work with it
> first. Can you please let me know whether or not the monitor will work
> (i.e., display correctly) with the keyboard/unit? Thank you for your help.
>
> C.R.C

Most definately. The 1224 was designed for the 520ST series.

Galen

1872. Re: Atari SC1224 monitor compatibility?

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 06:01:39 UTC
From: Robert Schaffner <rsmac@t-online.de>
Message-ID: <rsmac-D39A6F.07013903032002@news.t-online.com>
Source record: 37324

In article <3c803a48@nexus.comcen.com.au>,
"C.R.C" <ansalong98@yahoo.com> wrote:

> I currently own an Atari SC1224 monitor. I am thinking about purchasing an

Any "SM" or "SC" monitor work to any Atari they had the 13 pin round
Atari video connector.

Regards, Robert

--

-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1873. Re: APP and PRG applications

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 07:03:54 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <D1kg8.12712$O5.28011@nntpserver.swip.net>
Source record: 37325

It's identical, except that the APP extension cannot be used in the autofolder. I think an APP is supposed to defenitely be a GEM program, while PRG can be anything.

/Peter

1874. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 08:21:50 UTC
From: "Derryck Croker"
Message-ID: <1015221704-83301AEicMi@ntlworld.com>
Source record: 37251

From: wmartz@firstpresdalton.org (Wayne Martz)
Date: 2 Mar 2002 15:15:51 -0800

>Something a lot of Atari users could use, IMHO, are updated printer
>drivers. I'd think many Atarians would benefit from the ability to
>print Photo Quality images. The best choice would be NVDI,s stuff,
>since it is a standard. Perhaps the maintainers of Calumus, Photo Tip,

Erm, Calamus and PhotoTip already use NVDI for output! Although I agree with
your general sentiments.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1875. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 08:23:54 UTC
From: "Derryck Croker"
Message-ID: <1015221708-84113AEicMi@ntlworld.com>
Source record: 37250

From: Martin Tarenskeen <nospam@telebyte.nl>
Date: Sat, 2 Mar 2002 15:37:41 +0100

>Slightly different topic: I have tried several times to get a registered
>version of CAB 2.8. I was willing to buy it (via ACN, the dutch
>distributor for lots of Atari stuff) but after several phonecalls and

You should try the Atari Workshop in the UK. DDP Translations prepared an
English release of CAB2.8 for them (I admit that there are a couple of issues
with the "bubblegem" help in some places).

Mention my name if you like :-)
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1876. Re: APP and PRG applications

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 09:15:51 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0203031013050.151-100000@easymint>
Source record: 37326

On Sat, 2 Mar 2002, Hallvard Tangeraas wrote:

> Can someone please tell me what the differences are between .APP
> and .PRG applications?
> They seem to be the same type of programs to me, running under GEM and
> all....
>
>
> Hallvard
>

AFAIK it doesn't make any difference. I did notice however that many
programs that come from Germany use .APP as an extension whereas .PRG is
more popular in other parts of the Atari world.

Martin Tarenskeen

1877. Re: Ataris on a Amiga show today!

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 10:44:12 UTC
From: News <nick@1632systems.co.uk>
Message-ID: <08ng8.51879$766.1899582@news-binary.blueyonder.co.uk>
Source record: 37327

Sounds like a nice show... shame I mised it... always like to visit my
swedish friend...

Nick
16/32 Systems

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3c8148082c57e20@tripnet.se...
> On Sat 02-03-2002 13:39 (+0100) Kenneth Medin wrote:
>
> >Right now I'm sitting here on an Amiga show writing this with my poor
> >Atari... Unfortunately I have not yet seen any darklings here :-) A pity,
>
> Back home from the Amiga show now and just got my home network back to
> normal. The Netgear RT314 NAT-box is really a must if you want to play
> with subnets on a big network where you have no access to the main
> router. So I had to let my home webserver TT run via Win-95 - NAT32 -
> nullmodem while at the show, lots of configurating...
>
> It was really a nice experience to introduce Atari to a lot of Amiga
> people and also check out what an Amiga is capable of. If you have the
> opportunity to attend to a Amiga meeting with your Atari, don't hesitate
> to go there!
>
> If anyone wants to see what we were doing there are some photos available
> now on the AmiGbg website:
>
> http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020016.htm
> Me and my TT. The Stacy is behind my head.
>
> http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020017.htm
> My TT to the left. Bertil J�gard (former SAK BBS sysop for many years) in
> the middle. Mille Babic with his pc running MagicPC to the right.
>
> [I did btw. "infect" his XP MSIE with the latest vulnerability that lets
> a webpage run _any_ local program by just wisiting a webpage!
> "Unfortunately" it seems impossible to pass any parameters (like "format
> C:"). Check it out by going to http://atari.mine.nu/programs/sol.htm :-)]
>
> http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020018.htm
> Atari Jaguar in action.
>
> http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020021.htm
> My TT, MagicPC and Hades.

>
> http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020022.htm
> Mikael Ljungberg having fun on IRC with his Falcon.
>
> http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020023.htm
> Hades running Mint and NAES.
>
> And there are quite a few more pictures with thumbnails at
> http://www.weemeet.net/wwwamigbgcom/live/default.asp?sub=picturegallery
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

1878. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 13:00:17 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <B7pg8.83354$7a1.6631203@bin5.nnrp.aus1.giganews.com>
Source record: 37328
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Yes, that's because last time I replied to one of your messages I received an e-mail suggesting I not quote your whole message. Would "yadda yadda yadda" be less offensive?

B&C Computervisions has been around a long time (I've got an 810 sitting next to me with their receipt still attached...1990) and they don't slam an important part of the Atari community - auction sellers.

Paul

"Don Schmidt" <dschmidt@pacifier.com> wrote in message news:3c819e5a_2@news.nwlink.com...
> Your message came through here with your response to Bravo Sierra's message
> with "blah, blah, blah" and without a comment toward the original poster you
> drop in some auction site.
>
> BTW, Bravo Sierra has some good Atari goodies at fair prices.
>
> Don
> Vancouver, USA
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:dScg8.15741$yL2.1369643@bin6.nnrp.aus1.giganews.com...
> > Hardly a discourtesy. Actually a courtesy to those in the newsgroup.
> >
> > Now I ask you:
> >
> > "Auctions suck, ask me why!"
> > http://home.pacifier.com/~atari/auctions.htm
> >
> > Why the discourtesy?
> >
> > Paul
> >
> >
> > "Don Schmidt" <dschmidt@pacifier.com> wrote in message
> > news:3c7f9042_1@news.nwlink.com...
> > > Why the discourtesy?
> > >
> > > Don
> > > Vancouver, USA

> > >
> > >
> > > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> > > news:8iFf8.88749$8d1.31475522@news1.rdc1.md.home.com...
> > > > www.myatari.com
> > > >
> > > >
> > > >
> > > > "Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> > > > news:Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com...
> > > >
> > > > blah blah blah
> > > >
> > > >
> > >
> > >
> > >
> >
> >
>
>
>

1879. Re: Eclipse and Viking

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 14:19:59 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a5tc9n$13pj$1@news.vol.cz>
Source record: 37329

> How? I would really like to get the most out of my Eclipse.

There is little screensaver called "t-veile" (IIRC) , which uses this trick.
Also
Afterburner040/NOVA kit from BSS can do it, afaik.

Ctirad

1880. Re: So whats with Taf?

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 15:51:52 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0203030751.17ab2a2f@posting.google.com>
Source record: 37330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

rustynutt@hotmail.com (rustynutt) wrote in message news:<

Feel better? You may want to see if your company's insurance covers
mental treatment..

So whats with TAF?

sinclap!

>
> Sorry for all the locals and their offspring that reside here, but....
>
> Sinplop, your the biggest ass I've never met. You have been the most
> ignorant ass for the last 5 or 6 years in all the Atari groups. You're
> a total dick head. This new "Dark Turd" kid holds nothing to you. He
> might as well just give up now, he could never meet your level of
> moronic intelligence. You serve no purpose. You're a maggot eating its
> way through the rotten fabric of your parent's upbringing. Did I say
> you're a total dick head? You're the green crap on a dog's dick.
> You're a festering puss blister. You are the balls of shit stuck to
> Marilyn Mansions ass.
> Unfortunately, you live in America, and you have the freedom of
> speech. Otherwise the Atari Jihad would have slit your nuts and
> stuffed them in your bloody gob many years ago.
> Wow, that felt good!
>
> Atari rules, and all that stuff.
> Your very old friend, Michael.

1881. Re: So whats with Taf?

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 15:54:54 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0203030754.20b1b985@posting.google.com>
Source record: 37331
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3C7D0609.509977F7@rogers.com>...
> Hi there,
>
> rustynutt wrote:
>
> > sinclap@yahoo.com wrote in message
news:<27ff51c3.0202242245.53f0475a@posting.google.com>...
> > > So when will the next swap be in Toronto? Seems that 'Chunks' has given up.
> > >
> > > sincplop!
> >
> > Sorry for all the locals and their offspring that reside here, but....
> >
> > Sinplop, your the biggest ass I've never met. You have been the most
> > ignorant ass for the last 5 or 6 years in all the Atari groups. You're
> > a total dick head. This new "Dark Turd" kid holds nothing to you. He
> > might as well just give up now, he could never meet your level of
> > moronic intelligence. You serve no purpose. You're a maggot eating its
> > way through the rotten fabric of your parent's upbringing. Did I say
> > you're a total dick head? You're the green crap on a dog's dick.
> > You're a festering puss blister. You are the balls of shit stuck to
> > Marilyn Mansions ass.
> > Unfortunately, you live in America, and you have the freedom of
> > speech. Otherwise the Atari Jihad would have slit your nuts and
> > stuffed them in your bloody gob many years ago.
> > Wow, that felt good!
> >
> > Atari rules, and all that stuff.
> > Your very old friend, Michael.
>
> Well not to put too fun a point on it but dorkling is sinplop, you see sinplops been
using his
> sockpuppets for years, a full decade in fact. groups.google.com archives has his drivel
as far
> back as 1993 (which is a continuation of his drivel no longer in the archives). As you've
> likely noticed he's been posting winblows and mac attacks in the amiga groups under his
> dorkling alias as well recently (proving he's not an amiga user). This after a 6 year
break
> away from harassing real amiga users. And after his more than decade long tirade against
"atari
> jihads" (who exist exclusivly in his mind much like his imaginary friend chunks). What
has he

> accomplished? nothing other than proving that all the "colourful metaphors" used to describe
> him by you, I and others are entirely accurate. I suspect he's just trying to get a full
> decades worth of his crap into the google archive to validate his membership into the worldwide
> kooks society (chaired by Rush Limbaugh, James Randi, Phil Klass, and Laura (the faux doctor)
> Shliesinger)

Such weird imagination. As usual, full of BS.

sinclap!

1882. Re: So whats with Taf?

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 15:58:33 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0203030758.2a5c68c4@posting.google.com>
Source record: 37332
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3C7ADF0B.8822AC6E@rogers.com>...
> Sinplop
>
> Give it up, everyone has known for years that "chunks" is your imaginary
> friend. Btw, your still clueless as always, the last TAF flea market was in
> November, that was months ago. It wouldn't have made a difference anyways, the
> north york city centrer where the event was held, like most other public places,
> won't let you in. The staff offices have a memo from the security office which
> simply states "whatever you do, don't admit that bufoon sinplop!!!"

Boohoo...I take it you were let in. So much money for an expensive
hobby to make the trip. i guess there are many one person shops still
publishing shareware.

sinclp

1883. Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 16:37:21 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C825109.B42CD0C4@ataritimes.com>
Source record: 37333
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

New at TAT!

* NEW! Review of Songbird's latest, Cyber Virus!
* NEW! Blast the Alien scum in Area 51.
* NEW! Desert Falcon shows up Zaxxon.
* NEW! Save Your Cities in Missile Command.

* FIXED! The review forms needed a few coding changed. They're better
than ever now!

* Revisit the Four-F review. A FREE game for your Atari ST!

See you there!

--
Gregory D. George

=-=-=-

1884. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 16:41:40 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203030841.5a214dcf@posting.google.com>
Source record: 37334

> Just what is it you are asking for? The last time this topic
> came up here, it was concluded, I think, that Photo Quality was in fact
> edge enhancement, which Calamus does with either Starscreening or
> FM filtering. Epson literature shows photo quality output to a 720 dpi
> printer. At least, that is what they call it.
>
> Further beating on the greasy stain where the dead horse used to be, one
> might note that an old version of Calamus came with a printer driver
> generator, and that can still be used. The problem is the printers, and
> money is the solution to that. Getting the printer commands for the latest
> printer from the manufacturer, after you find out which division sells it,
> means buying the same 200 page book you bought last year, with four new
> pages at the end, and I did not do that last year or this year.
>
> To make things even more complicated, there is fVDI, too.
>
> So, is what we need already somewhat available, saving and printing from
> Calamus, or is is something else?
>
> Of course, having had Calamus for years, I just cannot conceive of anyone
> not having it, but it is more than a bit pricy for new purchase. I do not
> know if the light version will run the now-free lower-resolution
> StarScreening module, or the filter module with FM filtering.
>

Ah, my ignorance is amazing! I have Calumus SL 2000, (gonna upgrade
soon) but I'm a musician, not a DTP person. All I know is that when I
print from Calumus PC version, photo's look great, but from my Falcon,
not great. I'm using an Epson Photo 700. I don't know how to use the
star screening or the FM, so my problem is no doubt ignorance! I'd
just like to be able to do similar quality work on the Falcon. Since
Cal. has a printer driver for NVDI, I thought perhaps an upgrade to
that might be persued? This might increase the apps. capable of doing
photo quality work?

1885. Re: Screen Captures on ST?

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 17:54:38 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a5to0u$e5d$1@thorium.cix.co.uk>
Source record: 37335

In message <20020302025540.01301.00001163@mb-de.aol.com>, gcarterpublic@aol.com said:

>Is there an easy and convenient way to do screen captures on the ST and the get
>them over to the PC in a common format (bmp, jpeg, etc)? Oh, and I have to
>transfer between the computers via floppy disk.

Yes - Imagecopy on the Atari. This allows you to do screen grabs
with Alt+Help - even allowing you to select the part of the screen
you want - and save the image as: Degas, GIF, IFF, IMG, JFIF
(which is JPEG), PCX, PNG, PrismPaint, RSC, Targa, TIFF or Windows
Bitmap - and for may you have a choice of compression and colour
depth too. Save to floppy and transfer to PC.

It's commercial, was sold by FaST Club. Not sure if they still do
it, but some dealers may have stocks, or try second-hand.

Regards, /Peter/

1886. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 18:31:19 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5tq06hnb1@news5.svr.pol.co.uk>
Source record: 37336

"Dave" <maccdave@ntlworld.com> wrote in message
news:1014778285.15746.0@eurus.uk.clara.net...
> What a great thread ?
>
> NOT !
>
> "Darkling" you really are a very sad person. Why the Atari users and
> myself have risen to your bait is beyond me but here are my thoughts.

Because you are all sad TOSsers, thast why....It wasn;t bait, but the simple truth...Just accept you have a crap machine...

>
> It is true that the Amiga's graphics and sound systems where better
> that the ST's but it all depends upon the application.

Bollox, the amiga's grafix ad sound system were better full stop. Period. t does not depend upon aplication, and even if it did the AMiga had much better software....

> The Amiga made
> a great Games platform with poor ports appearing on the ST market,
> it's just a shame that the piracy levels for the Amiga was so great that
> the serious developers moved on.

Piracy sold the amiga...No one pirate on the st because being a shite machine, there was no "scene" like there as with the Amiga...

> (How much pirate software did you acquire at the time?)

Loads.

> Moving away from the Games market the ST excelled and showed it's
> true colours. The OS may not have been multi tasking but it was rock
> solid

It was rock solid because it was rubbish and unsophisticated. The simpler the OD, the more stable it is...

> Should we now move onto the Hardware itself as the Amiga was hardly
> an engineering work of art. The power supply brick was about the weight of
> an ST and had the reliability of a 10 year old Skoda.

The amiga was very well designed, much better than the ST...A sign of good design is the fact that the machine is so upgradeable...The ataris had its stupid joystick ports underneath it...what a dumb design..please/...You ST owners could not even upgrade your memory without soldering the motherboard...what a crap machine...

> The disc drive
> was a joke as replacement units where hard (and expensive) to acquire and
> the format made data interchange between platforms difficult.

The ST was an even funnier joke as the floppy drive replaceemnt wasn;t even
available...It could store 880;k on a disk and the SHITE st cuokld only
store 720k...

> The main
> board of the Amiga was much less reliable than an ST, the two
> IO controller chips used to cause no end of trouble and at times where
> impossible to get.

Hahahaha what complete bollox...you could not even upgrade your memory
without soldering the motherboard, snd you call Amiga bad...

>A lot has been made of the ST's Joystick and mouse ports
> being placed at the front of the machine but to repair them only meant
> taking
> out the keyboard and soldering up the joints, unlike the Amiga having to
> be completely stripped down and the board repaired.
>

It is a testament to your ignorance and laughable knowledge about ST's and
Amigas that you have to use repair costs as an indication of what machine
was better....YOu know the ST was shit, just accept it...

> NOW PISS OF BACK TO YOUR AMIGA GROUP.

EAT SHIT AND DIE.

1887. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 18:33:14 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5tq3p$2v6$1@news7.svr.pol.co.uk>
Source record: 37337

>
> This duckling is a luser in every sense of the word. Do yourself a favor
> and activate your spam filter. Only takes a second, unless you have to
> refer to the manual. I got out the manual, and I must say after setting
> up several filters, this group looks quite peaceful again. ;-)

Jeez you loser and hypocrite...YOu put on your active spam filter, but you still cam back to reply...You make me laugh...I await your return for more of your cheap statemenmts about ignoring me....Why would people listen to you when you can't even follow your own advice???

YOU ARE A CLOWN.

1888. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 18:35:38 UTC
From: NewDarkling <goping@hotmaul.com>
Message-ID: <a5tq89$31s$1@news7.svr.pol.co.uk>
Source record: 37338

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
news:u7qc9gdgcqkea4@corp.supernews.com...
> Hey... hey!!!
>
> Hey fuck you you moron,

Fuck yourself TOSser....

>
> The new sharp zaurus PDA runs Linux and QTPalm, both have nothing to do
> with amiga.

YOu TWAT, on top of Linux it runs Amiga DE, and it ships with the
Zauruis...get your head out of your arse and research your topics before
chatting shit....

> In fact the only thing amiga is doing is wriitng either
> personaljava or QT applications for the Zaurus users to use.

No they are coding a whole host of API's, a whole digital env that can be
hosted on any OS in the world....what are Atari doing? Nuzzling their own
arses...

> So YOU get
> YOUR facts straight..
>

No YOU GET YOUR FACTS STRAIGHT...

1889. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 20:07:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c8282564f62630@tripnet.se>
Source record: 37339

On Sun 03-03-2002 18:35 (GMT) NewDarkling wrote:

>"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
>news:u7qc9gdgcqkea4@corp.supernews.com...
>> Hey... hey!!!
>>
>> Hey fuck you you moron,
>
>Fuck yourself TOSser....

It looks like you two are in love or something. Don't forget to put on a condom :-)

I just happend to be at a major Amiga show at http://www.amigbg.com/ yesterday with some of my Atari computers on display. They were very friendly and interested both in showing there setups and what Atari computers are capable of.

We all laughed at your posts here when I demonstrated the benefits of my Okami newsreader but the Amiga people also seemed a little embarrased to see so much foul language and general ignorance from a fellow Amiga lover...

They were actually quite reliefed when I showed them that you actually use Outlook Express to post. You really should bring down your Amiga 500 from the attic and switch over to the Thor newsreader. Much better compared to OE. But you better get a hard disk for it first... :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1890. Re: Floppy disk problems

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 20:09:51 UTC
From: vdjole@EUnet.yu
Message-ID: <a5tvubrks1@news.eunet.yu>
Source record: 37340

On 2 Mar 2002 17:48:31 +, xlator@cix.compulink.co.uk wrote:
>>you need software to be able to seek to a specific track number, and
>>activate the drive for a read without actually having the machine care
>>about the data.

Perhaps one of disk-editor programs might be used to test reads on any
particular track, because they can access disks by sector number...

>If it's only tracking you are adjusting, couldn't you just rotate
>the stepping motor until you got maximum signal off the head?

In my opinion, such an adjustment is possible within reasonable limits with
ordinary floppies. One has to create, on a reliable other computer,
a "known good" floppy with a number of files of equal length, the length
being calculated so that the file takes one complete track on the floppy.
If they are recorded one by one on a blank floppy, they will fill the tracks
in sequence (ok, the track containing the boot sector and the fats will
have less space available) so that trying to access a particular file
will mean that one tries to access a particular track, each time moving
from track 0.

Adjustment can be done by rotating the stepping motor or by moving the
PCB which sometimes carries a sensor for zeroing head position. The
convenient way to make a precise adjustment by imperfect means would be
to move the adjusting part (i.e. motor or PCB) to one side until the drive
starts repeatedly to give errors, note this position and then move it into
another direction, through a region in which the drive will probably start
to read correctly, until again it starts to make repeated errors- and this
position should be noted, too. The correct position would probably be quite
near the middle point between the two noted positions.

This method relies on the assumption that the monitored variable changes
imperceptibly near a local extreme, but its changes are steeper at some
distance on both sides of the extreme and the change is locally nearly
symmetrical.

Off-topic: in ages past e.g. the moment of the summer solstice was determined
in this way- it was difficult to note, without precise instruments, the
extreme northward position od the rising/setting sun (the day of the solstice),
but it was quite easy to note the days when the sun rose towards some
arbitrarily set mark a couple of weeks before and after the expected solstice-
the day of the solstice was then in the middle between the two observation
dates.

cu;

1891. Re: Screen Captures on ST?

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 21:31:25 UTC
From: gcarterpublic@aol.com
Message-ID: <20020303163125.03524.00001368@mb-fl.aol.com>
Source record: 37342

Thanks, Peter. I'll start looking for a copy.

Gregg

1892. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 21:55:54 UTC
From: sweepea@kickapoo.com
Message-ID: <a5u65a$3om$0@198.69.29.144>
Source record: 37343

>
> IMHO, the MiNT-net ovl is the best.
>
> CU,
> Martin

Are you running MiNT to use this?

Actually, my needs are simpler perhaps. I want to access UseNet with
my TT030, 4mb ram, no TT-ram.
What is a good dialup program to try? And what would be a simple
newsreader for just small text-only
newsgroups? I used to use this machine on GEnie about 8 years ago. I
just fired it up and it works
same as always. Has a pair of 500mb hd's but no cdrom drive. Have a
Syquest drive with 230mb
removables to ferry <=> to my OS/2 box.

I d/l the latest NetBSD/Atari port (63mb.iso) yesterday, but that is
going to be a big step to make.
Do any of you also run Atari/unix on the side? How functional are the
unix ports? Not for browser-
just simple newsgroup stuff.

I'd google but I'm not sure on the search-names of Atari OSen or
Internet programs that are supported
still today. Thanx.
sp

1893. Re: SCREEN GRABBER & ETC

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 21:55:57 UTC
From: sweepea@kickapoo.com
Message-ID: <a5u65d$3om$1@198.69.29.144>
Source record: 37344

```
>
> > I want to copy some Recipes off the Internet without printing the
> > whole file. Would a screen grabber accessory be the right tool to cut
> > one recipe out ?? If so, what is the best ACC for the Atari and where
> > can I D/L it ??

So you cannot highlight the wanted text on the browser screen, do a
'copy'
and then 'paste' into a text-editor for saving to file?
sp
```

1894. Re: [ebay] ST System w/HD

Newsgroup: comp.sys.atari.st
Date: 2002-03-03 21:56:00 UTC
From: sweepea@kickapoo.com
Message-ID: <a5u65g$3om$2@198.69.29.144>
Source record: 37345

John Kolak <jkolak@byu.edu> wrote:

> Offering an ST system including hard drive:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2006616667
>
> Thanks for looking.
>
> John

"Web Browsing" software on a 1040 that presumably doesn't even have
the
1.5mb upgrade?

1895. FA: Atari 520ST Comptlete System

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 01:08:24 UTC
From: Nathan Brizendine <nathanb@mac.com>
Message-ID: <nathanb-89D8ED.18081503032002@nnrp06.earthlink.net>
Source record: 37246

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2007157704

If you want more info write me at:

Nathan Brizendine

nathanb @ mac.com

1896. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 02:49:20 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0203031849.16d1623e@posting.google.com>
Source record: 37247

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-0A5F7F.22031226022002@news.bellglobal.com>...
> In article <1014778285.15746.0@eurus.uk.clara.net>,
> "Dave" <maccdave@ntlworld.com> wrote:
>
> > If commodore really thought that the Amiga was such a
> > superior product then why didn't they sell it that way instead of
> > entering into a price war with Atari, that ultimately meant neither company
> > was making good money. Atari where guilty of sitting on their arses and not
> > releasing new (bigger and faster) machines quickly enough to the market
> > but Commodore used to bring out new stuff all the time that put a huge drain
> > on their resources and they went bust first.
>
> say what you will about the Tramiels, they were geniuses compared to
> the antics of the "Three Stooges" (Gould, Mehta, and General Alexander
> Haig) during the last couple of years of Commodore's life. Though
> probably the reason the Tramiels kept on making computers right up until
> Commodore went bust was that Sam Tramiel wanted to see Irving Gould go
> down in flames first.

Figures...Thats lame. What the two did was destroying shareholder value.

Haig sat on the Board, and had no role in daily management.

Now back to your hole.

sinclap!

1897. Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 03:46:50 UTC
From: "Thomas J. Andrews" <taj16@dreamscape.com>
Message-ID: <3C82EE29.FE6DFDE5@dreamscape.com>
Source record: 37248

I'm trying to write this with Netscape on a PC, so please bear with me. I'd much rather use Newsie on my Mega STE, but for some reason it no longer works with newsgroups. When I hit the button "connect to host" the dialog box comes up, sits there for a while, then times out. No connection is made. Nothing's been changed since the last time I was successful, back in mid-January. Mail is working as it should. I wondered for a while if the ISP had changed server names or something, but Netscape seems to be functioning with the old name. I'm using Newsie 0.961. with TOS 2.06.

Any ideas?

TJ
Keeper of the Flame
Atari Computer Enthusiast of Syracuse

1898. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 06:26:39 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8A86211.1EAD7%nameerf@flash.net>
Source record: 37249

in article a5rqab$g7n$1@reader2.panix.com, Jim DeClercq at
jimd@panix3.panix.com wrote on 3/2/02 4:21 PM:

> Wayne Martz <wmartz@firstpresdalton.org> writes:
>
> : Something a lot of Atari users could use, IMHO, are updated printer
> : drivers. I'd think many Atarians would benefit from the ability to
> : print Photo Quality images. The best choice would be NVDI,s stuff,
> : since it is a standard. Perhaps the maintainers of Calumus, Photo Tip,
> : Smurf, Aniplay and others would be interested in this? I'd expect it
> : is possible, at least with machines able to run in true color. Is the
> : number of colors an Atari able to run even an issue?
> : Wayne.

I agree, printer drivers are lacking. And NVDI would be the most logical
choice at the moment to support.

> Just what is it you are asking for? The last time this topic
> came up here, it was concluded, I think, that Photo Quality was in fact
> edge enhancement, which Calamus does with either Starscreening or
> FM filtering. Epson literature shows photo quality output to a 720 dpi
> printer. At least, that is what they call it.

I have a new Epson printer that is capable of 2880 dpi (which truely can do
Photo-quality). Epsons (new ones) can do much more than 720.

> Further beating on the greasy stain where the dead horse used to be, one
> might note that an old version of Calamus came with a printer driver
> generator, and that can still be used. The problem is the printers, and
> money is the solution to that. Getting the printer commands for the latest
> printer from the manufacturer, after you find out which division sells it,
> means buying the same 200 page book you bought last year, with four new
> pages at the end, and I did not do that last year or this year.

There's where the problem is, unfortunately. I remember the days when
printer manuals came with all their codes listed (ok, they were all dot
matrix, but...).

> To make things even more complicated, there is fVDI, too.

Which can't drive printers yet as far as I've been able to tell. I'd love
for this to be supported, but one thing at a time...

> So, is what we need already somewhat available, saving and printing from
> Calamus, or is is something else?

I'd love to be able to use my 2880 dpi resolution with my Atari... But Calamus won't cut it, as I need my printer for more than just DTP, and saving and printing from Calamus is kind of a pain.

I agree that if people are willing and able to do it, we need NVDI-type drivers made (as Calamus does not make printers available system-wide as far as I know). But that's a bit pricey at the moment, from what I've heard, due to the (greed?) tight hold printer companies have on their printer codes.

Mike Freeman
nameerf@flash.net

1899. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 07:59:31 UTC
From: yves.rogne@free.fr
Message-ID: <3c832962$0$14913$626a54ce@news.free.fr>
Source record: 37252

�longer works with newsgroups. When I hit the button "connect to host"
�the dialog box comes up, sits there for a while, then times out. No
�connection is made. Nothing's been changed since the last time I was
�successful, back in mid-January. Mail is working as it should. I
�wondered for a while if the ISP had changed server names or something,
�but Netscape seems to be functioning with the old name. I'm using Newsie
�0.961. with TOS 2.06.
�Any ideas?

```
Newsie is used to write a log file somewhere, even if the connection fail.
What's writen in yours ?

Regards
```

1900. Re: SPP 3.2 / 4.0

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 08:03:45 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C832A61.E578DF31@siemens.at>
Source record: 37253

nospam@telebyte.nl wrote:
>
> I just got my update from Score Perfect Pro 3.2 to 4.0, which is
> unfortunately the final and not anymore supported Atari version of this
> very good music scoring program.

How much did it cost and can you already say if it's worth to upgrade ?

> Another thing: SPP doesn't like my CT2b. The graphics get completely
> corrupted, the noteheads are not round but square, and many buttons
> are completely black. With the turbo switched off all is OK.

Same here :(

Bye
Gerhard

1901. Re: CT2b

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 08:25:22 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C832F72.7C559584@siemens.at>
Source record: 37254

nospam@telebyte.nl wrote:
>
> I'm now the happy owner of a CT2b Falcon.

I'm too ! That is, most of the time. Some times the system crashes whenever
I start it up in turbo mode and I can only use it in normal mode. That's when I am reminded of what a difference it makes. But on other days my CT2b
works without any problems and the Falcon can fly again ;-)
BTW, any idea anybody what could cause these sporadic troubles ?
Sometimes it also crashes when the washing machine or neon lamp or water pump is switched on or off. Neither of these causes any troubles when the Falcon is in normal mode.
And, while I'm at it, how to get rid of the CPU fan without ruining the whole CT2b so I could replace it with a more quiet one ?

As you see, for me this is the place to write about CT2b troubles, but for quite a while now nobody except me seemed to have troubles with it.

Bye
Gerhard

1902. Re: TOS 2.06 and printing (and PRINTER.CPX)

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 08:59:34 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a5vcukqoo1@pegasus.csx.cam.ac.uk>
Source record: 37255

Hallvard Tangeraas wrote in message
<1f8hyug.1q3j3xe13o95e8N%northstar2010@_I-hate-spam_yahoo.no>...
>I'd like to know more about issues relating to using a printer with TOS
>2.06....
>
>1) I suppose that whatever is set up within "PRINTER.CPX" relates to
>*any* printing within TOS 2.06. This includes the following (from the
>desktop):
> -Pressing <Alternate><Help> (print a graphic image of the desktop)
> -Pressing the ">" key (print the active window's contents)
>Is my assumption correct?

As far as I know this is correct, any program that uses specific printer drivers should set up the printer port to the required settings overriding those specified by the accessory as necessary.

>
>2) The "PRINTER.CPX" module only contains settings for dot-matrix and
>daisy-wheel printers. Obviously a bit dated for printers used today
>(inkjet and laser printers). Are there replacement CPX modules for other
>printers, or does this CPX module still work for inj/laser printers?
>

This might depend on the printer, but it works on my Canon Bj10e Bubblejet printer even when the dip switch set set to BJ10 mode as opposed to Epsom emulation so it will probably work on other printers. If it works on a TOS 1.02 ST it should work under TOS 2.06 as most "improvements" to TOS were either functional or hardware specific while retaining most of the underlying core functions, commands and keyboard shortcuts from earlier versions.
You have to set it to Dot Matrix though, I dont think anything other than a Daisy Wheel print will respond to the Daisy-Wheel setting.

Stephen Moss

1903. Re: CT2b

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 10:34:09 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5vij1rma1@snipp.uninett.no>
Source record: 37256

Janka Gerhard <gerhard.janka@siemens.at> wrote:

> Sometimes it also crashes when the washing machine or neon lamp or
> water pump is switched on or off. Neither of these causes any troubles
> when the Falcon is in normal mode.

You probably have a dodgy PSU. The CT2 probably draws less power when
inactive, that's why it works fine in normal mode.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1904. FA: Some Atari parts/spares

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 10:46:58 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203040246.1d557a95@posting.google.com>
Source record: 37257

Hi

I have put a few things on Ebay, A couple of sets of TOS ROMs for STE
(fully legal), a keyboard, and PSU.

PSU:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2007249325&r=0&t=0&showTutorial=0&ed=1015791924&indexURL=0&rd=1

Keyboard:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2007277340&r=0&t=0&showTutorial=0&ed=1015795542&indexURL=0&rd=1

TOS ROMS:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2007254828&r=0&t=0&showTutorial=0&ed=1015792624&indexURL=0&rd=1

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2007262377&r=0&t=0&showTutorial=0&ed=1015793494&indexURL=0&rd=1

Sorry that I haven't been a round lately. My Falcon had a complete
reinstall and I have been busy with some projects which hopefully will
be good for the atari community. If anyone needs to contact me please
do. Thanks guys.

1905. Re: SPP 3.2 / 4.0

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 11:29:45 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0203041221370.129-100000@easymint>
Source record: 37259

On Mon, 4 Mar 2002, Janka Gerhard wrote:

> nospam@telebyte.nl wrote:
> >
> > I just got my update from Score Perfect Pro 3.2 to 4.0, which is
> > unfortunately the final and not anymore supported Atari version of this
> > very good music scoring program.
>
> How much did it cost and can you already say if it's worth to upgrade ?

For me it costed nothing. But that's because I bought 3.2 some month ago when 4.0 was already there, but my dealer didn't know. I don't know what an update costs. I haven't have time to take a complete look into it yet, but 4.0 does have some useful new functions. Take a look at their website, I just don't remember the address. (www.columbus-soft.de ? Or try www.music-soft.com. That's where I got it. That guy lives 2 streets away from me in Nijmegen :-)

Martin Tarenskeen

1906. SLIP link under MiNT

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 11:30:15 UTC
From: Clement.Benrabah@wanadoo.fr
Message-ID: <a5vls7u1@wanadoo.fr>
Source record: 37258

Hello,

I'm trying to get a SLIP link between my Milan and my Falcon thank to
a null modem cable.

The both machines run under FreeMiNT 1.15.12 and have the latest Sparemint
release of inetd and portmap.

I've tried two ways:

- First, with the command slattach -l local_IP -r remote_IP -t device :
i've got the message "Cannot allocate memory" on the two machines.

- Then, with the following commands:

iflink -i sl0 -d device (device = /dev/ttyS1 on Milan, /dev/modem2 on Falcon)

ifconfig sl0 addr local_IP dstaddr remote_IP up

route add remote_IP sl0

But the ping and the other network services don't work.
ftp and telnet work well on each local machine.

During the ping, the in-errors count of ifconfig increases
slowly on the remote machine for the sl0 interface but tcpdump returns nothing.

Does anyone have an idea to solve my problem ?

Thanks.

Clement

1907. Magnum FastRAM Problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 13:02:03 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0203040502.382c412c@posting.google.com>
Source record: 37260

Ive fitted a Magnum-Fast-RAM card with 8M
to a stock Falcon (4MB) and installed the
MAGNUM.PRG program in the Auto folder. The
RAM checks out OK, but if I put SETFLAGS.PRG
into the Auto folder it crashes. I think
SETFLAGS is needed to allow the Falcon to
use the RAM because it doesnt appear when
I check the RAM settings in the control
panel. Anybody used one of these cards?
All the docs are in German so Im struggling.

Cheers

PT.

1908. Re: SPP 3.2 / 4.0

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 13:13:58 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C837316.FE30CD87@siemens.at>
Source record: 37261

Martin Tarenskeen wrote:
> For me it costed nothing. But that's because I bought 3.2 some month ago
> when 4.0 was already there, but my dealer didn't know. I don't know what
> an update costs. I haven't have time to take a complete look into it yet,
> but 4.0 does have some useful new functions. Take a look at their website,
> I just don't remember the address. (www.columbus-soft.de ? Or try
> www.music-soft.com. That's where I got it. That guy lives 2 streets away
> from me in Nijmegen :-)

Thanks for the addresses. The strange thing was that on neither of the homepages 4.0 was mentioned in any way. At www.columbussoft.de there is not even an old update information for SPP. However they have a demo of a scan program with only midi out disabled to be downloaded. Would be great for me if it would be possible to scan some pieces and let SPP convert the result to guitar tabulature.

Bye
Gerhard

1909. Re: Screen Captures on ST?

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 14:06:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200203041506.a50346@du3.maus.de>
Source record: 37294

GCP>Thanks, Peter. I'll start looking for a copy.

You could also try to find JML-Snapshot (its free).

Tschuess,

Frank

1910. WTB: Milan 040/060

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 15:55:56 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <6OMg8.69$xp3.129639@newsfeed.slurp.net>
Source record: 37263

Any configuration as long as it's working. I'm in Canada. Thanks.

Joshua.

1911. Re: Magnum FastRAM Problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 16:18:13 UTC
From: Björn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam>
Message-ID: <3C839E45.6030003@nospam.physik.uni-giessen.de.nospam>
Source record: 37264

> RAM checks out OK, but if I put SETFLAGS.PRG
> into the Auto folder it crashes. I think

> SETFLAGS is needed to allow the Falcon to

SetFlag is for setting some program-header-flags.
It doesnt belong in thje auto-folder, because it uses
vdi/aes, so no wonder why your falcon crashes!

Tschau,

Bjoern

1912. Re: Magnum FastRAM Problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 16:22:50 UTC
From: Pascal Ricard <paricard@free>
Message-ID: <3c83b79019612e1@free.fr>
Source record: 37269

Hello,

in article <2bfabd3.0203040502.382c412c@posting.google.com> (comp.sys.atari.st)
purpleT3K wrote on Mon 04-03-2002 05:02 (-0800):

> Ive fitted a Magnum-Fast-RAM card with 8M
> to a stock Falcon (4MB) and installed the
> MAGNUM.PRG program in the Auto folder. The
> RAM checks out OK, but if I put SETFLAGS.PRG
> into the Auto folder it crashes. I think
> SETFLAGS is needed to allow the Falcon to
> use the RAM because it doesnt appear when
> I check the RAM settings in the control
> panel. Anybody used one of these cards?

Setflags is a tool to change the flags of programs. It's to be ran from
the desktop and not from the auto folder! :-)

I've such a card myself.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

1913. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 16:44:00 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C83A41D.BBC0A896@ataritimes.com>
Source record: 37265
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Made a few cosmetic changed to the site. I think it looks much more
professional, don't you?

http://www.ataritimes.com

--
Gregory D. George

=-=-=-

1914. WTB: Labyrinth (Activision/LucasFilm, for any computer) (I can also trade)

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 17:34:12 UTC
From: Jukka Eronen <psychic@mbnet.fi>
Message-ID: <3C83B014.5878E325@mbnet.fi>
Source record: 37266

I want to buy the original 1986 game "Labyrinth"
(based on the movie of the same title).
Publishers: Activision/LucasFilm.
For any computer; Apple][, C64, etc...

Hopefully you have all the items it contained
when new, but offer even if you have one or more
items for it (box, manual, disk, ad...).

When offering, mention all the items you have,
and their condition (doesn't really matter, any
condition goes, though mint is always preferred :)

I'm also looking for The Black Cauldron by Sierra.
It has to be complete with box, manual, map, disks,
reference card, etc. And again, the system for which
you have it doesn't matter (Apple][/Atari ST/Amiga/IBM PC/etc...).

I can also trade, here's my tradelist and other wanted games:
http://koti.mbnet.fi/~psychic/fleemarket.html

Please answer to my e-mail, I do not read
this group occationally.

- Jukka Eronen

E-mail: psychic@mbnet.fi
Web: http://synchro.cjb.net

PS. I'm not sure if the "Labyrinth"-game was
released for f.ex. Atari St and ZX Spectrum.
If you know all the systems it was released,
I'd appreciate the info. My e-mail: psychic@mbnet.fi

--

1915. Re: CT2b

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 17:41:22 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <gtOg8.12871$O5.28046@nntpserver.swip.net>
Source record: 37267

Hi,

> BTW, any idea anybody what could cause these sporadic troubles ?
> Sometimes it also crashes when the washing machine or neon lamp or
> water pump is switched on or off. Neither of these causes any troubles
> when the Falcon is in normal mode.

Are you using the original falcon PSU?
I had exactly the same problems before I put my machine in a tower case and
changed to a PC PSU.
It screwed up depening on environmental conditions like heat and humidity.
Or if I switched my desklamp on.

> And, while I'm at it, how to get rid of the CPU fan without ruining the
> whole CT2b so I could replace it with a more quiet one ?

Just desolder the old one and connect a new fan, if you can find one that
fits.

/Peter

1916. Re: Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 17:43:59 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <IvOg8.12872$O5.28509@nntpserver.swip.net>
Source record: 37268

Hi,

> | Can anyone tell me how to turn on the Blitter on my Falcon?

It has a 16mhz blitter in the COMBEL chip. But in higher colour modes, it is often slower than the CPU.

/Peter

1917. Re: Loading TOS from disk-images/TOS installation

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 19:16:50 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C83C822.7D528C75@club-internet.fr>
Source record: 37270

Hallvard Tangeraas wrote:

> The subject of loading TOS from disk images for those people who have
> older TOS versions in their ROMs.
>
> I know that it's possible to do this, but not exactly how. I suppose you
> have to put something in the AUTO folder. The question is what?
> I have several TOS related programs here which I think are related to
> this sort of thing, but again the German-only docs confuse me.

if you post these docs the someone might be able to help you?

> I also understand that in order to fix (patch) some of the bugs and
> shortcomings in TOS 2.06 you first have to save a copy of TOS from the
> EPROMs over to a file (a TOS image file), then run it through a patching
> program which will i.e. change the buffer size to allow for more than 4
> Kbytes of the NEWDESK.INF file, and save it again.

note that you don't have to run the whole TOS to fix a bug. you could
just intercept some vectors.

> After this I presume you put the (newly edited) TOS image file in the
> AUTO folder together with some other "loader" program which loads the
> new TOS into memory each time you boot -correct so far?

to put a new TOS in memory, this TOS needs to be relocateable.
AFAIK the old TOSes, including TOS2.05 and TOS 2.06 are not.

Laurent.

1918. Re: SPP 3.2 / 4.0

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 19:18:56 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203041118.3b314e7f@posting.google.com>
Source record: 37271

>
> > Another thing: SPP doesn't like my CT2b. The graphics get completely
> > corrupted, the noteheads are not round but square, and many buttons
> > are completely black. With the turbo switched off all is OK.
>
> Same here :(

I've been considering getting ssp for sometime (although I've been
happy with the scoring capabilities of caf,) but I've got a CT2B also.
I'll be interested if you can fix this problem.
Wayne

1919. Re: Art4Kids

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 19:21:45 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203041121.73ad72b7@posting.google.com>
Source record: 37272

> I would be very grateful if someone could send me a working
> copy of the TT version, or could sell me an original one (for
> a reasonably low price, please......)

I'll look on my disk and see if it has the TT version. I have no idea
if it does, but if so, I'll send it to ya!
Wayne

1920. Atari 1040 STfm for sale

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 19:36:57 UTC
From: daduhon@alltel.net
Message-ID: <d66d9370.0203041136.1b578b1c@posting.google.com>
Source record: 37273

I have an Atari 1040STfm for sale. I am willing to take offers. Comes with color monitor and 4 megs ram. Thanks.

1921. Re: Art4Kids

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 19:55:46 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a60jg0gdl1@news.tpi.pl>
Source record: 37274

On 4 Mar 2002 11:21:45 -, Wayne Martz wrote:
> > I would be very grateful if someone could send me a working
> > copy of the TT version, or could sell me an original one (for
> > a reasonably low price, please.....)
>
> I'll look on my disk and see if it has the TT version. I have no idea
> if it does, but if so, I'll send it to ya!

Thanx, but I've already got it! ;-)

--
Grzegorz Pawlik
http://marijuana.atari.org/

1922. Re: Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 21:03:00 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a60ne8$3i9$1@newsg4.svr.pol.co.uk>
Source record: 37275

> I've never heard of any software using the blitter for anything except
> screen related (not necessarily to/from the screen) blits.
> It's certainly possible, but not likely to buy you any noticeable
> extra performance.

I have never done any programming on the Falcon, however on an STE it can be very useful. It basically copies memory about and so can be used for other things other than Video stuff, clearing big chunks of memory (for DBs, etc) and I have also used it to mix samples in real-time.

If one organises their program well, the CPU and Blit in an STE can be used at the same time, ordering is very important and I have made some nice screen routines which takes very little time (lots of dirty tricks though).

This is 68K v Blit though and even there there are some functions which can be handled quicker on the CPU than Blit, as mentioned I have never used it on the Falcon. It could be that it is there for compatibility.

1923. Re: Wanted! - Rom Port Ethernet Adapter

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 21:19:04 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a60oca$4h2$1@newsg4.svr.pol.co.uk>
Source record: 37276

> Nevertheless... if you can find a DE600 then you're a lucky guy...
searched
> for one 5 years ago and couldn't find one...

I found one in the flat I bought in a cuboard, stange.... I have seen the thing to control it on Mint but I am in two minds if I want to use Mint or Magic, plus I use my printer port to hmm well print.

I have a spare ROM port adaptor (the proper one) if any one wants to swap it for a spare Genius card? Or maybe someone wants to swap a Genius for the DE-600?

Elliot...

1924. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 21:21:09 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0203042210240.137-100000@easymint>
Source record: 37277

On 3 Mar 2002 sweepea@kickapoo.com wrote:

> Are you running MiNT to use this?
>
> Actually, my needs are simpler perhaps. I want to access UseNet with
> my TT030, 4mb ram, no TT-ram.
> What is a good dialup program to try? And what would be a simple
> newsreader for just small text-only

On a 4 MB text-only unix-like stuff isn't simpler than GEM stuff.
For simple internet connections you should try STiK2 dialer, for
newsreading NEWSie will do (which is far from perfect but it works).
People say OKAMI is the best, but I never succeeded in installing and
configuring it.

Try http://www.flinny.demon.co.uk/download.html where you will find many
of the commonly used Atari internet things that don't need mintnet.

Martin Tarenskeen

1925. Re: APP and PRG applications

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 21:29:56 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a60p0oqef1@newsg2.svr.pol.co.uk>
Source record: 37278

Rename one and see!

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:D1kg8.12712$O5.28011@nntpserver.swip.net...
> It's identical, except that the APP extension cannot be used in the
> autofolder. I think an APP is supposed to defenitely be a GEM program,
while
> PRG can be anything.
>
> /Peter
>
>

1926. Re: So whats with Taf?

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 21:57:38 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203041357.36a0d250@posting.google.com>
Source record: 37279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1015011384.8561.3@eos.uk.clara.net>...
> Hi rustynutt
>
> My gast is flabbered, is it possible we are related??.
> That's all been said before, most people have this very paragraph programmed
> onto an F-key or as a sig to replies to this schoolboy-worrying knob-crust
> sucker, but may I congratulate you anyway on your choice of terms, are you
> an English teacher by chance, did you extract these from one of my
> publications, if so feel free to use any more free of copyright malarkey!.
>
> Keep up the good work..

> Steve. S.

I recall when you first got you PAK! Almost unbearable to live with
here for a time:) Guess you could say we are slightly related.
Purchased a Mighty Sonic about the same time. Fast ram was cool to
discover:)

My ISP service has changed so many times over the years, no one
remembers my ID. Sinplop should, he complained once years ago when I
dumped about 3 megs of crap in his mailbox:) Ended up having to buy
the friend that runs the server a beer over that one. He is such a
whine ass baby. I've wasted time in my life that i'm ashmed of, but
jeezzz, this guy won't have anything to look back on when he
dies....unless he crosses over.....Not that we would take him:).
Mike

1927. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 21:58:01 UTC
From: ebaiz@skyenet.net
Message-ID: <J5Sg8.282$xp3.224203@newsfeed.slurp.net>
Source record: 37280

On 3 Mar 2002 08:41:40 -, Wayne Martz wrote:

>Ah, my ignorance is amazing! I have Calumus SL 2000, (gonna upgrade
>soon) but I'm a musician, not a DTP person. All I know is that when I
>print from Calumus PC version, photo's look great, but from my Falcon,
>not great. I'm using an Epson Photo 700. I don't know how to use the
>star screening or the FM, so my problem is no doubt ignorance! I'd
>just like to be able to do similar quality work on the Falcon. Since
>Cal. has a printer driver for NVDI, I thought perhaps an upgrade to
>that might be persued? This might increase the apps. capable of doing
>photo quality work?

I have the driver for NVDI printers for Calamus SL 2000 and I will say
the photo quality is sometimes ok, but not what you would get on a PC.
I also have an Epson Photo 700. If using the Star Screening module will
increase the quality of a printed photo, then I am all in favor of
getting it. I was also told that NVDI needs another upgrade in order to
produce photo-quality printed images, I am not sure that will happen.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1928. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 21:58:32 UTC
From: ebaiz@skyenet.net
Message-ID: <c6Sg8.284$xp3.224330@newsfeed.slurp.net>
Source record: 37281

On 4 Mar 2002 06:26:39 G, Michael and Nicole Freeman wrote:

>I agree, printer drivers are lacking. And NVDI would be the most logical
>choice at the moment to support.

NVDI has alot of drivers, but it needs them re-vamped and a few more
added in,

>I have a new Epson printer that is capable of 2880 dpi (which truely can do
>Photo-quality). Epsons (new ones) can do much more than 720.

Whoa.... That sounds nice. Which model is that and how much did it cost?

>> So, is what we need already somewhat available, saving and printing from
>> Calamus, or is is something else?
>
>I'd love to be able to use my 2880 dpi resolution with my Atari... But
>Calamus won't cut it, as I need my printer for more than just DTP, and
>saving and printing from Calamus is kind of a pain.

I am sure Calamus could do that if we had a compatible driver. Saving
in Calamus is fine, but I agree that the printing has much to be desired.

>I agree that if people are willing and able to do it, we need NVDI-type
>drivers made (as Calamus does not make printers available system-wide as far
>as I know). But that's a bit pricey at the moment, from what I've heard, due
>to the (greed?) tight hold printer companies have on their printer codes.

Inverse does sell a VDI-driver that allows Calamus to use all the
printer drivers included in NVDI. Works just fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1929. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 21:58:45 UTC
From: ebaiz@skyenet.net
Message-ID: <p6Sg8.286$xp3.224269@newsfeed.slurp.net>
Source record: 37282

On 3 Mar 2002 22:46:50 -, "Thomas J. Andrews" wrote:
>I'm trying to write this with Netscape on a PC, so please bear with me.
>I'd much rather use Newsie on my Mega STE, but for some reason it no
>longer works with newsgroups. When I hit the button "connect to host"
>the dialog box comes up, sits there for a while, then times out. No
>connection is made. Nothing's been changed since the last time I was
>successful, back in mid-January. Mail is working as it should. I
>wondered for a while if the ISP had changed server names or something,
>but Netscape seems to be functioning with the old name. I'm using Newsie
>0.961. with TOS 2.06.
>
>Any ideas?

I would first check your settings just to make sure things are correct.
However, I would think that your problem lies in your ISP. I get the
same thing sometimes. I click on "connect" and nothing happens. Try
quitting Newsie and then come back in and try it. If it is the same
after 3-4 tries, I would logon another time.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1930. Talk in fr.comp.sys.atari

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 22:30:25 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3C83F581.AD251FE9@qnet.com>
Source record: 37283

I wish I spoke French it looks like a good conversation is going on over there about OXO System and Wensuite4(?). I tried to use a translator on the web but, its hard to grasp what is being said. Anyone here speak French and English and maybe want to tell use what we are missing.

Don

1931. Re: Talk in fr.comp.sys.atari

Newsgroup: comp.sys.atari.st
Date: 2002-03-04 22:57:15 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0203050053330.14650-100000@hal.pp.fishpool.fi>
Source record: 37284

On Mon, 4 Mar 2002, Don Schoengarth wrote:

> I wish I spoke French it looks like a good conversation is going on over
> there about OXO System and Wensuite4(?). I tried to use a translator on
> the web but, its hard to grasp what is being said. Anyone here speak
> French and English and maybe want to tell use what we are missing.

I'll try.

Essentially, the author was responding to some site that listed Wensuite
as a product whose development was abandonned. He guesses that, when he
did not reply quickly enough to the site maintainer's request about the
status of the project, it was assumed that the project is dead. Well, it
is not dead yet. However, the author goes at lenght about how making an
application suite for Atari no longer is a lucrative business and how he
got hurt by people calling Wensuite a rumour just because they never got
it to work on their system.

At least, that's what I recall of the post, seen a few days ago.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1932. Re: Talk in fr.comp.sys.atari

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 00:04:07 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.frknltac@localhost>
Source record: 37285

Martin-Éric Racine wrote:

> Essentially, the author was responding to some site that listed
> Wensuite as a product whose development was abandonned. He guesses
> that, when he did not reply quickly enough to the site maintainer's
> request about the status of the project, it was assumed that the
> project is dead. Well, it is not dead yet.

It was indeed listed to be discontinued at my site for abandoned
projects. (which btw just had an update with some more news & sources)

http://topp.atari-users.net

It seems like there have come different answers from Oxo about
Wensuite, but from what I am told just now, Wensuite is in resting
mode, since the authors have too little time to work on it.

Btw, I did never get a reply from Oxo on my request. Could of course be
due to server probs at the time. Oh well, info is corrected on my site
now anyway.

/Joakim

http://topp.atari-users.net

1933. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 00:07:41 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8A95ABF.1EB09%nameerf@flash.net>
Source record: 37286

>> I have a new Epson printer that is capable of 2880 dpi (which truely can do
>> Photo-quality). Epsons (new ones) can do much more than 720.
>
> Whoa.... That sounds nice. Which model is that and how much did it cost?

It's the Epson Stylus Color 777i. Cost me about $100 US a little over a year ago. It was brand new then (they didn't even have replacement ink available at office supply stores for a few months after I got it), so I'd think it would have gone down in price a little by now (OfficeMax in the US was giving them away free with a $500 digital camera purchase last May). It has both USB and standard parallel ports, and so I can have it connected to both my iMac and my Falcon at the same time! Quite nice. As an example of quality, I scanned a photo I had taken with my 35mm camera into my iMac (the Epson scanner reads 2400dpi), and printed it on glossy photo paper. Once cut to the same size as the original I literally couldn't tell the difference between the two, even extremely close up. It's unfortunately an ink hog, and so I am constantly replacing expensive ink cartridges.

If I could get drivers for this printer on my Falcon and do the same, that'd be incredibly cool!

Mike Freeman
nameerf@flash.net

1934. Re: Talk in fr.comp.sys.atari

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 00:10:51 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <b2Ug8.998$0k4.100822@news-binary.blueyonder.co.uk>
Source record: 37287

Funny I sold a host of Wensuite, still even have copies of 2 .... I wanted
to buy 3 and 4 and never heard from them

Nick

"GokMasE" <fake_email@spamblock.no> wrote in message
news:Usenet.frknltac@localhost...
> Martin-Éric Racine wrote:
>
> > Essentially, the author was responding to some site that listed
> > Wensuite as a product whose development was abandonned. He guesses
> > that, when he did not reply quickly enough to the site maintainer's
> > request about the status of the project, it was assumed that the
> > project is dead. Well, it is not dead yet.
>
> It was indeed listed to be discontinued at my site for abandoned
> projects. (which btw just had an update with some more news & sources)
>
> http://topp.atari-users.net
>
> It seems like there have come different answers from Oxo about
> Wensuite, but from what I am told just now, Wensuite is in resting
> mode, since the authors have too little time to work on it.
>
> Btw, I did never get a reply from Oxo on my request. Could of course be
> due to server probs at the time. Oh well, info is corrected on my site
> now anyway.
>
> /Joakim
>
> http://topp.atari-users.net
>
>

1935. Re: CT2b

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 01:28:08 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.7769d2cd.37081462.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 37290

Dans le message <3C832F72.7C559584@siemens.at>
Janka Gerhard a ï¿½crit:
>nospam@telebyte.nl wrote:
>>
>> I'm now the happy owner of a CT2b Falcon.

>I'm too ! That is, most of the time. Some times the system crashes
>whenever
>I start it up in turbo mode and I can only use it in normal mode. That's
>when I am reminded of what a difference it makes. But on other days my
>CT2b
>works without any problems and the Falcon can fly again ;-)
>BTW, any idea anybody what could cause these sporadic troubles ?
>Sometimes it also crashes when the washing machine or neon lamp or
>water pump is switched on or off. Neither of these causes any troubles
>when the Falcon is in normal mode.
Hem... one of the reasons could be that the neutral and live wires
are inverted in the wall outlet, so interference can reach the mb.
This sometimes happens with Hi-Fi - cracks in the speakers when you
turn on the light.
When your bird is in turbo mode, it becomes more sensitive to
interference.

>And, while I'm at it, how to get rid of the CPU fan without ruining the
>whole CT2b so I could replace it with a more quiet one ?

>As you see, for me this is the place to write about CT2b troubles, but
>for quite a while now nobody except me seemed to have troubles with it.

>Bye
>Gerhard

Hope that could help you,

J.-Luc

1936. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 02:19:07 UTC
From: Smith-Perricone <sslp@NOSPAMenter.net>
Message-ID: <u88aigbicv7955@news.supernews.com>
Source record: 37288
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

> Made a few cosmetic changed to the site. I think it looks much more
> professional, don't you?
>
> http://www.ataritimes.com

Looks good but takes a bit longer to fully load now.

1937. Re: Advice re- dat or cd recorder?

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 02:22:53 UTC
From: lallen@swin.edu.au
Message-ID: <2c5b844f.0203041822.313c2ec8@posting.google.com>
Source record: 37289

I would suggest that a Dat player is still an indispensable item in a
real studio,firstly the A/D-D/A converters in most decent Dats are
miles ahead of any comparable converters in computer based cards or
the Atari/Soundpool peripherals
I think having both with the dirt cheap price of CD burners is quite
feasable and de-riguer for practical purposes..also the metering and
gain control on the Dat machines is better than most cd burners...

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0202201209.5d198f11@posting.google.com>...
> I have 2 falcons, CAF, a fad-8, cd recorder. When I bought my second
> falcon, it came with a FDI. For some time I've been doing mixdowns of
> midi recorded from the synths and audio internally in CAF, and I know
> that the best audio quality is probably to be had that way as it
> involves no further passing through AD converters. On the other hand,
> it would be convienient to do a one time mixdown to another device,
> and would let me use external effects devices, ect, with complete
> flexability. So I've considered looking for a second hand dat machine
> to use with the fdi, but since dedicated CDrecorders are coming down
> to comparable prices, I've been wondering if they would be in any way
> better than a DAT-FDI setup, or can some of them even be used with an
> FDI? Any advice/opinions would be welcome! Thanks!
> Wayne Martz

1938. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 03:00:44 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C8434AA.7EE0D9BA@ataritimes.com>
Source record: 37291
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Smith-Perricone wrote:
>
> > Made a few cosmetic changed to the site. I think it looks much more
> > professional, don't you?
> >
> > http://www.ataritimes.com
>
> Looks good but takes a bit longer to fully load now.

Yeah, but I think the real slowdown is that crazy hit counter. The new
graphics are fairly small.

Look for even more tweaks in the coming weeks! (Hey, that rhymes!)

--
Gregory D. George

=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
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= http://www.ataritimes.com/yearend/ =
-=-

1939. Re: CT2b

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 07:07:51 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C846EC7.85C3CE4B@siemens.at>
Source record: 37292

Peter Persson wrote:
> Are you using the original falcon PSU?
> I had exactly the same problems before I put my machine in a tower case and
> changed to a PC PSU.
> It screwed up depening on environmental conditions like heat and humidity.
> Or if I switched my desklamp on.

I think I replaced the PSU when I put my machine into a tower too. But
the
effects sound so amazingly similar. So maybe the replacement PSU has
some
sort of defect or the 20GB IDE harddisk I put in last summer needs much
more power than the 1GB SCSI harddisk I replaced by it. Could well be
that
the problems started then.
Are there any special things to be considered or could I buy any PC PSU
to try whether that helps ?

Thanks to all who replied. I wouldn't have thought of the PSU myself.
Gerhard

1940. Re: Advice re- dat or cd recorder?

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 07:44:22 UTC
From: yves.rogne@free.fr
Message-ID: <3c847755$0$2415$626a54ce@news.free.fr>
Source record: 37293

On 4 Mar 2002 18:22:53 -, cool hand wrote:
>I would suggest that a Dat player is still an indispensable item in a
>real studio,firstly the A/D-D/A converters in most decent Dats are
>miles ahead of any comparable converters in computer based cards or
>the Atari/Soundpool peripherals
>I think having both with the dirt cheap price of CD burners is quite
>feasable and de-riguer for practical purposes..also the metering and
>gain control on the Dat machines is better than most cd burners...

Very interesting !

Please, could you tell me how to get the record on the dat into the f30 or any computer ?
I look for that for a long time unsuccessfully.

Regards

M>gamodeste

1941. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 09:47:52 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0203050147.730a0f09@posting.google.com>
Source record: 37295

I have a Weitech adapter for a MegaST which
came with an ET4000TC card and NVDI 2.5. Ive
never managed to get anything out of this,
although it did work fine I was told. I also
have 2 spare ET4000 cards (one boots fine
in a PC the other doesnt?).

Im not sure if this is an early CrazyDots
adapter or a Nova. Does anyone know? The adapter
does have a space for a FPU by the looks of it.

PT.

1942. Re: Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 11:39:02 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c849ada@dnews.tpgi.com.au>
Source record: 37146

Hi, from all I have read, the blitter is definately built into combel. The 68030 can blit faster than the blitter than tho, so using it is pretty next to useless. On a CT2 it has to be switched off as it will not overclock.

Mark

Elliot <stuff@recycledsteel.co.uk> wrote in message news:a60ne8$3i9$1@newsg4.svr.pol.co.uk...
> > I've never heard of any software using the blitter for anything except
> > screen related (not necessarily to/from the screen) blits.
> > It's certainly possible, but not likely to buy you any noticeable
> > extra performance.
>
> I have never done any programming on the Falcon, however on an STE it can be
> very useful. It basically copies memory about and so can be used for other
> things other than Video stuff, clearing big chunks of memory (for DBs, etc)
> and I have also used it to mix samples in real-time.
>
> If one organises their program well, the CPU and Blit in an STE can be used
> at the same time, ordering is very important and I have made some nice
> screen routines which takes very little time (lots of dirty tricks though).
>
> This is 68K v Blit though and even there there are some functions which can
> be handled quicker on the CPU than Blit, as mentioned I have never used it
> on the Falcon. It could be that it is there for compatibility.
>
>
>
>
>
>

1943. Re: broken falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 13:31:20 UTC
From: swampfax@atlantic.net
Message-ID: <IM3h8.140$y44.118701@news1.atlantic.net>
Source record: 37147

Hi Robert,
Can you elaborate a bit about the Falcon test kit?
Hardware, software, both?
John G.

On 1 Mar 2002 07:46:26 +, Robert Schaffner wrote:
>Fredrik Egeberg <deez@algonet.se> wrote:
>
>> memorycard in place and when I switched it back on something inside
>> exploded (atleaset thats what it sounded like).
>
>Shure you replace your memory board 1:1 to the memory port on mainboard?
>It sounds (for me) as not.
>
>Combel chip includes some error force routines, the point you get a
>white screen only. Something (COBEL include) can be broken.
>
>BEST method to force that problem is to get some answers
>from an falcon testkit.
>
>
>Regards, Robert
>
>--
> -= Home of DOIT-Archive =-
> --
> Atari und Macintosh Hardware FAQs
> http://www.doitarchive.de
>.

1944. Re: broken falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 15:54:07 UTC
From: rsmac@t-online.de
Message-ID: <1f8kyq9.428q2r1io4g1iN%rsmac@t-online.de>
Source record: 37148

John Garone <swampfax@atlantic.net> wrote:

> Can you elaborate a bit about the Falcon test kit?

Hard.

All what i have -> DOITF030, and it is in german..
Sorry

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

1945. Re: Advice re- dat or cd recorder?

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 16:06:39 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203050806.1c3a874b@posting.google.com>
Source record: 37149

> On 4 Mar 2002 18:22:53 -, cool hand wrote:
> ï¿½I would suggest that a Dat player is still an indispensable item in a
> ï¿½real studio,firstly the A/D-D/A converters in most decent Dats are
> ï¿½miles ahead of any comparable converters in computer based cards or
> ï¿½the Atari/Soundpool peripherals

Thanks for your response! Have you ever heard the AD converters of the
Line Audio stuff? (The FAD-8 is a Line Audio peripheral from Sweden, 2
in, 8 out, unbalanced, 18 bit.) Sounds great, IMHO! :-)

> ï¿½I think having both with the dirt cheap price of CD burners is quite
> ï¿½feasable and de-riguer for practical purposes..also the metering and
> ï¿½gain control on the Dat machines is better than most cd burners...

Yeah, both would be excellent! But a DAT (studio standard) is probably
what to get first.

> Please, could you tell me how to get the record on the dat into the f30 or any
> computer ?
> I look for that for a long time unsuccessfully.
>
> Regards
>
> M‚gamodeste

To go directly from a DAT to F030, you need an FDI, which will let you
transfer recordings to the HD of the F030 with no A/D conversion, and
no change in the signal. Am I correct?

Wayne

1946. Atari 1040ste bundle for sale(UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 16:18:21 UTC
From: Trig <jtrigwell@lineone.net>
Message-ID: <3c84eff4_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 37150

The patter of tiny feet are soon to be heard in this household so I'm being told to make some room!

I have a couple of 1040ste and a whole bunch of stuff including the complete collection of ST Format with discs and a selection of other mags, books and games.

Please don't make me take pictures of everything and start putting them individually on
e-bay...

Contact me if your interested in starting a collection or want to increase your collection (you have been warned!).

cheers....

jt@neo.demon.co.uk

1947. Falcon Programming

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 16:30:09 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a635bs$57s$1@newsg3.svr.pol.co.uk>
Source record: 37154

Hi all,

I need some help programming a Falcon, I have done much on the STE (68K, Basic, C) but most of it was hacking (not cracking, demos, etc). I need to write clean apps which will run in Mint, Magic TOS, etc and make nice little GEM Windows. I want to put my talent (lol) towards making some usable applications for everyone.

My main problem is making such things as TSRs, GEM interfaces and DSP code, I have lots of tools but I really need simple examples that I can expand from.

Any links for code would be really helpful, and anyone wishing to directly help me with parts can earn themselves a beer ;-)

Elliot...

1948. Re: Falcon Blitter

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 18:02:42 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <hT7h8.12951$O5.28488@nntpserver.swip.net>
Source record: 37151

Hi,

> to useless. On a CT2 it has to be switched off as it will not overclock.

This is only the case for some Falcons.
The big problem is that the blitter can only access ST-RAM, and the routines
in TOS does not compensate for this. Therefore, it needs a "new" VDI like
NVDI or fVDI.

Regards

/Peter

1949. Steinberg's MROS for Atari

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 18:41:53 UTC
From: g.goebertus@chello.nl
Message-ID: <3c8512f3.36964588@news.ams.chello.nl>
Source record: 37152

Hi all,

I wonder: is MROS (Steinberg's Midi Realtime OS) for Atari freeware?
If so, does anyone know if there ever was any documentation for
developpers available?
I know there are some apps written by others that work with
mros/cubase.

Dr Ambient

1950. Re: Steinberg's MROS for Atari

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 18:59:27 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <ul8h8.12962$O5.28470@nntpserver.swip.net>
Source record: 37153

Hi,

No idea. They won't reply to any of my atari related emails.

/Peter

1951. Atari are Gay

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 20:02:33 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203051202.4b49ed1b@posting.google.com>
Source record: 37155

Atari computer were made for FAGGOT's.You guys will all rot in HELL.....

1952. ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 20:07:35 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203051207.688c0db0@posting.google.com>
Source record: 37156

YOU GUY'S WILL ALL ROT IN HELL.....

1953. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 20:44:36 UTC
From: Nany's troll <nany.troll@suck.your.dick>
Message-ID: <3c852e33$0$8744$626a54ce@news.free.fr>
Source record: 37157

YOU GUY'S WILL ALL ROT IN HELL.....

You troll are looking for someone to take care of you.
Unfortunately we've more interesting thing to do than taking care of you.

Go suck your dick somewhere else baby.

1954. Re: broken falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 20:46:58 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203051246.37c14b56@posting.google.com>
Source record: 37158

swampfax@atlantic.net (John Garone) wrote in message
news:<IM3h8.140$y44.118701@news1.atlantic.net>...
> Hi Robert,
> Can you elaborate a bit about the Falcon test kit?
> Hardware, software, both?
> John G.
>
>
>
> On 1 Mar 2002 07:46:26 +, Robert Schaffner wrote:
> >Fredrik Egeberg <deez@algonet.se> wrote:
> >
> >> memorycard in place and when I switched it back on something inside
> >> exploded (atleaset thats what it sounded like).
> >
> >Shure you replace your memory board 1:1 to the memory port on mainboard?
> >It sounds (for me) as not.
> >
> >Combel chip includes some error force routines, the point you get a
> >white screen only. Something (COBEL include) can be broken.
> >
> >BEST method to force that problem is to get some answers
> >from an falcon testkit.
> >
> >
> >Regards, Robert
> >
> >--
> > -= Home of DOIT-Archive =-
> > _____________________________________
> > Atari und Macintosh Hardware FAQs
> > http://www.doitarchive.de
> >.

I'll put some words in Roberts mouth:)
He means the diagnostic cartridge for the Falcon. It will allow you
(most of the time) to boot a dead Falcon from the cartridge port and
perform diagnostic functions on the machine. There about $50.00 US.
I would loan mine to someone reliable and local (within the US).
Mike

1955. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 20:56:42 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <0iah8.146$m_3.242689@newsfeed.slurp.net>
Source record: 37159

Here we go again...

Joshua.

"Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
news:28118b5d.0203051207.688c0db0@posting.google.com...
> YOU GUY'S WILL ALL ROT IN HELL.....

1956. Re: Steinberg's MROS for Atari

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 21:52:23 UTC
From: g.goebertus@chello.nl
Message-ID: <3c853e74.48103944@news.ams.chello.nl>
Source record: 37160

On Tue, 5 Mar 2002 19:59:27 +0100, "Peter Persson"
<pepNOSPAM@mbox306.swipnet.se> wrote:

>Hi,
>
>No idea. They won't reply to any of my atari related emails.
>
>/Peter
>
>

Hi,

How typical:-(

Anyway, I'm still looking for a decent Midi real time OS which I can
use in my own program(s)....
I have tried MidiShare but it isn't exactly my cup of tea.

Dr Ambient

1957. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 22:12:56 UTC
From: Gill Bates <no_one@nowhere.com>
Message-ID: <u8ah3s43cmlad2@corp.supernews.com>
Source record: 37161

"Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
news:28118b5d.0203051207.688c0db0@posting.google.com...
> YOU GUY'S WILL ALL ROT IN HELL.....

yawn

1958. Re: SPP 3.2 / 4.0

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 22:18:12 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0203052315160.161-100000@easymint>
Source record: 37162

On Mon, 4 Mar 2002, Janka Gerhard wrote:

> Martin Tarenskeen wrote:
> > For me it costed nothing. But that's because I bought 3.2 some month ago
> > when 4.0 was already there, but my dealer didn't know. I don't know what
> > an update costs. I haven't have time to take a complete look into it yet,
> > but 4.0 does have some useful new functions. Take a look at their website,
>
> Thanks for the addresses. The strange thing was that on neither of the
> homepages 4.0 was mentioned in any way. At www.columbussoft.de there is

SPP 4.0 for Atari is an abandond unsupported version. I guess they won't
put the time and effort anymore in Atari users.

1959. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 22:30:02 UTC
From: Carbon <carbon@carboncopy.tk>
Message-ID: <0Gbh8.55605$Hg1.8997234@news6-win.server.ntlworld.com>
Source record: 37163

"Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
news:28118b5d.0203051207.688c0db0@posting.google.com...
> YOU GUY'S WILL ALL ROT IN HELL.....

Blah blah blah blah

1960. Re: TOS 2.06 and printing (and PRINTER.CPX)

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 22:31:20 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c854737$0$29606$4c56ba96@master.news.zetnet.net>
Source record: 37164

On 4 Mar 2002 00:59:47 G, Hallvard Tangeraas wrote:
>I'd like to know more about issues relating to using a printer with TOS
>2.06....
>
>1) I suppose that whatever is set up within "PRINTER.CPX" relates to
>*any* printing within TOS 2.06. This includes the following (from the
>desktop):
> -Pressing <Alternate><Help> (print a graphic image of the desktop)

I've had a MegaOne, a STE and now a TT. I have never found that ALT-HELP
printed anything at all. Can anyone comment positively on this?

> -Pressing the ">" key (print the active window's contents)
>Is my assumption correct?

Nor this.

Charles.

1961. Re: TOS 2.06 and "MODEM.CPX"

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 22:31:21 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c854738$0$29606$4c56ba96@master.news.zetnet.net>
Source record: 37167

On 4 Mar 2002 00:59:50 G, Hallvard Tangeraas wrote:
>(for the TOS 2.06 user-guide I'm currently writing)....
>
>I need to know a little more about modems and TOS 2.06. This includes
>"MODEM.CPX" which I have a feeling is a little outdated.

Definitely. Replace by SERIAL.CPX (I think, by Peter Rott... - Oh dear, I have forgotten his name)

Charles.

1962. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 22:31:24 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c85473a$0$29606$4c56ba96@master.news.zetnet.net>
Source record: 37166

Hi TJ,
Newsie 0.961 is my regular usenet and email app. Usually with no problems.

On 3 Mar 2002 22:46:50 -, "Thomas J. Andrews" wrote:
>I'm trying to write this with Netscape on a PC, so please bear with me.
>I'd much rather use Newsie on my Mega STE, but for some reason it no
>longer works with newsgroups. When I hit the button "connect to host"
>the dialog box comes up, sits there for a while, then times out. No
>connection is made. Nothing's been changed since the last time I was
>successful, back in mid-January. Mail is working as it should. I
>wondered for a while if the ISP had changed server names or something,
>but Netscape seems to be functioning with the old name. I'm using Newsie
>0.961. with TOS 2.06.

I suggest changing parameters to <Server Address:Connect at Startup>,
then SAVE PREFERENCES and Quit. After restarting you should see the list
of new NG posts straight away.

Charles.

1963. Re: "Flop fix" by Harun Scheutzow

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 22:31:25 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c85473c$0$29606$4c56ba96@master.news.zetnet.net>
Source record: 37165

On 4 Mar 2002 17:48:34 G, Hallvard Tangeraas wrote:
>I found a patch program for use with TOS 2.06 called "Flop fix" which is
>supposed to fix bugs in TOS 2.06 and upwards.

<SNIP>

>This program fixes some very bad bugs in the floppy routines of
>TOS2.06, 3.06, 4.00, 4.01, 4.02, 4.04. I can not understand how

I cannot understand how such a patch should appear before the quoted
OS versions. This is suspect, unless someone can contradict.

Charles.

1964. Re: "Atari compendium" .HYP file? (Aranym website)

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 22:34:57 UTC
From: Carbon <carbon@carboncopy.tk>
Message-ID: <KKbh8.55642$Hg1.8999982@news6-win.server.ntlworld.com>
Source record: 37168

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f8l1t6.p1xxfct3qh90N%northstar2010@_I-hate-spam_yahoo.no...
> Is the "Atari compendium" now available as an ST-guide hypertext (.HYP)
> file?
> I found this screenshot at the Aranym website which makes it seem like
> the above is correct:
>
> http://aranym.sourceforge.net/images/blyp-stguide.png

It was released on a CD called Atari Compendium CDROM.

Si

1965. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 22:38:41 UTC
From: Carbon <carbon@carboncopy.tk>
Message-ID: <_Nbh8.55667$Hg1.9001757@news6-win.server.ntlworld.com>
Source record: 37169
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

"Gregory D. George" <greg@ataritimes.com> wrote in message
news:3C8434AA.7EE0D9BA@ataritimes.com...
> Smith-Perricone wrote:
> >
> > > Made a few cosmetic changed to the site. I think it looks much more
> > > professional, don't you?
> > >
> > > http://www.ataritimes.com
> >
> > Looks good but takes a bit longer to fully load now.
>
> Yeah, but I think the real slowdown is that crazy hit counter. The new
> graphics are fairly small.
>
> Look for even more tweaks in the coming weeks! (Hey, that rhymes!)
>

Creating the website in Microsoft frontpage doesn't help either ;)

Si

1966. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 23:03:53 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C854EAA.7439DCE2@ataritimes.com>
Source record: 37170
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Carbon wrote:

> Creating the website in Microsoft frontpage doesn't help either ;)

Um...

1. It was free.

2. It's easy to use.

3. You can hardly tell.

4. Dreamweaver sucks.

--
Gregory D. George

=-=-=-

1967. Re: "Atari compendium" .HYP file? (Aranym website)

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 23:04:08 UTC
From: Lonny Pursell <gfa@basic.net>
Message-ID: <B8AAB918.299B%gfa@basic.net>
Source record: 37171

in article 1f8l1t6.p1xxfct3qh90N%northstar2010@_I-hate-spam_yahoo.no,
Hallvard Tangeraas at northstar2010@_I-hate-spam_yahoo.no wrote on 3/5/02
2:56 PM:

> Is the "Atari compendium" now available as an ST-guide hypertext (.HYP)
> file?

It was, but Mr. Sanders put a stop to it.

Lonny Pursell

1968. Re: Steinberg's MROS for Atari

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 23:19:18 UTC
From: Paul CAILLET <dn@alussinan.org>
Message-ID: <3c855252$0$14911$626a54ce@news.free.fr>
Source record: 37172

Hello Peter :-)

> No idea. They won't reply to any of my atari related emails.

I know that :-(
They've the same attitude with all my ATARI related emails too :-(

--
Paul CAILLET.
http://music-atari.org

1969. Re: Falcon Programming

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 23:20:34 UTC
From: Graham Payton <graham.payton@grave-systems.co.uk>
Message-ID: <3c855275$1@news.zen.co.uk>
Source record: 37173

Hi Elliot

Why don't you try getting in touch with 'The Reservoir Gods'. Top Atari coding team, and personal friends of mine.

Go to http://rg.atari.org and send them an e-mail.

There are also lots of Mr Pinks' code libraries that you can download in the source section. He is a very helpful guy, and I am sure he would be interested in getting more people coding on the Falcon.

Also don't forget to try out Chu Chu while you are there.

Kind Regards

Graham

"Elliot" <stuff@recycledsteel.co.uk> wrote in message
news:a635bs$57s$1@newsg3.svr.pol.co.uk...
> Hi all,
>
> I need some help programming a Falcon, I have done much on the STE (68K,
> Basic, C) but most of it was hacking (not cracking, demos, etc). I need
to
> write clean apps which will run in Mint, Magic TOS, etc and make nice
little
> GEM Windows. I want to put my talent (lol) towards making some usable
> applications for everyone.
>
> My main problem is making such things as TSRs, GEM interfaces and DSP
code,
> I have lots of tools but I really need simple examples that I can expand
> from.
>
> Any links for code would be really helpful, and anyone wishing to directly
> help me with parts can earn themselves a beer ;-)
>
>
> Elliot...
>
>

1970. Re: SPP 3.2 / 4.0

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 23:28:13 UTC
From: Paul CAILLET <dn@alussinan.org>
Message-ID: <3c855475$0$14915$626a54ce@news.free.fr>
Source record: 37174

Hello Martin :-)

> SPP 4.0 for Atari is an abandond unsupported version. I guess they won't
> put the time and effort anymore in Atari users.

Music Soft & Hardware House write t ome that they can sell me SPP 4.0 for
ATARI ...

But when I ask them where is it possible to give a Demo version, I never
receive any answer (there are 2 months ago) ?!

Music Soft & Hardware House
servicedesk@music-soft.com
http://www.music-soft.com/Eng/Software/Spp/sppdescr.htm

Regards ...

--
Paul CAILLET.
http://music-atari.org

1971. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-05 23:40:08 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <sHch8.10091$Ek1.1192225@news-nb00s0.nbnet.nb.ca>
Source record: 37175

Snore
"Carbon" <carbon@carboncopy.tk> wrote in message
news:0Gbh8.55605$Hg1.8997234@news6-win.server.ntlworld.com...
>
> "Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
> news:28118b5d.0203051207.688c0db0@posting.google.com...
> > YOU GUY'S WILL ALL ROT IN HELL.....
>
> Blah blah blah blah
>
>
>

1972. Re: Ataris on a Amiga show today!

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 00:40:09 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1015448963.24456.3@eos.uk.clara.net>
Source record: 37205

Hi Kenneth

| Right now I'm sitting here on an Amiga show writing this with my poor
| Atari...

Since your in the midst of Amiga users, i hope you had a curry and some
brown
ale last evening. 8-)

--

Steve. S.

Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war stories
Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.330 / Virus Database: 184 - Release Date: 01/03/02

1973. Re: cable modem problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 00:44:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1015448964.24456.4@eos.uk.clara.net>
Source record: 37208

Hi Lonny

| I have an RCA DCM-235 which seems to have a problem. Anyone know how to
| update the firmware for this modem?

I wouldn't mind betting that the answer is in Billy Boy Gates hands!.

--

Steve. S.

Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war stories
Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.330 / Virus Database: 184 - Release Date: 01/03/02

1974. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 01:39:35 UTC
From: ebaiz@skyenet.net
Message-ID: <rreh8.231$m_3.338912@newsfeed.slurp.net>
Source record: 37176

On 5 Mar 2002 12:07:35 -, Jim Brohier wrote:
>YOU GUY'S WILL ALL ROT IN HELL.....

Oh brother.... Another bug crawls out.....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1975. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 02:03:07 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203051803.7c87e92c@posting.google.com>
Source record: 37177

Derryck Croker <derryck@.NOSPAMCRAPcix.co.uk> wrote in message news:<1015221704-> Erm, Calamus and PhotoTip already use NVDI for output! Although I agree with
> your general sentiments.

Yeah, I think Smurf may also, but none of them do near the kind of job with my epson photo 700 that can be done with my pc laptop. When I print with Calumus 2000 on my PC, it looks great, but not from Calumus 2000 on my Falcon printing through NVDI. That leads me to believe the printer drivers need to be updated.

1976. Re: TOS 2.06 and "MODEM.CPX"

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 02:37:16 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203051837.37a5e458@posting.google.com>
Source record: 37178

cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<3c854738$0$29606$4c56ba96@master.news.zetnet.net>...
> >I need to know a little more about modems and TOS 2.06. This includes
> >"MODEM.CPX" which I have a feeling is a little outdated.
>
> Definitely. Replace by SERIAL.CPX (I think, by Peter Rott... - Oh dear, I
> have forgotten his name)

It's "Peter Rottinger."

Galen

1977. Re: TOS 2.06 and printing (and PRINTER.CPX)

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 02:39:03 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203051839.3a952463@posting.google.com>
Source record: 37179

cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<3c854737$0$29606$4c56ba96@master.news.zetnet.net>...
> On 4 Mar 2002 00:59:47 G, Hallvard Tangeraas wrote:
> >I'd like to know more about issues relating to using a printer with TOS
> >2.06....
> >
> >1) I suppose that whatever is set up within "PRINTER.CPX" relates to
> >*any* printing within TOS 2.06. This includes the following (from the
> >desktop):
> > -Pressing <Alternate><Help> (print a graphic image of the desktop)
>
> I've had a MegaOne, a STE and now a TT. I have never found that ALT-HELP
> printed anything at all. Can anyone comment positively on this?
>
This works quite nicely if your printer understands the Epson FX
protocols. Most 9 pin dot matrix printers in the 1980s did.

Nowadays, there are AUTO programs that you could load to duplicate
this, but why bother?

Galen

1978. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 03:35:40 UTC
From: "Thomas J. Andrews" <taj16@dreamscape.com>
Message-ID: <3C858E8C.A8DBEA8C@dreamscape.com>
Source record: 37180

"Edward S. Baiz Jr." wrote:

> I would first check your settings just to make sure things are correct.
> However, I would think that your problem lies in your ISP. I get the
> same thing sometimes. I click on "connect" and nothing happens. Try
> quitting Newsie and then come back in and try it. If it is the same
> after 3-4 tries, I would logon another time.
>

I wil check the settings more thoroughly, but they appear to be correct. I
have tried repeatedly over the last month or so. I always get the same thing.

TJ
Keeper of the Flame

1979. ACE and Falcon AEX released !!

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 05:05:41 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0203052105.312dd95@posting.google.com>
Source record: 37181

Hi All

BIG NEWS!!!

ACE MIDI, the Atari Falcon Softsynth has just been released!
Thats right! Finally! Thomas has put in 2 1/2 years into this , and it shows it! This brings Atari up to a new level! (and in 2002!)

ALSO: DR Ambient (Guido Goebertus) has just released a Falcon 256 color version of his AEX Intelligent analog sequencer. He has also updated his ST and TT Hi versions. More stuff!!

Go here for both articles at the new issue of My Atari :

http://www.myatari.net/latest.htm

Click on "ACE: World Exclusive" and
"I Want My AEX"

It sure pays to beta test, cause I get to write the articles! Had two this month to write. Please check them out!

Right now, the ACE demo is on the New Beat site. Link at the bottom of the article. They might incorporate the ZIP into the article during the month, along with a set of my own sounds I created in ACE.

There is also another ACE demo tune I did at the New Beat site. Its small (950K) compared to the 5 or 6 M download of the first one. I did this demo with Notator, run on an STe going into the Falcon and running ACE.

Have fun with ACE and AEX.

Thanks Thomas and Guido for continuing to program for Atari !!

Tim
==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

1980. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 05:51:28 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <z7ih8.78955$nz4.7407393@bin4.nnrp.aus1.giganews.com>
Source record: 37182
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

In article <_Nbh8.55667$Hg1.9001757@news6-win.server.ntlworld.com>,
Carbon <carbon@carboncopy.tk> wrote:

>> Look for even more tweaks in the coming weeks! (Hey, that rhymes!)
>
>Creating the website in Microsoft frontpage doesn't help either ;)

Not really. But, the site seems to display and function properly with
Mozilla. So, feh. At least he's still sniffing for Netscaspe in the
source code, sheez :)

--
~~~~~~
Linux + DOCSIS1.0 + OpenSSH + GnuPG + Pine + TRN4 = Global 24x7 Shell
~~~~~~

1981. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 06:14:28 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C85B396.88A806A8@ataritimes.com>
Source record: 37183
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Sean Connery wrote:

> >Creating the website in Microsoft frontpage doesn't help either ;)
>
> Not really. But, the site seems to display and function properly with
> Mozilla. So, feh. At least he's still sniffing for Netscaspe in the
> source code, sheez :)

Netscape 4.77 is really still my main browser, so, of course I make it work with it! (Lately though, Netscape 6.2 has just about taken over, but it doesn't seem to handle the tables right.)

The site isn't that complicated, really. The only really cool thing that Frontpage does that I like (other than it's incredible ease of use) is the page includes. That's how I get the same left-column on all of the pages.

BTW, been slaving on yet another new design. It looks as it does now, but with a few button changes and making all the pages with the same theme.

--
Gregory D. George

=-=-=-

1982. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 07:54:38 UTC
From: sweepea@kickapoo.com
Message-ID: <a64hvu$i1t$1@198.69.29.144>
Source record: 37184

>
> >Something a lot of Atari users could use, IMHO, are updated printer
> >drivers. I'd think many Atarians would benefit from the ability to
> >print Photo Quality images.

The new Epson printers are cpu intensive. With a Celeron@300mhz
everything
else drags to a halt while the color printing is going on . . . and
on. 8x11 page
takes upwards of 8 minutes for a single full-color jpeg. Overclocking
to 450mhz
helps a bit. No way my Falcon or TT is *ever* going to color print on
these color
printers, drivers or not.
--
sp

The unlived life is not worth examining.

1983. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 09:38:13 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203060138.743b8624@posting.google.com>
Source record: 37185

Why don't you suck your own Dick,or better yet get your Atari to suck
your dick for you.Or you can bum your Atari up the ASS.You and your
Atari will rot in HELL..... FAGGOT's

1984. Re: SPP 3.2 / 4.0

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 09:52:53 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0203061043420.176-100000@easymint>
Source record: 37186

On Wed, 6 Mar 2002, Paul CAILLET wrote:

> Hello Martin :-)
>
> > SPP 4.0 for Atari is an abandond unsupported version. I guess they won't
> > put the time and effort anymore in Atari users.
>
> Music Soft & Hardware House write t ome that they can sell me SPP 4.0 for
> ATARI ...
>
> But when I ask them where is it possible to give a Demo version, I never
> receive any answer (there are 2 months ago) ?!

It took me months to get my copy of spp4.0. The guy who runs it is nice,
but his office is an unbelievable mess. (I visited him). He makes a lot of
promises, but tends to forget them within a day or so. Try to mail him
once every week :-)
Or send me an e-mail with your wishes and I'll print it out and give it to
him personally. The guy lives 2 streets away from me.
My e-mail address is m.tarenskeen-NOSPAM-@zonnet.nl (without -NOSPAM-)

> > Music Soft & Hardware House
> servicedesk@music-soft.com
> http://www.music-soft.com/Eng/Software/Spp/sppdescr.htm
>

1985. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 10:03:53 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0203061056370.176-100000@easymint>
Source record: 37187

On Tue, 5 Mar 2002, Thomas J. Andrews wrote:

>
>
> "Edward S. Baiz Jr." wrote:
>
> > I would first check your settings just to make sure things are correct.
> > However, I would think that your problem lies in your ISP. I get the
> > same thing sometimes. I click on "connect" and nothing happens. Try
> > quitting Newsie and then come back in and try it. If it is the same
> > after 3-4 tries, I would logon another time.
> >
>
> I wil check the settings more thoroughly, but they appear to be correct. I
> have tried repeatedly over the last month or so. I always get the same thing.
>
> TJ
> Keeper of the Flame
>
Have you tried replacing the name of the newsserver in the configuration
with its IP number ? I remember having had similar problems. I replaced my
newsserver (news.zonnet.nl) with it's number (62.58.50.21). You can find
out the right number with tools from the STiNG dialer, or with nslookup
or ping if you have a MiNTnet system.

Something else to try, if you use STiNG: remove the cache.dns file, and
restart.

1986. Re: TOS 2.06 and "MODEM.CPX"

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 10:36:26 UTC
From: Pascal Ricard <paricard@free>
Message-ID: <3c85fed4196b191@free.fr>
Source record: 37191

Hello,

in article <1f8lvjt.ev8t5rvbz1dsN%northstar2010@_I-hate-spam_yahoo.no> (comp.sys.atari.st) Hallvard Tangeraas wrote on Wed 06-03-2002 03:11 (GMT):

> So what's wrong with the modem/serial routines in TOS 2.06 exactly?

What's wrong, I don't know precisely. But it's told to be wrong in _all_
TOS versions, especialy in the way flow control is handled.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

1987. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 10:55:33 UTC
From: a.eckerle@t-online.de
Message-ID: <1f8mgaw.rl38fy17o9zcoN%a.eckerle@t-online.de>
Source record: 37188
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Gregory D. George <greg@ataritimes.com> wrote:

> Netscape 4.77 is really still my main browser, so, of course I make it
> work with it! (Lately though, Netscape 6.2 has just about taken over,
> but it doesn't seem to handle the tables right.)

Netscape 6.2 (Why donï¿½t you use Mozilla 0.9.8 instead, itï¿½s the same,
but newer engine, except some AOL stuff that you probably wonï¿½t miss
anyway) is a brilliant browswer supporting W3C-standards, so when it
doesnï¿½t seem to handle tables right, itï¿½s because Netscape 4.7x is so
non-standard and buggy, not because the Mozilla engine makes the
mistakes.

Andreas

--

1988. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 10:55:33 UTC
From: "a.eckerle@t-online.de (Andreas Eckerle)" <a.eckerle@t-online.de>
Message-ID: <BCED9767330536479E416EFC52D3F9B9028ECD1B@pfs01.ex.nus.edu.sg>
Source record: 37190
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Gregory D. George <greg@ataritimes.com> wrote:

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> work with it! (Lately though, Netscape 6.2 has just about taken over,
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Andreas

--

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Andreas

--

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anyway) is a brilliant browswer supporting W3C-standards, so when it
doesn´t seem to handle tables right, it´s because Netscape 4.7x is so
non-standard and buggy, not because the Mozilla engine makes the
mistakes.

Andreas

--

1989. Re: "Atari compendium" .HYP file? (Aranym website)

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 11:10:36 UTC
From: J�r�me Ginestet <ginestet.jerome@wanadoo>
Message-ID: <3c85f8d7$0$2403$626a54ce@news.free.fr>
Source record: 37189

"Carbon" <carbon@carboncopy.tk> a �crit dans le message news:
KKbh8.55642$Hg1.8999982@news6-win.server.ntlworld.com...

>
> It was released on a CD called Atari Compendium CDROM.

The Atari Compendium CDROM was in HTML format.

--

J�r�me

1990. Re: TOS 2.06 and printing (and PRINTER.CPX)

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 12:20:53 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a651fvqnn1@pegasus.csx.cam.ac.uk>
Source record: 37192

Hallvard Tangeraas wrote in message
<1f8lav2.k2y74o16td3oN%northstar2010@_I-hate-spam_yahoo.no>...
>Stephen Moss <sgm23@eng.cam.ac.uk> wrote:

< cut >

>> > -Pressing <Alternate><Help> (print a graphic image of the desktop)
>> > -Pressing the ">" key (print the active window's contents)
>> >Is my assumption correct?
>>
>> As far as I know this is correct, any program that uses specific printer
>> drivers should set up the printer port to the required settings
overriding
>> those specified by the accessory as necessary.
>
>But aren't we talking about two different things here?

I think we were talking about the same thing I just failed to express it
correctly, perhaps if I had said "As far as I know this is correct,
however". What I was trying to say was that your are correct with respect to
printing from the desktop (TOS) while also pointing out that the control
panel settings do not necessarily relate to those used by other programs.

>> >2) The "PRINTER.CPX" module only contains settings for dot-matrix and
>> >daisy-wheel printers. Obviously a bit dated for printers used today
>> >(inkjet and laser printers). Are there replacement CPX modules for other
>> >printers, or does this CPX module still work for inj/laser printers?
>>
>> This might depend on the printer, but it works on my Canon Bj10e
Bubblejet
>> printer even when the dip switch set set to BJ10 mode as opposed to Epsom
>> emulation so it will probably work on other printers.
>
>Cool! I have a BJ-10ex myself, but it's currently not connected to the
>machine. What about other printers?

I don't know, I believe that TOS prints using a generic ASCII only system
and so if the differences between the various bubble and inkjet systems are
small I might be ok, perhaps someone at comp.sys.atari.st.tech will be able
to answer this better than I.
However from problems I have encountered at work I suspect that in near
future (if not now) this may not be the case. Unfortunatley, unlike older
printers such as the BJ-10 that had some of its perameters settable on the
hardware using DIP switches all printers produced these days appear to rely
purely on the printer driver software and so without the software I doubt
that printing from TOS will be viable.

Another thing that all Atari owners should consider is that as printers are only designed for the PC these days there is a growing trend for PC's to connect via USB ports and so unless someone can create a Atari to USB interface cable we won't be able to connect to a printer let alone print from them.

< cut >

>> You have to set it to Dot Matrix though, I dont think anything other than a
>> Daisy Wheel print will respond to the Daisy-Wheel setting.
>
>So you're saying that by setting it to "dot matrix" there's a
>possibility that it might work with just about any printer, while
>"daisy" only works with those really old type daisy-wheel printers?

I beleive so, it really depends on how much of a difference there is between the modern printers, as until the mid ninties most printers contained an Epsom emulation mode to ensure a psudeo compatability between all printer hardware and software as 99% of all software used to be supplied with a basic Epson driver if nothing else. Thererfore if the Daisy -Wheel setting will not work in Epsom mode it probably wont work on any modern printer. Dot Matirix on the other hand is also refered to as graphics mode, if you think about it this is what all modern printers are as they opperate on graphical Dots Per Inch system and so I should have a good chance of working, excluding any of the probelms I metioned above.

Stephen Moss

1991. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 14:09:19 UTC
From: Lonny Pursell <gfa@basic.net>
Message-ID: <B8AB8D3F.29CA%gfa@basic.net>
Source record: 37193

in article 28118b5d.0203060138.743b8624@posting.google.com, Jim Brohier at jim_brohier@ironhoof.com wrote on 3/6/02 4:38 AM:

> Why don't you suck your own Dick,or better yet get your Atari to suck
> your dick for you.Or you can bum your Atari up the ASS.You and your
> Atari will rot in HELL..... FAGGOT's

If you are so compelled to be here you are one of us, I welcome you with open arms and a spam filter. You need not reply... lol

---
Lonny Pursell

1992. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 15:21:06 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203060721.4da2838@posting.google.com>
Source record: 37194

> The new Epson printers are cpu intensive. With a Celeron@300mhz
> everything
> else drags to a halt while the color printing is going on . . . and
> on. 8x11 page
> takes upwards of 8 minutes for a single full-color jpeg. Overclocking
> to 450mhz
> helps a bit. No way my Falcon or TT is *ever* going to color print on
> these color
> printers, drivers or not.

So doing this kind of printing (like 1440 by 720 on an epson) is a matter of horsepower to do quickly? My 475 P2 laptop dosn't suffer much, and my 700ish P3 desktop at work has no problem. I suppose there are many factors that might affect this. Perhaps printing at this quality is possible on my CT2B Falcon, but would take forever, like making MP3's? Perhaps my CT060 (when it gets here) will have closer to the kind of CPU speed to handle it well. If so, I sure hope that those of us who have bought one, and possibly Hades and Milan 040 and 060 users might support another upgrade to NVDI, or anyone willing to take a shot at it? I would!
Wayne

1993. Re: Best Cab Ovl?

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 15:21:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1015448966.24456.5@eos.uk.clara.net>
Source record: 37206

Hi Derryck

| You should try the Atari Workshop in the UK. DDP Translations prepared an
| English release of CAB2.8 for them (I admit that there are a couple of
issues
| with the "bubblegem" help in some places).
|
| Mention my name if you like :-)

I dropped your name in a pole dancing establishment in Soho once, it got me kicked out, seems there's a problem with a bar tab and some pregnant dancers.

--

Steve. S.

Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war stories!.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.330 / Virus Database: 184 - Release Date: 28/02/02

1994. Re: So whats with Taf?

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 15:22:51 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1015448971.24456.6@eos.uk.clara.net>
Source record: 37207
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hi rustynutt

| > My gast is flabbered, is it possible we are related??.

| I recall when you first got you PAK! Almost unbearable to live with
| here for a time:)

That was nothing to do with the PAK i'm sure, although i know Lonny Purcell wants my children.

| Guess you could say we are slightly related.
| Purchased a Mighty Sonic about the same time. Fast ram was cool to discover:)

I feel the need, the need for speed..
My current Atari is running at 2.0Ghz, slumming it on a Pentium 4, i still prefer the old 40Mhz beastie though.

| My ISP service has changed so many times over the years, no one remembers my ID.

I've not yet found an IP that will last me more than a few months!!.

| Sinplop should, he complained once years ago when I
| dumped about 3 megs of crap in his mailbox:)

3Meg!?, how times have changed, a 3Meg download is the norm these days for minor service patches!!.

Hm!, I've got rather a lot of skanky Viri picked out by AVG, I could attach a few of them to him, how about a nice Goner virus, that'll take his mind off of his boner!!.. 8-)

--

Steve. S.

Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war stories!.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.330 / Virus Database: 184 - Release Date: 28/02/02

1995. Atari's progress

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 15:36:52 UTC
From: MrZammler <none@nowhere.com>
Message-ID: <1015429013.649980@athprx02.forthnet.gr>
Source record: 37195

Hello ppl,

I was browsing your ng, and visited some sites I found on Ataris. It seems that they got a long way since I last saw one (some years ago). I was at a point to choose an Atari or an Amiga, and the second's charms won me. I'm still using my Amigas (500, 1200, 3000).

I just wanted to know how far Ataris have gone. I've seen something like PCI cards, new OSes, etc. Anyone available to enlighten me more on this?

Thanks,
MrZammler

PS
I'm sorry to see so called "Amiga users" posting such messages here. Please just disregard them.

1996. Re: Atari's progress

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 16:38:20 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8AB946F.1ED3D%nameerf@flash.net>
Source record: 37196

in article 1015429013.649980@athprx02.forthnet.gr, MrZammler at none@nowhere.com wrote on 3/6/02 7:36 AM:

> Hello ppl,
>
> I was browsing your ng, and visited some sites I found on Ataris. It seems
> that they got a long way since I last saw one (some years ago). I was at a
> point to choose an Atari or an Amiga, and the second's charms won me. I'm
> still using my Amigas (500, 1200, 3000).
>
> I just wanted to know how far Ataris have gone. I've seen something like PCI
> cards, new OSes, etc. Anyone available to enlighten me more on this?

Hi!
Well, after Atari went south, a few 3rd-party companies took over the design and distribution of "TOS" computers. C-Lab took Atari's left-over Falcon stock and upgraded them a little and recased them. Medusa Systems made the Medusa and Hades machines (68040 and 68060 CPU's, PCI, other more up-to-date technologies - see http://www.kingx.com/kingx/medusa/), a company called Milan made a 68040 machine (see http://www.milan-computer.de/), and now I *think* they're the ones behind the xTOS computer (see http://www.xtos.de/) which will use the newest "Coldfire" CPU's from Motorola.

Companies and people came out with various upgrades for Atari's (particularly the Falcon), such as CenTurbo 1 (overclocker for the 68030 CPU) and 2 (replaced the 68030 CPU with a faster one, added full 32-bit bus, and SD-RAM slots), Nemesis (another overclocker), Afterburner (68040 CPU and faster memory), Eclipse (PCI adapter, mostly used for graphics cards - see http://fmax.atari.org/), Galaxy card (for the TT - graphics card and in future versions, an ethernet card - see http://gem.win.co.nz/mario/), Nova (ISA slot adapter for graphics cards), and things being developed are the CT60 (68060 CPU with SD-RAM slots - see http://www.czuba-tech.com/), and Tempest (PowerPC 603e CPU with SD-RAM slots - possibly a stopped project :(- see http://fmax.atari.org/).

OS's include AES 4.1, Geneva 1.06, Magic 6.2, NAES 2.0, and XaAES (I'm sure there's more, but these are the main ones). Lots (for a "non-mainstream platform") of new software coming out all the time, too.

Some of the many info and software sites include: http://www.atari.org/, http://www.atariuptodate.de/, http://www.magical-sides.de/, and http://users.pandora.be/tos4ever/utsi.htm.

If you have any other questions or comments, feel free to ask!

> PS
> I'm sorry to see so called "Amiga users" posting such messages here. Please
> just disregard them.

Yep, already done. I have a feeling none of them are real Amiga users,
as one of particular note went into an Amiga newsgroup and cause similar
problems. I know that most people who truely love their machines have more
respect than that for people who use computers with similar histories and
current status. I think Amigas are cool, as are Atari's. I just happen to
have more use for the Atari's features!

Good luck in your info search! Hope this helped!

Mike Freeman
nameerf@flash.net

1997. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 17:55:37 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <tKsh8.58787$yL2.5016899@bin6.nnrp.aus1.giganews.com>
Source record: 37197
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

In article <3C85B396.88A806A8@ataritimes.com>,
Gregory D. George <greg@ataritimes.com> wrote:

>Netscape 4.77 is really still my main browser, so, of course I make it
>work with it! (Lately though, Netscape 6.2 has just about taken over,
>but it doesn't seem to handle the tables right.)

The old Netscape is actually up to 4.79, check it out.
ftp://ftp.netscape.com/pub/communicator/english/4.79

Also, if you're liking NS6.2, I suggest trrying Mozilla (mozilla.org).
It's the codebase for NS6.2, except the newer Mozilla builds are beyond
the NS6.2 build. I find Mozilla 0.9.8 better than NS6.2 all around. Plus
it has features like gestures and tabs that aren't in NS6.x yet.

--
~~~~~~
Linux + DOCSIS1.0 + OpenSSH + GnuPG + Pine + TRN4 = Global 24x7 Shell
~~~~~~

1998. Re: TOS 2.06 and "MODEM.CPX"

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 18:25:04 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3c86645c2ec6201@europe-shareware.org>
Source record: 37198

Hello,

in article <1f8mzts.yz47w515s0jeoN%northstar2010@_I-hate-spam_yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Wed 06-03-2002 17:41 (GMT):

> "Pascal Ricard" <paricard@free(dot)fr.invalid> wrote:

> > What's wrong, I don't know precisely. But it's told to be wrong in _all_
> > TOS versions, especialy in the way flow control is handled.
>
> Yes, I had a look at the docs and it says something about that, though I
> don't quite understand what it means in practice.

It just means, for the ordinary people like me, that you should use a
patch like HSModem or similar. There are a few but HSModem is the best
one imho.

> There's an AUTO program and a CPX module.

Not sure you're speaking about the HSModem package here.

> Should this CPX module be used *instead* of MODEM.CPX or in addition to
> it? I would guess the latter as it doesn't have the same settings, but
> only a "lock/unlock" switch for RTC/CTS (whatever that's good for).

Hmmm... Maybe I didn't read your first message well. The original
modem.cpx by Atari is _not_ buggy afaik, "just" TOS serial routines are.

I used to use this one along with the HSModem package, years ago, before
the availability of STinG and the serial.cpx coming with it. It was just
not very comfortable to use it with speeds above 19200 bps as I had to
set 134 for a real 57600 bps with my Falcon (see HSModem docs for the
details, I think there is an English version by DDP). This is why the
replacement coming with STinG is usefull: you setup directly the speed
you want to use. It _replaces_ modem.cpx, do *not* use both at the same
time!

If your ST is not modified, I think you can still use the original one
safely.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)

Ric's HomePage: http://paricard.free.fr

1999. What development software do you need?

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 19:09:04 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ILth8.2255$Nn6.217308@e3500-atl2.usenetserver.com>
Source record: 37199

I know someone who has an extensive library of ST software still sealed. I saw an assembler package it was pretty big. I didn't get any of it because I'm more interested in Atari 8-bit development and picked up lightspeed C sealed for 8-bit.

Let me know what you need, I will make a list and take it with me. I am going back on Saturday so let me know and I'll see what he has available.

2000. Re: Atari's progress

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 19:14:17 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203061114.593f0aa8@posting.google.com>
Source record: 37200

"MrZammler" <none@nowhere.com> wrote in message
news:<1015429013.649980@athprx02.forthnet.gr>...
> Hello ppl,
>
> I was browsing your ng, and visited some sites I found on Ataris. It seems
> that they got a long way since I last saw one (some years ago). I was at a
> point to choose an Atari or an Amiga, and the second's charms won me. I'm
> still using my Amigas (500, 1200, 3000).
>
> I just wanted to know how far Ataris have gone. I've seen something like PCI
> cards, new OSes, etc. Anyone available to enlighten me more on this?
>
Roughly speaking, Atari and Amiga are about at the same level of
technology. A 68060 card, multi-tasking OSs, modern desktops, very
limited PCI support, Debian Linux, and somewhat successful attempts to
port the OS to motherboards designed for Windows exist for both. The
Achilles heel of the Atari is in web browsing -- CAB is really
starting to show its age, and nothing yet is available to replace it.
I love my Falcon, but I just bought a Linux box to use almost solely
for web browsing.

Galen

2001. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 19:21:45 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203061121.2b992d4a@posting.google.com>
Source record: 37201

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0203060721.4da2838@posting.google.com>...
> So doing this kind of printing (like 1440 by 720 on an epson) is a
> matter of horsepower to do quickly?

Printing isn't rocket science, and the primary limitation is knowing
the control codes for the printer (they are no longer free). One
possible snag is the difference between page and line formatting -- if
an entire page has to be created (such as on a laser printer), the
Falcon could run out of memory. On the other hand, if you are
creating one line at a time, it's just an issue of speed. One such
example is to play with the dithering techniques of Imagecopy. The
best dithering is so processor intensive that a single 4"x6" print
takes over an hour, but it does it.

Galen

2002. Re: Falcon Programming

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 19:51:43 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a65s0kqie1@newsg4.svr.pol.co.uk>
Source record: 37202

Thanks, I have been meaning to take a good look over that site, maybe I will try and get in contact with one of them (if I get stuck).

I have been playing Chu Chu, its great fun - my girfriend is going around humming the tune but has no idea were she got it from (hehehe).

Elliot...

"Graham Payton" <graham.payton@grave-systems.co.uk> wrote in message news:3c855275$1@news.zen.co.uk...
> Hi Elliot
>
> Why don't you try getting in touch with 'The Reservoir Gods'. Top Atari
> coding team, and personal friends of mine.
>
> Go to http://rg.atari.org and send them an e-mail.
>
> There are also lots of Mr Pinks' code libraries that you can download in
the
> source section. He is a very helpful guy, and I am sure he would be
> interested in getting more people coding on the Falcon.
>
> Also don't forget to try out Chu Chu while you are there.
>
>
> Kind Regards
>
>
> Graham
>
>
> "Elliot" <stuff@recycledsteel.co.uk> wrote in message
> news:a635bs$57s$1@newsg3.svr.pol.co.uk...
> > Hi all,
> >
> > I need some help programming a Falcon, I have done much on the STE (68K,
> > Basic, C) but most of it was hacking (not cracking, demos, etc). I need
> to
> > write clean apps which will run in Mint, Magic TOS, etc and make nice
> little
> > GEM Windows. I want to put my talent (lol) towards making some usable
> > applications for everyone.
> >
> > My main problem is making such things as TSRs, GEM interfaces and DSP
> code,

> > I have lots of tools but I really need simple examples that I can expand
> > from.
> >
> > Any links for code would be really helpful, and anyone wishing to
directly
> > help me with parts can earn themselves a beer ;-)
> >
> >
> > Elliot...
> >
> >
>
>

2003. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 19:54:21 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a65s5h$f5o$1@newsg2.svr.pol.co.uk>
Source record: 37203

Never managed to figure out what that AUX port on the CD does, any ideas?

Elliot...

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:a5m1kd$81m$1@snipp.uninett.no...
> Elliot <stuff@recycledsteel.co.uk> wrote:
>
> > Could be, it is defiantly VME (as I have it in my TT) and it also has an
> > add-on board.
>
> Sounds like an early Crazy Dots II with the "true colour" expansion.
>
> > I never managed to get the Redirect program to work (or maybe I have it
> > wrong), I thought that once it runs all of the text going to the normal
> > screen at boot would be pushed to the CD card.
>
> Hmmm, it works very well on my TT. Unfortunately I don't have a monitor
> (or desk space...) for my TT right now, so I can't check exactly how it's
> set up.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

2004. PowerUp2 Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 20:10:38 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1015611364-22934AEicMi@adel6.freeserve.co.uk>
Source record: 37131

Since two months ago I have acquired a PowerUp2
Falcon, which it seems was once owned by programmer
Simon Coward. A number of programs on the computer
control whether the Powerup2 is On or Off but I don't
know whether this affects the performance of the
machine or not!? Are there any downsides that people
can report?

Also there is a small program in the AUTO folder of
this machine, called MAGTOROM.PRG by Uwe Seimet, what
does this do?
Can I boot up in Magic 6.20 without this? And can I
use an altered MAGIC.RAM file from a CT2B system?

Hope someone can shed some light on this old machine!

Neil :-)
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (!)

2005. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 21:02:01 UTC
From: ebaiz@skyenet.net
Message-ID: <dtvh8.9$yN4.8238@newsfeed.slurp.net>
Source record: 37204

On 5 Mar 2002 22:35:40 -, "Thomas J. Andrews" wrote:
>
>
>"Edward S. Baiz Jr." wrote:
>
>> I would first check your settings just to make sure things are correct.
>> However, I would think that your problem lies in your ISP. I get the
>> same thing sometimes. I click on "connect" and nothing happens. Try
>> quitting Newsie and then come back in and try it. If it is the same
>> after 3-4 tries, I would logon another time.
>>
>
>I wil check the settings more thoroughly, but they appear to be correct. I
>have tried repeatedly over the last month or so. I always get the same thing.
>
>TJ
>Keeper of the Flame

Have you tried accessing the NewsGroups of your ISP by using a PC or Mac?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2006. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 21:38:35 UTC
From: swampfax@atlantic.net
Message-ID: <v%vh8.71$Ct1.84833@news1.atlantic.net>
Source record: 37209

On 28 Feb 2002 22:17:20 , "Barrie at Keychange" wrote:
>Hello.
>
>"Stefan Goossens" <stegoo@pi.be> wrote in message
>news:a5m7j7hor1@reader05.wxs.nl...
>> Hi,
>>
>> I'm been looking for a version of cubase to run on my ST.
>> Is this still being sold or should I look second hand?
>
>I have new and used Cubase v3 in stock.
>
>Barrie at Keychange.
>

Hi Barrie,
Will v3 run on the Falcon? If so, can I upgrade from 2.06 without
needing a different key or DSP plug? Again, if so, the cost? You can
either post your response here or E-mail the info to my above address.
Thanks,
John G.

2007. Re: broken falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 21:47:15 UTC
From: swampfax@atlantic.net
Message-ID: <D7wh8.72$Ct1.85928@news1.atlantic.net>
Source record: 37210

>I'll put some words in Roberts mouth:)
>He means the diagnostic cartridge for the Falcon. It will allow you
>(most of the time) to boot a dead Falcon from the cartridge port and
>perform diagnostic functions on the machine. There about $50.00 US.
>I would loan mine to someone reliable and local (within the US).
>Mike
>.

Hi Mike,
Are you too attached to it to sell it? :) If so, do you know where I
could get one?
John G.

2008. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2002-03-06 22:10:18 UTC
From: swampfax@atlantic.net
Message-ID: <etwh8.75$Ct1.88428@news1.atlantic.net>
Source record: 37211

Sorry if this posts twice! I did'nt see it listed so here goes again!

On 28 Feb 2002 22:17:20 , "Barrie at Keychange" wrote:
>Hello.
>
>"Stefan Goossens" <stegoo@pi.be> wrote in message
>news:a5m7j7hor1@reader05.wxs.nl...
>> Hi,
>>
>> I'm been looking for a version of cubase to run on my ST.
>> Is this still being sold or should I look second hand?
>
>I have new and used Cubase v3 in stock.
>
>Barrie at Keychange.
>

Hi Barrie,
Will v3 run on the Falcon? If so, can I upgrade from 2.06 without
needing a different key or DSP plug? Again, if so, the cost? You can
either post your response here or E-mail the info to my above address.
Thanks,
John G.

2009. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 00:41:35 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203061641.2b403bb9@posting.google.com>
Source record: 37212

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0203061121.2b992d4a@posting.google.com>...
> wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0203060721.4da2838@posting.google.com>...
> > So doing this kind of printing (like 1440 by 720 on an epson) is a
> > matter of horsepower to do quickly?
>
> Printing isn't rocket science, and the primary limitation is knowing
> the control codes for the printer (they are no longer free).

Figures!

One
> possible snag is the difference between page and line formatting -- if
> an entire page has to be created (such as on a laser printer), the
> Falcon could run out of memory.

Yeah, standard Falcons might, but many folks (like me) have extended
ram. I guess I'm thinking that folks who are hanging with Atari are
getting bigger machines and would be interested in extending it's
abilities. I'm getting a CT060.

>On the other hand, if you are
> creating one line at a time, it's just an issue of speed. One such
> example is to play with the dithering techniques of Imagecopy. The
> best dithering is so processor intensive that a single 4"x6" print
> takes over an hour, but it does it.

OK, it is possible, but it takes codes (not free) and time (waiting
for it to print.) If many people are like me, being able to do it at
all, if slowly, is better than not at all.

There's gotta be a way!

Wayne

2010. Re: Atari's progress

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 01:43:56 UTC
From: Lannie Schafroth <lannie@prairieinet.net>
Message-ID: <3c86c542_5@corp-goliath.newsgroups.com>
Source record: 37213

Very well done!!

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:B8AB946F.1ED3D%nameerf@flash.net...
> in article 1015429013.649980@athprx02.forthnet.gr, MrZammler at
> none@nowhere.com wrote on 3/6/02 7:36 AM:
>
> > Hello ppl,
> >
> > I was browsing your ng, and visited some sites I found on Ataris. It
seems
> > that they got a long way since I last saw one (some years ago). I was at
a
> > point to choose an Atari or an Amiga, and the second's charms won me.
I'm
> > still using my Amigas (500, 1200, 3000).
> >
> > I just wanted to know how far Ataris have gone. I've seen something like
PCI
> > cards, new OSes, etc. Anyone available to enlighten me more on this?
>
> Hi!
> Well, after Atari went south, a few 3rd-party companies took over the
> design and distribution of "TOS" computers. C-Lab took Atari's left-over
> Falcon stock and upgraded them a little and recased them. Medusa Systems
> made the Medusa and Hades machines (68040 and 68060 CPU's, PCI, other more
> up-to-date technologies - see http://www.kingx.com/kingx/medusa/), a
company
> called Milan made a 68040 machine (see http://www.milan-computer.de/), and
> now I *think* they're the ones behind the xTOS computer (see
> http://www.xtos.de/) which will use the newest "Coldfire" CPU's from
> Motorola.
>
> Companies and people came out with various upgrades for Atari's
> (particularly the Falcon), such as CenTurbo 1 (overclocker for the 68030
> CPU) and 2 (replaced the 68030 CPU with a faster one, added full 32-bit
bus,
> and SD-RAM slots), Nemesis (another overclocker), Afterburner (68040 CPU
and
> faster memory), Eclipse (PCI adapter, mostly used for graphics cards - see
> http://fmax.atari.org/), Galaxy card (for the TT - graphics card and in
> future versions, an ethernet card - see http://gem.win.co.nz/mario/), Nova
> (ISA slot adapter for graphics cards), and things being developed are the
> CT60 (68060 CPU with SD-RAM slots - see http://www.czuba-tech.com/), and

> Tempest (PowerPC 603e CPU with SD-RAM slots - possibly a stopped project
:(
> - see http://fmax.atari.org/).
>
> OS's include AES 4.1, Geneva 1.06, Magic 6.2, NAES 2.0, and XaAES (I'm
> sure there's more, but these are the main ones). Lots (for a
"non-mainstream
> platform") of new software coming out all the time, too.
>
> Some of the many info and software sites include:
http://www.atari.org/,
> http://www.atariuptodate.de/, http://www.magical-sides.de/, and
> http://users.pandora.be/tos4ever/utsi.htm.
>
> If you have any other questions or comments, feel free to ask!
>
> > PS
> > I'm sorry to see so called "Amiga users" posting such messages here.
Please
> > just disregard them.
>
> Yep, already done. I have a feeling none of them are real Amiga users,
> as one of particular note went into an Amiga newsgroup and cause similar
> problems. I know that most people who truely love their machines have more
> respect than that for people who use computers with similar histories and
> current status. I think Amigas are cool, as are Atari's. I just happen to
> have more use for the Atari's features!
>
> Good luck in your info search! Hope this helped!
>
> Mike Freeman
> nameerf@flash.net
>
>

Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

2011. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 01:51:37 UTC
From: sidcelery@cix.co.uk
Message-ID: <a66h38$8ne$1@thorium.cix.co.uk>
Source record: 37214

On 27 Feb 2002 12:31:16 , Jo Even Skarstein wrote:
> CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:
>> Ooops! TT with CD the same as an unaccelerated Falcon ? But a TT is
>> basically twice as fast as a Falcon! How can this be ?
> Even though the TT has 32 bit RAM, it doesn't have a 32 bit VME bus.
> The VME bus has IIRC only a 16 bit data bus, and like almost
> everything on the TT it's accessed at 16MHz.

Plus, there's quite a bit more data to throw around the screen.
When I'm scrolling through text in Newsie or Everest I'd even go so
far as to say an unexpanded 520ST is faster.

That said, MPG's in Aniplay or even 1stGuide are quite a bit faster
B^)

rgds
H

2012. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 01:51:40 UTC
From: sidcelery@cix.co.uk
Message-ID: <a66h3a$8ne$2@thorium.cix.co.uk>
Source record: 37215

On 18 Feb 2002 18:31:11 , Hallvard Tangeraas wrote:
> In addition to the obvious keyboard shortcuts which are listed when
> you press the <HELP> key in TOS 2.06 I'm looking for other useful
> shortcuts. So far I've written the following for my TOS 2.06
> user-guide:
> ...
> Anyone know of other useful keyboard shortcuts I could be adding to
> the user-guide?

Sorry for taking so long on this one, Hallvard, but I knew I had some
info on this subject (though I'm not entirely sure whether some of
these may be TOS 3.06 rather than 2.06 specific).

* Newdesk.inf files can be loaded after boot-up
* Applications can be assigned to function keys
* Printers can be given desktop icons
* more than one file can be dragged to an icon, either to file copy or
to print
* Display masks can be set for directory windows
* If a group of files are selected for a desktop operation (ie copy)
if you run out of disk space then the uncopied files remain
selected.
* Scrolling a window will not de-select a files that have been
selected.
* Window can be scrolled with the cursor keys
* Desktop windows increased from 4 to 7
* Window elements can be edited for colour or pattern (is this an
XControl feature rather than TOS?)
* Size to Fit option for directory windows
* User-designed desktop icons can be loaded using DESKICON.RSC
* Desktop icons can be reassigned using Install Disk Drive
* "Unsorted" file view option available
* System memory shown in Desktop Configuration menu option
* Preserve or update timestamps during file copies
* GTP option added
* Parameters can be passed to GEM programs
* keyboard shortcuts available to all desktop menu entries

rgds
H

2013. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 01:51:41 UTC
From: sidcelery@cix.co.uk
Message-ID: <a66h3c$8ne$3@thorium.cix.co.uk>
Source record: 37216

On 19 Feb 2002 11:10:05 , "JT" wrote:
>> Anyone know of other useful keyboard shortcuts I could be adding to
>> the user-guide?
> Yeah, when reading a text file that you double clicked, you can
> press <space> to go forward a page, <D> to scroll HALF a page and
> <Q> to exit. These commands are also available in Tos 1.6 and I
> think Tos 1.4 too. There are other commands while reading text but I
> can't remember what they are. (maybe P will print and I think there
> might be a key to scroll up).

I think you simply press the <return> key (?)

rgds
H

2014. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 01:51:42 UTC
From: sidcelery@cix.co.uk
Message-ID: <a66h3d$8ne$4@thorium.cix.co.uk>
Source record: 37217

On 19 Feb 2002 22:48:04 , Hallvard Tangeraas wrote:
> Scrolling up (backwards) is always something I've missed and I'd be
> surprised if this is built into TOS. I've tried pressing every key,
> but not found anything else. I guess this is where a viewer
> replacement such as "Guck" comes in.

My favourite was the Revenge Document Displayer (RDD320) which made
Tempus scrolling speeds look like treacle...!

rgds
H

2015. Re: Useful TOS 2.06 keyboard shortcuts

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 01:51:44 UTC
From: sidcelery@cix.co.uk
Message-ID: <a66h3e$8ne$5@thorium.cix.co.uk>
Source record: 37218

On 22 Feb 2002 20:52:57 , Hallvard Tangeraas wrote:
> As I also have a Mega STe I tried this and it worked just fine here.
> Both the cold and warm boot sequences worked as they should:
>
> <Ctrl><Alt><Delete> (warm boot)
> <Ctrl><Alt><Delete><Right-shift> (cold boot)
>
> Could it be that you have TOS 2.05 instead of 2.06?

Could well be, but I can't find my notes here.
Btw, I've just remembered that the mouse can control desktop viewing:

Left click scrolls a page
Right click exits the viewer.

rgds
H

2016. Re: Bug-fixes in TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 01:51:46 UTC
From: sidcelery@cix.co.uk
Message-ID: <a66h3g$8ne$6@thorium.cix.co.uk>
Source record: 37219

On 19 Feb 2002 00:50:11 , Hallvard Tangeraas wrote:
> Once again, for my TOS 2.06 documentation I'm including some
> information which I need some help with...
>
> I've taken parts of information from a user-guide that I got from
> Indigo-2 in Denmark (with permission) when I bought TOS 2.06 from
> them, but since these technical details aren't things I know much
> about, perhaps someone with more knowledge can look it through and
> correct whatever may be wrong, and/or add whatever is missing to my
> list below?

Some from Mark Baines' A-Z are:

* RTS/CTS flow control bugs (largely) fixed
* Parity and word size SCC bugs fixed (from earlier versions of TOS 2.0x)
* IOREC fixed (from earlier TOS 2.0x)
* VDI BitBLT improved
* floppy spin-up delay reduced
* media change detection improved
* floppy disks with only one FAT supported
* greater compatibility of programs using Timer-A
* multiple AES events when scrolling are reduced

Some of these relate to TOS 3.06, but I think they related to the TOS
2.05/2.06 upgrade too.

rgds
H

2017. Re: Any TOS 2.06 experts here?

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 01:51:48 UTC
From: sidcelery@cix.co.uk
Message-ID: <a66h3i$8ne$7@thorium.cix.co.uk>
Source record: 37220

On 27 Feb 2002 16:08:44 , Hallvard Tangeraas wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>>> I've done some more testing in TOS 2.06 in order to try to understand
>>> the "default directory" and "parameter" settings when installing a
>>>program...
>> If you set the right environment variable for your program it won't
>> matter what you've got set in Install Application, because the
>> programs will find their RSC's and INF files. Am I wrong?
>>
>> What I'm really saying is that I don't think it's up to TOS to have a
>> right or wrong setting - it's dependent on the program.
> But the above statement got me thinking about something else.... perhaps
> setting up the environment variable using an "environment" type program
> in the AUTO folder will change all of this and bypass whatever TOS does?

I don't think it bypasses TOS. I think if the TOS setup doesn't
provide the right info, it will look at the environment variable and
get the info needed from the directories specified there.

I don't know if priority is given to one rather than the other.
I think it's like the following Env var:

#_ENV PATH=C:\;D:\PUBLISH\GEMSYS\;E:\MBROWSE\

In this case, if the first path isn't right, it goes onto the next in
turn.

rgds
H

2018. [Help] Missing chip from TT030?

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 04:07:53 UTC
From: Chris Martin <hacked_up@excite.com>
Message-ID: <a66oth$pj3$1@tilde.csc.ti.com>
Source record: 37221

I have a friend's non-functional TT030 sitting here.
It is missing a few chips. Can anyone identify
the missing chip in this picture:

http://jybolac.virtualave.net/atari/images/tt030_what.jpg

Thanks,
Chris

2019. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 06:23:52 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <YHDh8.872$kg2.76424@news1.east.cox.net>
Source record: 37222

In article <a48qa7$d5$1@pony.kenan.com>, flump@hotmail.com says...
>

>WHAT DO YOU DO IF AN ATARI OWNER THROWS A GRENADE AT YOU?
>TAKE THE PIN OUT AND THROW IT BACK....

And it was ex-Atari people who designed the Amiga. It was going to be Atari's next machine except chicken-lips bought the company. Ex-commies built the ST. So as a fanatical Atarian, I'll take the Amiga. It is the second generation Atari.

2020. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 06:31:31 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <7PDh8.880$kg2.80758@news1.east.cox.net>
Source record: 37223

In article <B88D52E4.213F%atarilp@hotmail.com>, atarilp@hotmail.com says...
>

>It might have it's place, but not on my desk. Given the same CPU Atari
>always out performs an amigo... perhaps you should spend more time getting
>a ppc upgrade so your icons don't appear one by one, and spend less time
>spewing in accurate information...
>
Seeing as how the Amiga has a custom chip set to handle the sound and
graphics, the ST isn't going to outperform any Amiga. No other CPU is usable
on my MegaST2. Atari totally screwed up the hardware. You can't even add a
co-processor without patching TOS to death. You can stick a 68010 in an Amiga
and make up for the slight Mhz difference. Ever stick a 68010 in an ST?

The Amiga 1000 had a 68020 expansion for it. The STs never did. So the STs
never had "the same CPU" to outperform anything.

2021. Re: So whats with Taf?

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 06:34:59 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203062234.33c51303@posting.google.com>
Source record: 37224
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1015448971.24456.6@eos.uk.clara.net>...
> Hi rustynutt
>
> | > My gast is flabbered, is it possible we are related??.
>
> | I recall when you first got you PAK! Almost unbearable to live with
> | here for a time:)
>
> That was nothing to do with the PAK i'm sure, although i know Lonny Purcell
> wants my children.

I thought Lonny went dutch! I'm suppose to be looking for GFA 1.0 for
him, just haven't had time to open the boxes. Shit, I owe him, sold me
a signed version of Chronos. Lots of games....might start some kind of
contest here if ppl don't mind and give the lot away. To much trbl to
sell. I'm keeping Zork damnit! Lost my mind there, and have to go back
and find it! Think it was near the chasm. Damn mechanical birds....

>
> | Guess you could say we are slightly related.
> | Purchased a Mighty Sonic about the same time. Fast ram was cool to
> discover:)
>
> I feel the need, the need for speed..
> My current Atari is running at 2.0Ghz, slumming it on a Pentium 4, i still
> prefer the old 40Mhz beastie though.

NFW! I tried the Jit Mac emu on my P4. Looked cool at first, but all
my good FPU stuff bombs pretty quick. Missing my AB/Rack. It's spread
out on a table waiting for the 060. Hocked my CLAB case, so the Mighty
Sonic bird is in the closet. Think there are two more around
somewhere. But,,, the P4 and new windows..doesn't support my ES1200C
scanner. I have GTLOOK, can I run a TOS emu and use the scanner?
Wouldn't mind using Photoline either. Think Bill will mind?

> 3Meg!?, how times have changed, a 3Meg download is the norm these days for
> minor service patches!!.

yea......the world is a sick fuc&*ng place.....long live 2.4kbps, BBS
SysOps and Spectrum 512K pics!
>
> Hm!, I've got rather a lot of skanky Viri picked out by AVG, I could attach
> a few of them to him, how about a nice Goner virus, that'll take his mind
> off of his boner!!.. 8-)

Gad, i've been out a while! Has it been determined that he has one?

Soon to have true service! Real mailbox and nntp server!

Mike

2022. Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 07:09:46 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <_mEh8.895$kg2.82630@news1.east.cox.net>
Source record: 37225

In article <N9Mf8.66$w82.101935@newsfeed.slurp.net>, ebaiz@skyenet.net says...

>
>That would be my question also. The Amiga was better in graphic
>cabability and sound. With the coming of the STe, that closed the gap
>significantly.

I had the graphics upgrade done to my MegaST2 (JRI, I forget what its called) to match what was in the STe and it did nothing to improve the graphics. Hires was still mono, medres was still 4 colors, and lowres was still 16 colors. Increasing the palette only make it sound better.

>The ST always has and still is superior in ease of use,
>MIDI and stability. The ST monitors are better also. Both computers are
>great and both have their high and low points. Now the subject should
>be dropped.

The ST was easy to use because there wasn't much to be done with it. I've had an ST for 15 years. A 1 meg 520, and two MegaST2s. The MIDI ports are still virgin. The only thing I saw of any use for the MIDI ports was to make a simple network game environment. (MIDI Maze ring a bell?). Stability isn't a word I would use in conjunction with the ST. But neither would I with the Amiga. At least in the TOS 1/WB 1 era.

The monitors were great. If you like proprietary equipment. I thought it was one of the most stupid things Smilin' Jack ever did. That is unless you count all the lies he made.

The thing that made me drop the ST was the difficulty in booting in one res and trying to run a program in another. (and you say, "ease of use"!?). The Amiga could display every resolution it was capable of, at the same time. If you change resolutions with GEM, you lose it. EASE OF USE!?

2023. Re: TOS 2.06 and printing (and PRINTER.CPX)

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 08:38:08 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a678sa$867$1@pegasus.csx.cam.ac.uk>
Source record: 37226

Hallvard Tangeraas wrote in message
<1f8nhqx.1wogdfn42rp6eN%northstar2010@_I-hate-spam_yahoo.no>...
>Stephen Moss <sgm23@eng.cam.ac.uk> wrote:

< cut >

>> printers such as the BJ-10 that had some of its perameters settable on
the
>> hardware using DIP switches all printers produced these days appear to
rely
>> purely on the printer driver software and so without the software I doubt
>> that printing from TOS will be viable.
>
>That's unfortunately true, but I assume that there's some sort of
>"default" basic setting that works for just about anything, whereas the
>special features need specific codes that are usually only found in PC
>programs.

I'm not sure, but what I can do is borrow a newish (came out about two years
ago) HP Desket and Cannon Bubble Jet printer from work and test them, I'll
let you know which, if any work sometime next week.

>Could I say that if a printer is "Epson compatible" it should
>(hopefully) work from the TOS 2.06 desktop, when the CPX module has been
>set to "dot matrix"?

Yes

Stephen Moss

2024. Re: Falcon Programming

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 08:50:05 UTC
From: Rasmus Jan Nikolas Keller <kell5002@uni-trier.de>
Message-ID: <3C8729BD.DDDBBA0A@uni-trier.de>
Source record: 37227

Hi Elliot,

if you want to write some GEM Applications - I think There is no special Falcon problem - to keep the compatiblity donï¿½t use LINE A routines only VDI and AES .....

And if you like to code in C - try to find a PURE C Compiler...

Nik

2025. Re: [Help] Missing chip from TT030?

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 09:12:00 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a67b26$e2v$1@newsreader.mailgate.org>
Source record: 37228

I dont own a TT so I cant be sure, but that looks like an FPU(co-pro) socket. If you want to know exactly whats inside the box download the squeematic, it will tell you whats where.

BTW, I guess you know that a missing FPU wont stop it from booting up.

Chris Martin <hacked_up@excite.com> wrote in message news:a66oth$pj3$1@tilde.csc.ti.com...
> I have a friend's non-functional TT030 sitting here.
> It is missing a few chips. Can anyone identify
> the missing chip in this picture:
>
> http://jybolac.virtualave.net/atari/images/tt030_what.jpg
>
> Thanks,
> Chris

2026. Programming in C: calling fsel_exinput()

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 10:52:22 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrna8ehij.17m.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 37229

Hello ST programmers out there,

I'm currently trying to call fsel_exinput() from a Pure C program.
(STonX running TOS2.06)
I was able to register a GEM application via appl_init(), form_alert() does
work as well and the code terminated correct using appl_exit().
But I'm now stuck with the file selector. I've only some rudimentary
documentation. How must I call it to recieve a pointer pointing at the
selected file?

Another regarding fsel_exinput() - how do TOSes below 1.4 react on this call?
Bomb them out or do them simply call fsel_input()?

Does somewhere exist a GEM sample app that is NOT written in old K&R C and
that is somewhat small but shows the most interesting things?

thanks for any advice and code fragments,
Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321
PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

2027. Re: TOS 2.06 and "MODEM.CPX"

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 10:54:36 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3c8749e4dff271@europe-shareware.org>
Source record: 37230

Hello,

in article <1f8njex.n2w0pf17bgmo0N%northstar2010@_I-hate-spam_yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Thu 07-03-2002 04:51 (GMT):

> "Pascal Ricard" <pascal@europe-shareware(dot)org.invalid> wrote:

> > Not sure you're speaking about the HSModem package here.
>
> Sorry, I was referring to a package called "SERFX20" (serial fix 2.0).

Ah ok. I cannot be of any help for this package.

> OK.... the problem here isn't actually buggy routines in TOS, but a
> *limitation* in Atari ST/F/M/E machines meaning that they can't handle
> more than 19200 baud?
>
> So, the patches affecting the modem port actually have more to do with
> breaking that limit (with the appropriate hardware modifications) than
> fixing something which is broken?

Both I think.

> As for that "SERIAL.CPX" that came with STinG: was that also for
> modified STs going above 19200 baud, or does it fix something that even
> users of 14400 baud modems will notice?

I don't think that the CPX fixes anything. This is the job of the
patch(es). The CPX is "just" intended to make it easier to use the new
speeds when available, for programs that do not set the speed
themselves, and to setup a few more things.

> I used "Connect" back then (a terminal emulator) and in the modem
> settings I was all of a sudden able to choose speeds above 19200 baud,
> which of course was thanks to "HSmodem".

The same applies to StarCall or Semper for example.

> But.... if people don't have a modified modem port and because of this
> can't go above 19200 baud -do they need to add any of the modem/serial
> patches and/or additional CPX modules?

The patch(es) are still needed if one want to use any flow control.
Maybe it's not need to use flow control with rather low speeds (under
14400 bps) but I'm quite sure it's requiered from 28800 and above.

In the ol' days, I used to connect my STf to a Minitel (a French Videotex terminal used to acces to some usefull services). Because of the very low speed (1200/75 bps asymmetrical) just 3 lines were requiered: rx tx and gnd. No rts/cts -> no patch needed.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

2028. Re: Atari Times Update - 3-3-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 12:06:36 UTC
From: sweepea@kickapoo.com
Message-ID: <a67l4c$rk2$0@198.69.29.144>
Source record: 37231
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st,rec.games.video.classic,rec.games.video.atari

"a.eckerle@t-online.de (Andreas Eckerle)" <a.eckerle@t-online.de>
wrote:

>X-Newsreader: Microsoft (R) Exchange Internet News Service Version
5.5.2653.11

> This message is in MIME format. Since your mail reader does not understand
> this format, some or all of this message may not be legible.
>

I love this M$ crap. 8^)
sp
--
The unlived life is not worth examining.

2029. Get FREE Atari software (PC users)

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 14:48:37 UTC
From: flea_bite@hotmail.com
Message-ID: <76455f8c.0203070648.487a7f9f@posting.google.com>
Source record: 37233

If you have an ST, TT, or Falcon you're in luck. I have just started a room in Filetopia which has hundreds of commercial software releases for the Atari series of computers. All you have to do it goto http://www.filetopia.com/ and download the filetopia client for your PC. Once you have that set up join me in channel #atari If you know how to use IRC you shouldn't have any problems figuring out Filetopia. We have many many programs all on a T1 server.

Have a good day!!
atari

2030. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 15:26:17 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203070726.2fdcebda@posting.google.com>
Source record: 37234

> >> I'm been looking for a version of cubase to run on my ST.
> >> Is this still being sold or should I look second hand?
> >
> >I have new and used Cubase v3 in stock.
> >
> >Barrie at Keychange.
> >
>
>
> Hi Barrie,
> Will v3 run on the Falcon? If so, can I upgrade from 2.06 without
> needing a different key or DSP plug? Again, if so, the cost? You can
> either post your response here or E-mail the info to my above address.
> Thanks,
> John G.

Hi John. Version 3 might run on your Falcon (I dunno) but 2.06 is the more advanced version, despite the version numbers. Cuebase v3 is the last version for non-falcon ataris, 2.06 the last version of Cuebase Audio Falcon. Cuebase v3 has no audio capabilities, and is just for MIDI. Cuebase Audio Falcon has all the MIDI & Scoreing capabilities of Cuebase v3.

2031. Re: [Help] Missing chip from TT030?

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 15:39:30 UTC
From: rsmac@t-online.de
Message-ID: <1f8oo47.1rjj6zx8gmnleN%rsmac@t-online.de>
Source record: 37235

Chris Martin <hacked_up@excite.com> wrote:

> I have a friend's non-functional TT030 sitting here.

Looks like a missing 68882 FPU.
TT woni¿½t start if the FPU is broken or missed.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

2032. Re: [Help] Missing chip from TT030?

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 16:05:55 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C878FE3.438245D1@a.a>
Source record: 37236

JT wrote:

> I dont own a TT so I cant be sure, but that looks like an FPU(co-pro)
> socket. If you want to know exactly whats inside the box download the
> squeematic, it will tell you whats where.
>

Where can I find the schematic? I know that the TT030 MB came in two
flavors. The one I own is different from the one in the picture. The
missing chip is labeled U101.

Thanks,
Chris

2033. +Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 16:48:50 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203070848.4f564c0b@posting.google.com>
Source record: 37237

> >The ST always has and still is superior in ease of use,

No it isn't...You telling me TOS is superior to Workbench? What
exactly do you mean by ease of use? The "ease" with which you put the
joysticks underneath ST, which leads to numerous damaged joyports? The
"ease" with which TOS couldn't multitask and you had to do everything
one at a time?

> >MIDI and stability. The ST monitors are better also. Both computers are
> >great and both have their high and low points. Now the subject should
> >be dropped.

ST monitors may have been better than the old Commodore ones, but the
AMiga could be plugged into far better monitors, and anyway we aren't
even talking about monitors (leaving aside the second question: "whats
the point of having better monitors when the grafix on the ST were
shite"??)

>
> The ST was easy to use because there wasn't much to be done with it.

Ah yes...Sorry, I withdraw my sarky comments above....The ST is a
basic games machine, and a toy, much like a handheld video game...

> I've had
> an ST for 15 years. A 1 meg 520, and two MegaST2s. The MIDI ports are still
> virgin. The only thing I saw of any use for the MIDI ports was to make a
> simple network game environment.

Quite right, quite right...The midi ports on the ST were mediocre,
software based Amiga could do better...

> (MIDI Maze ring a bell?). Stability isn't a
> word I would use in conjunction with the ST.

No I wouldn't either...

> But neither would I with the
> Amiga.

*Shock *GASP Later versions of the Amiga OS were very stable...

> At least in the TOS 1/WB 1 era.
>
>
> The thing that made me drop the ST was the difficulty in booting in one res
> and trying to run a program in another.

As I have always said the AMiga was far superior to the ST in every
sense...

> (and you say, "ease of use"!?). The
> Amiga could display every resolution it was capable of, at the same time.

It was JUST TOO GOOD...

> If
> you change resolutions with GEM, you lose it. EASE OF USE!?

GIVE IT UP LONNY, AND ALL YOU OTHER ATARIPHILES....HERE IS AN ST OWNER
TELLING YOU LIKE IT IS....

2034. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 16:58:26 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203070858.5d194383@posting.google.com>
Source record: 37238

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<3c8282564f62630@tripnet.se>...
> On Sun 03-03-2002 18:35 (GMT) NewDarkling wrote:
>
> >"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
> >news:u7qc9gdgcqkea4@corp.supernews.com...
> >> Hey... hey!!!
> >>
> >> Hey fuck you you moron,
> >
> >Fuck yourself TOSser....
>
> It looks like you two are in love or something. Don't forget to put on a
> condom :-)

haha funny...Yes, genuinely...Duckworth will need a femdom though, one
that goes inside, cos he's the one who is getting shafted....

>
>
> We all laughed at your posts here when I demonstrated the benefits of my
> Okami newsreader but the Amiga people also seemed a little embarrased to
> see so much foul language and general ignorance from a fellow Amiga
> lover...

Stop making up things...you were never at that show and you never met
any of those Amiga owners..

>
> They were actually quite reliefed when I showed them that you actually
> use Outlook Express to post.

I will use what I want...I am simply pointing out that the ST is an
inferior mahcine in every sense, and I don;t need to go and use an
Amiga to post messages...its got nothing to do with my argument...The
PC/outlook/M$ have nothing to do with this article...stop mentally
dithering....

> You really should bring down your Amiga 500
> from the attic and switch over to the Thor newsreader.

Why?

> Much better
> compared to OE. But you better get a hard disk for it first... :-)

Ahve ypou ever tried getting a hard drive for an ST?? What rubbish design...

2035. Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 17:03:30 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203070903.3267aca@posting.google.com>
Source record: 37239

nj_toothenbecker@hotmail.com (Nearl J Toothenbecker) wrote in message
news:<7PDh8.880$kg2.80758@news1.east.cox.net>...
> In article <B88D52E4.213F%atarilp@hotmail.com>, atarilp@hotmail.com says...
> >
>
> >It might have it's place, but not on my desk. Given the same CPU Atari
> >always out performs an amigo... perhaps you should spend more time getting
> >a ppc upgrade so your icons don't appear one by one, and spend less time
> >spewing in accurate information...
> >
> Seeing as how the Amiga has a custom chip set to handle the sound and
> graphics, the ST isn't going to outperform any Amiga. No other CPU is usable
> on my MegaST2.

Exactly, good point NJ....

> Atari totally screwed up the hardware.

Yes, in a major way...

> You can't even add a
> co-processor without patching TOS to death.

As I have said many a time, EASE OF UPGRADEABILITY is one of the many
signs of good design. A well designed comp like the Amiga can be
upgraded again and again, and easily...Not so the ST, which is just a
games console with a keyboard...

> You can stick a 68010 in an Amiga
> and make up for the slight Mhz difference. Ever stick a 68010 in an ST?

And anway, because of the superior desogn of the Amiga with its custom
chips, the MHZ difference dod not mean a thing...It was in fact fastre
than the ST anyway because it had higher MIPS...

>
> The Amiga 1000 had a 68020 expansion for it. The STs never did. So the STs
> never had "the same CPU" to outperform anything.

Well said, well said....Lonny, just hide your face....

2036. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 17:05:38 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203070905.13ae3e80@posting.google.com>
Source record: 37240

nj_toothenbecker@hotmail.com (Nearl J Toothenbecker) wrote in message
news:<YHDh8.872$kg2.76424@news1.east.cox.net>...
> In article <a48qa7$d5$1@pony.kenan.com>, flump@hotmail.com says...
> >
>
> >WHAT DO YOU DO IF AN ATARI OWNER THROWS A GRENADE AT YOU?
> >TAKE THE PIN OUT AND THROW IT BACK....
>
> And it was ex-Atari people who designed the Amiga. It was going to be Atari's
> next machine except chicken-lips bought the company. Ex-commies built the ST.
> So as a fanatical Atarian, I'll take the Amiga. It is the second generation
> Atari.

heh heh heh you atari owners are getting it good and proper....Well
said again NJ...

Lonny & Co., just accept it. The ST is inferior and it was a mistake
to ever buy one.

2037. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 17:08:51 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203070908.4cb41248@posting.google.com>
Source record: 37241

Nany's troll <nany.troll@suck.your.dick> wrote in message
news:<3c852e33$0$8744$626a54ce@news.free.fr>...
> ï¿½YOU GUY'S WILL ALL ROT IN HELL.....
>
> You troll are looking for someone to take care of you.
> Unfortunately we've more interesting thing to do than taking care of you.
>
> Go suck your dick somewhere else baby.

Yes, you cocksucking twat, this is precisely why you are replyingh to
this message, because you have "more interesting things to do"....

2038. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 17:10:56 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203070910.7c6e8142@posting.google.com>
Source record: 37242

Lonny Pursell <gfa@basic.net> wrote in message news:<B8AB8D3F.29CA%gfa@basic.net>...
> in article 28118b5d.0203060138.743b8624@posting.google.com, Jim Brohier at
> jim_brohier@ironhoof.com wrote on 3/6/02 4:38 AM:
>
> > Why don't you suck your own Dick,or better yet get your Atari to suck
> > your dick for you.Or you can bum your Atari up the ASS.You and your
> > Atari will rot in HELL....... FAGGOT's
>
> If you are so compelled to be here you are one of us, I welcome you with
> open arms and a spam filter. You need not reply... lol
>
> -------------
> Lonny Pursell

Pursell, you are a clown...I've said it before and I'll say it again,
YOU MAKE ME LAUGH.....

WHy is it you keep sending these mails about "Oh LOL LOL I've got my
spam filter on don;t reply haha"....and then what do you do? You reply
again, you keep coming back... You just can't help yourself and you
keep coming back for yet another verbal spanking...You need it don;t
you? Its your medicine....

2039. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 17:16:31 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203070916.4af5784b@posting.google.com>
Source record: 37243

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1014835763.21178.3@eurus.uk.clara.net>...
> Hi NewDarkling
>
> | > btw, I suspect you are related to sinclap.
> |
> | Who is sinclap??
>
> Sinclap is defined as he who is universaly despised, much like yourself, he
> maturbates over Apple Mac's much like you wank over Amigo's. Perhaps you
> should call him and arrange anal sex.
>
> --
>
>
> Steve. S.
>

Whats wrong with you ST owners? When confronted with the truth, like
bloodthirsty dogs you start descending to the lowest levels on debate.
I'll not be drawn into a Mac debate since we are discussing the Amiga
and the ST...

2040. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 17:20:12 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203070920.117880b3@posting.google.com>
Source record: 37244

"G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:<a5rib4$1o5a$1@news.comnet.co.nz>...
> > sinclap@yahoo.com at sinclap@yahoo.com wrote :
> > > Why do you say that? The St is awesome, as in awesome as a door
> > > stopper. Amiga ruled in that era..
>
> I agree. Amiga rules when it comes to door stoppers - you just can't
> get a better door stopper than an Amiga (even the ST pales in
> comparison to Amiga door-stoppers).

Gosh, you are so witty!!
>
>
> (grin)
>
> --
>
> Quote for the month
>
> "The A4000 was in the same price range as the A4000"
> (An Amiga users flame in comp.sys.atari.st)

Yes, lets ignore the fact that I explained I had made a typing mistake
in the post after the one above...I rewrote the statemet and admitted
the error. Being a typical ST owner, you only pick half the facts and
use that to make your point. A bit like your argument against the
Amiga. You keep bringing up half-truths and untru facts....

Yes I said the line above, but I made a mustake and corrected it
later...YOu being a chump, can't get into this debate with anything
original (being a 2 barincell ST owner) and so try to get your foot in
by cutting and pasting old typo's....

Pathetic.

2041. Re: Atari's progress

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 17:37:26 UTC
From: Pascal Nowak <indus@hightech-industry.com>
Message-ID: <3c87a589$0$199$4d4eb98e@read.news.fr.uu.net>
Source record: 37245

```
>
> OS's include AES 4.1, Geneva 1.06, Magic 6.2, NAES 2.0, and XaAES (I'm
> sure there's more, but these are the main ones). Lots (for a
> "non-mainstream platform") of new software coming out all the time, too.
>

You can add : minix, linux, NetBSD, OS9, Omen ...

Pascal N.
```

2042. Darklings posts

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 17:40:16 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <hKNh8.13169$O5.29505@nntpserver.swip.net>
Source record: 37096

Hi guys,

Do yourself a favor and don't reply to this guy's posts.
Those posts is his whole life. He is not interested in a discussion, his
only interest is to piss you off. Just ignore him.

/Peter

2043. Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 18:09:30 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8ACFB4C.1EEA1%nameerf@flash.net>
Source record: 37097

Hi there!

I'm sick of seeing these useless posts from these dorks. I don't want to have to sort out what's good discussion and what's useless trolling. How do you set up a kill file, both on Atari programs and Outlook for Mac? I've never done it before. Does it only work with certain names, or can you kill a whole thread? Thanks!

I hope these guys and others like them get a brain cell and go away, once realizing they're doing nothing but annoying people and disrupting useful conversation. Darkling at one point said something to the effect of, if you don't read or reply to it, it shouldn't disrupt anything. But just today I had to search through a long list of "NewDarkling" posts to find something worth reading. I hate that. It's incredibly disruptive, especially knowing that nothing intelligent or worth anyone's time is being said by this guy.

Just a note... I strongly suggest people just stop replying to these idiots (if they are indeed more than one person). Maybe then they'll get the message. I've stopped reading these posts altogether, but obviously not everyone has. I think doing that is the only way they'll go away. They'll get bored because no one is falling for this crap, and go bother the PC newsgroup or something. I long for the day when I can open up this newsgroup and see nothing but people helping each other and having peaceful, honest discussion, like it used to be.

Mike Freeman
nameerf@flash.net

2044. Re: Kill file for (New)Darkling/Jim Brohier

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 19:13:27 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3c87bbd2$0$29605$4c56ba96@master.news.zetnet.net>
Source record: 37098

On 7 Mar 2002 18:09:30 G, Michael and Nicole Freeman wrote:
NNTP-Posting-Date: Thu, 07 Mar 2002 13:09:30 EST
Organization: Prodigy Internet http://www.prodigy.com
X-UserInfo1: Q[R_@S^DTJUYRT@[HBCHOPP@FJ^ZTB\MV@B@LWQHBATBTSUBYFWEAE[YJLYPIWKHTFCMZKVMB^[Z^
DOBRVVMOSPFHNSYXVDIE@X\BUC@GTSX@DL^GKFFHQCCE\G[JJBMYDYIJCZM@AY]GNGPJD]YNNW\GSX^GSCKHA[]@CC
B\[@LATPD\L@J\\PF]VR[QPJN
Date: Thu, 07 Mar 2002 18:09:30 GMT
Xref: master.news.zetnet.net comp.sys.atari.st:202797

>Hi there!

Hi Mike

> I'm sick of seeing these useless posts from these dorks.

snip..snip,,snip...
> I long for the day when I can open up this newsgroup
>and see nothing but people helping each other and having peaceful, honest
>discussion, like it used to be.

Come back to LAMMI (!!!) Mike. We are all Atarians,small in
numbers but certainly fill your above description.

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

2045. Re: Darklings posts

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 20:02:27 UTC
From: James Ingram <james.hippo.ingram@btinternet.hippo.com>
Message-ID: <gqdg8u8pbio7af46s7lgel58taomcn7nm2@4ax.com>
Source record: 37099

On Thu, 7 Mar 2002 18:40:16 +0100, "Peter Persson"
<pepNOSPAM@mbox306.swipnet.se> wrote:

>Hi guys,
>
>Do yourself a favor and don't reply to this guy's posts.
>Those posts is his whole life. He is not interested in a discussion, his
>only interest is to piss you off. Just ignore him.

Reminds me of the old USENET saying YHBT.. HAND.. "You have been
Trolled. Have a nice day."

James

2046. Re: TOS 2.06 and printing (and PRINTER.CPX)

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 20:10:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203071210.6de2bbd6@posting.google.com>
Source record: 37100

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:<a678sa$867$1@pegasus.csx.cam.ac.uk>...
> >...and so without the software I doubt that printing from TOS will be
> > viable.
> >
> >That's unfortunately true, but I assume that there's some sort of
> >"default" basic setting that works for just about anything, whereas the
> >special features need specific codes that are usually only found in PC
> >programs.
>
>
> I'm not sure, but what I can do is borrow a newish (came out about two
> years ago) HP Desket and Cannon Bubble Jet printer from work and
> test them, I'll let you know which, if any work sometime next week.

The HP can take a raw ASCII dump, which will give you basic text
printing. A printer driver will be needed for anything else (i.e.:
NVDI or GDOS). One interesting possible exception might be the
Brother 14X0 series of laser printers. They have built in Proprinter
emulation, and probably (mind you, I haven't tested it) will take the
FX command set OK. If they don't, these laser printer also have PCL5
emulation, so you could just use it as a very big Deskjet or Laserjet
if the experiment fails.

Galenm

2047. Re: TOS 2.06 and "MODEM.CPX"

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 21:06:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a68kodeis1@thorium.cix.co.uk>
Source record: 37101

In message <1f8hzcn.1s3ez421331ncwN%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no said:

>I know about the "HSmodem", but was under the impression that it was to
>be used with STs that had their serial interface modified for allowing
>higher speeds than the standard 19200 baud.
>("HSmodem" in conjunction with hardware such as "RSVE", "ST-ESSC" or
>similar).

Hi Hallvard!

No - HSMODEM can be used without any hardwarwe modifications too. It
rectifies some errors in the ST's handling of the serial port (I think
it's something to do with the size of the receive and transmit
buffers, and also the RTS/CTS signals - which means request to send
and clear to send, a kind of start and stop signalling protocol) and
it also maps some higher speeds to the reported very low ones (150,
300..) so you can run at a range of higher speeds.

It offers a number of small AUTO program drivers for various ports and
configurations. From the HSMODEM7 docs:

~~~~~~~~~~~~~~~~~~~~~~
Select the driver you need. The following hints should help you:

Basic Equipment:
For ST, STE, MegaST: MFP.PRG
for MegaSTE: MFP.PRG, SCC.PRG
for TT: MFP.PRG, SCC.PRG, MFP_TT.PRG
for Falcon: SCC.PRG

Additions & Enhancements:
If you have replaced the original 85C30 in your MegaSTE, TT or Falcon with
a 85C230A or a Z85230, you can use ESCC.PRG instead of the SCC.PRG. The
"computer in its original state" contains only a SCC, so only use the
SCC.PRG in that case!

If your Falcon has been modified to use the (normally unused) MFP serial
interface (MODEM1), use MFP_FALC.PRG as well.
If you have installed the ST-ESCC hardware modification in your computer,
use ES_ESCC.PRG in addition. Those who have made other interface
modifications should read the documentation and can also ask me for
advice.

With an (unmodified) PCLK of 8MHZ the following Rsconf-Baud rates
are possible:
~~~~~~~~~~~~~~~~~~~~~~

(new - old)

SERIAL2:

230400 - 200
115200 - 150
57600 - 134
38400 - 110

MODEM2:

38400 - 110
153600 - 75
76800 - 50

Additional speeds on MODEM2 when using a MegaSTE or Falcon (TT after
modification):

230400 - 200
115200 - 150
57600 - 134

~~~~~~~~~~~~~~~~~~~~~~~~
I suggest you read through the docs that Mick Lock translated and
I corrected. They (should) come with the HSMODEM package, but if
not I can email them to you easily.

Regards, /Peter/
~~~~~~~~~~~~~~~~~~~~~~~~

2048. Re: TOS 2.06 and printing (and PRINTER.CPX)

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 21:06:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a68kodeit1@thorium.cix.co.uk>
Source record: 37102

In message <3c854737$0$29606$4c56ba96@master.news.zetnet.net>, cstanley@zetnet.co.uk said:

>I've had a MegaOne, a STE and now a TT. I have never found that ALT-HELP
>printed anything at all. Can anyone comment positively on this?

AFAIK, this desktop function was intended for Epson FX-style 9-pin printers only. There are two things to be considered: The commands sent to the printer to put it into a graphic print mode and control this for horizontal and vertical feed, and also the dot resolution. The Epson FXs had 180x180 dpi, some 24-pins 360x360 maximum, while most inkjets and lasers have 300x300 upwards.

So even if the Atari routines worked with 24-pin and inkjets etc in Epson emuation mode (i.e. supporting the ESC/P command language), the resolution would be wrong. But most modern inkjets and lasers support a variant of HP's command set, (Canon has its own) which are completely different. That is why Imagecopy and JM-Snap etc were invented.

>> -Pressing the ">" key (print the active window's contents)
>>Is my assumption correct?
>
>Nor this.

Presumably this applies here too if you are trying to print graphics mode. But if printing text only in ASCII mode it ought to work, I believe. After all, in that case you are only sending the hex values of the characters to the printer.

Regards, /Peter/

2049. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 21:48:47 UTC
From: flea_bite@hotmail.com
Message-ID: <76455f8c.0203071348.6436959c@posting.google.com>
Source record: 37103

STOP THE MADNESS! LOL Just admit it Bill Gates has won. And since Bill Gates is gay... the faggots win too! I love this country, now we know that Amiga users are all homosexual!!!! That is almost as cool as my pirated copy of Windows XP

LOL

Eat piles of donkey dung and use Amigas! :)

WOOHOO

PS. Lonny is cool, darkwing duck drools!!

newdarkling@hotmail.com (NewDarkling) wrote in message news:<3f457e3.0203070910.7c6e8142@posting.google.com>...
> Lonny Pursell <gfa@basic.net> wrote in message news:<B8AB8D3F.29CA%gfa@basic.net>...
> > in article 28118b5d.0203060138.743b8624@posting.google.com, Jim Brohier at
> > jim_brohier@ironhoof.com wrote on 3/6/02 4:38 AM:
> >
> > > Why don't you suck your own Dick,or better yet get your Atari to suck
> > > your dick for you.Or you can bum your Atari up the ASS.You and your
> > > Atari will rot in HELL..... FAGGOT's
> >
> > If you are so compelled to be here you are one of us, I welcome you with
> > open arms and a spam filter. You need not reply... lol
> >
> > -------------
> > Lonny Pursell
>
> Pursell, you are a clown...I've said it before and I'll say it again,
> YOU MAKE ME LAUGH.....
>
> WHy is it you keep sending these mails about "Oh LOL LOL I've got my
> spam filter on don;t reply haha"....and then what do you do? You reply
> again, you keep coming back... You just can't help yourself and you
> keep coming back for yet another verbal spanking...You need it don;t
> you? Its your medicine....

2050. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 22:58:50 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c87e63a8e2821@tripnet.se>
Source record: 37104

On Thu 07-03-2002 08:58 (-0800) NewDarkling wrote:

>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:<3c8282564f62630@tripnet.se>...

>> We all laughed at your posts here when I demonstrated the benefits of my
>> Okami newsreader but the Amiga people also seemed a little embarrased to
>> see so much foul language and general ignorance from a fellow Amiga
>> lover...
>
>Stop making up things...you were never at that show and you never met
>any of those Amiga owners..

Actually you can view me and my Atari TT in action at:
http://www.weemeet.net/wwwamigbgcom/live/webb1/pages/P3020016.htm on
there official website. Note the text "Amigarulez" that might cheer you
up a little...

If you go to http://www.amigbg.com/ and click on the "live.amigbg.com"
link in the middle you will find lots of Amigas that will make you drool.
But beware, there are some Ataris there as well, so keep a plastic bag
just in case you have to throw up :-)

And off course, it _could_ all be a fake... Only those who actually were
there would know for shure...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2051. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 23:20:20 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c87e63a8e2822@tripnet.se>
Source record: 37106

On Thu 07-03-2002 18:09 (GMT) Michael and Nicole Freeman wrote:

>have to sort out what's good discussion and what's useless trolling. How do
>you set up a kill file, both on Atari programs and Outlook for Mac? I've

In the Okami/Newswatch combo you simply add a text file named KILL to the
\OKAMI\SPOOL\NEWS\ folder with the content:

From: *sinclap@*

to stop his posts. This is if you sticked to the old NOS.TTP folder
arrangement.

> Just a note... I strongly suggest people just stop replying to these
>idiots (if they are indeed more than one person). Maybe then they'll get the

Well the problem is IMHO more those who get offended by there posts and
reply with irrelevant stuff themselves.

If you stay on topic (at least partly as I am doing now) and _only_
follow up if you have something relevant/constructive/humoristic to add,
all will be fine regardless of what others write. Simple as that!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2052. Re: TOS 2.06 and printing (and PRINTER.CPX)

Newsgroup: comp.sys.atari.st
Date: 2002-03-07 23:20:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c87e63a8e2823@tripnet.se>
Source record: 37105

On Thu 07-03-2002 21:06 (GMT) xlator@cix.compulink.co.uk wrote:

>In message <3c854737$0$29606$4c56ba96@master.news.zetnet.net>,
>cstanley@zetnet.co.uk said:
>
>>I've had a MegaOne, a STE and now a TT. I have never found that ALT-HELP
>>printed anything at all. Can anyone comment positively on this?
>
>AFAIK, this desktop function was intended for Epson FX-style 9-pin
>printers only. There are two things to be considered: The commands

Do not forget the good(?) old Atari SMM804 9pin matrix printer that is
directly supported by the PRINTER.CPX and will give a perfect ST High
printout. Yes, I have one of those here.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2053. Time Bandit v2.1

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 01:15:29 UTC
From: pmm217@yahoo.com
Message-ID: <ed91d65b.0203071715.4bea4402@posting.google.com>
Source record: 37107

Does anyone know where I can get a disk image or a copy of the game
Time Bandit (v2.1) for the Atari ST?

2054. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 01:51:16 UTC
From: lp <gfa@basic.net>
Message-ID: <B8AD8343.2AAF%gfa@basic.net>
Source record: 37108

in article 76455f8c.0203071348.6436959c@posting.google.com, Sam at flea_bite@hotmail.com wrote on 3/7/02 4:48 PM:

> WOOHOO
>
> PS. Lonny is cool, darkwing duck drools!!

You are cool too! ;o)

Actually as I said before early on during this sillyness concerning the amiga, it has it's place, but not on my desk. As for filters, it works wonders if you want to master the one sided conversation, certain people, about 7 now can just read my posts and live with it. Or they can turn on their filters and do the same to me. LOL

Lonny Pursell

2055. Re: Darklings posts

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 01:53:42 UTC
From: lp <gfa@basic.net>
Message-ID: <B8AD83D6.2AB0%gfa@basic.net>
Source record: 37109

in article hKNh8.13169$O5.29505@nntpserver.swip.net, Peter Persson at pepNOSPAM@mbox306.swipnet.se wrote on 3/7/02 12:40 PM:

> Do yourself a favor and don't reply to this guy's posts.
> Those posts is his whole life. He is not interested in a discussion, his
> only interest is to piss you off. Just ignore him.

I got a huge number of posts now trashed after the filering was turned on.
You are 100% correct and I would suggest everyone just do the same, only
takes a second and the posts vanish.

Lonny Pursell

2056. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 01:57:59 UTC
From: lp <gfa@basic.net>
Message-ID: <B8AD84D7.2AB1%gfa@basic.net>
Source record: 37110

in article B8ACFB4C.1EEA1%nameerf@flash.net, Michael and Nicole Freeman at nameerf@flash.net wrote on 3/7/02 1:09 PM:

> I'm sick of seeing these useless posts from these dorks. I don't want to
> have to sort out what's good discussion and what's useless trolling. How do
> you set up a kill file, both on Atari programs and Outlook for Mac? I've
> never done it before. Does it only work with certain names, or can you kill
> a whole thread? Thanks!

In outlook you just select 'rules' in the menu, then select usenet, then add a rule, set the criteria you wish to filter. Example if you wish to kill all jubect lines with 'amiga' enter that as the search criteria. You can search subjects, names, address, whatever. It's not hard to do.

Lonny Pursell

2057. Bravo Sierra Lost your E-Mail! HELP!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 06:15:28 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203072210520.6782-100000@shell.pacifier.com>
Source record: 37111
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I must apologize to you, especially if I've been neglecting you. I recently lost a lot of E-Mail. If you've been waiting for me to E-Mail you, maybe about a business deal we were in the middle of, I probably lost your E-Mail (Gremlins) when I experienced computer glitches. To be sure, E-Mail me with some record/back E-Mails of our dealings so we can pickup where we left off. Regardless of whether or not we have dealings, your welcome to E-Mail me and I'll do my best to answer your questions! E-Mail atari@pacifier.com or call (503)256-9974!!!

http://www.pacifier.com/~atari/maillist.htm Join my Mailing List!?!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2058. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 06:19:36 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203072215350.6782-100000@shell.pacifier.com>
Source record: 37112
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

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http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2059. DX Android Released!

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 06:57:55 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0203072257.3d495b90@posting.google.com>
Source record: 37113

Hi All

Looks like this is a good month for Atari-MIDI releases, as I have been beta-testing with a certain David Leaver in working with the original source code of DX Android (by Tom Bajoras) He was finally able to take out the copy protection, so now we have a working edition of this fabulous program.

Go here:

http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Dx7/dxdroid.zip

(copy/paste whole thing to your browser address field)

Its only about 50K. You will need a blank disc ready when you start the program to put your sounds onto.Read the TXT file as we have put together a tutorial (from what I was able to figure out without a manual! :-)Works in ST Med or St HI res.

Here is a brief description from the TXT file:
==========
DX ANDROID by Tom Bajoras. Assembled by David Leaver from a modified version of the original source code. Released as freeware.

A little history:

The program was originally named DX-Droid, but had to change its name to appease the dark side of the force..err... George Lucus and friends, so the final version was DX-Android. There were even ads in the electronic music magazines at the time with a picture of a droid (very akin to Star Wars) playing a DX7 and ST computer along with a TX816 rack!

Those with DX7's and other 6 Op synths today can still use this excellent program. For analysis of FM, its many screens and layout should please the more intellectually minded as well as lay musicians who still use FM. DX-Android was one of the first programs to incorporate Random Patch generation, thus making it a landmark application in its time.
==========

It works in steem as well! (Steem is an Atari emulator that runs on a PC. See : http://tamw.atari-users.net.steem.htm)Before running the program in steem, put a virtual blank disc in the virtual A drive (by using the disc manager)

Tom Bajoras also gave me about 8 discs of sounds. I have to figure out how to create disc images..so time will tell. I will also be adding it to the Hybrid Arts page on TAMW. Still have to make screen shots. Will keep you informed.

Have fun with DX Android! Anyone ever work with this program?

TimC

Tims Atari MIDI World
http://tamw.atari-users.net

2060. Re: Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 07:36:15 UTC
From: John Smith <cjh3@hotmail.com>
Message-ID: <A3Jh8.6784$uR5.4996@newsfeeds.bigpond.com>
Source record: 37232

we all want someting.....

"Graham Payton" <graham.payton@grave-systems.co.uk> wrote in message
news:3c717cd8$1@news.zen.co.uk...
> Hi All
>
>
> I don't suppose anyone in the UK has a working Falcon they want to get rid
> of for a decent price?
>
>
> Regards
>
>
> Graham
>
>

2061. Re: Programming in C: calling fsel_exinput()

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 07:39:47 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <a69qt5$2b03$1@news.comnet.co.nz>
Source record: 37114

"Matthias Arndt" <matthias.arndt@tu-clausthal.de> wrote ...
> Hello ST programmers out there,
>
> I'm currently trying to call fsel_exinput() from a Pure C program.
> (STonX running TOS2.06)
> I was able to register a GEM application via appl_init(),
form_alert() does
> work as well and the code terminated correct using appl_exit().
> But I'm now stuck with the file selector. I've only some rudimentary
> documentation. How must I call it to recieve a pointer pointing at
the
> selected file?
>
> Another regarding fsel_exinput() - how do TOSes below 1.4 react on
this call?
> Bomb them out or do them simply call fsel_input()?

AFAICR, using fsel_exinput() on a pre-1.4 AES will pop up an alert
with "Bad AES call". However, some compiler libraries may detect the
older OS, and call fsel_input instead (Lattice C does this)

(I haven't used such a system in 10+ years, since I upgraded from a
Mega 4 to a TT, so my recollection may be a bit skewed)

> Does somewhere exist a GEM sample app that is NOT written in old K&R
C and
> that is somewhat small but shows the most interesting things?
>
> thanks for any advice and code fragments,

(BTW: This thread would be better in the comp.sys.atari.programmer
newsgroup)

--

Quote for the month

"The A4000 was in the same price range as the A4000"
(An Amiga users flame in comp.sys.atari.st)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

2062. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 08:52:55 UTC
From: swampfax@atlantic.net
Message-ID: <HZ_h8.50$uE.100041@news1.atlantic.net>
Source record: 37115

On 7 Mar 2002 07:26:17 -, Wayne Martz wrote:
>Hi John. Version 3 might run on your Falcon (I dunno) but 2.06 is the
>more advanced version, despite the version numbers. Cuebase v3 is the
>last version for non-falcon ataris, 2.06 the last version of Cuebase
>Audio Falcon. Cuebase v3 has no audio capabilities, and is just for
>MIDI. Cuebase Audio Falcon has all the MIDI & Scoreing capabilities of
>Cuebase v3.
>.

Hi Wayne,
Thanks for the feedback!
John G.

2063. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 08:53:32 UTC
From: "Derryck Croker"
Message-ID: <1015604482-357841AEicMi@ntlworld.com>
Source record: 37128

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Thu, 07 Mar 2002 18:09:30 GMT

>Just a note... I strongly suggest people just stop replying to these
>idiots (if they are indeed more than one person). Maybe then they'll get the

Obviously, some people are too bored to ignore these idiots or too easily rise
to the bait :-(

Sensible words from yourself :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2064. Re: Darklings posts

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 10:14:36 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203080214.313384fa@posting.google.com>
Source record: 37116

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<hKNh8.13169$O5.29505@nntpserver.swip.net>...
> Hi guys,
>
> Do yourself a favor and don't reply to this guy's posts.
> Those posts is his whole life. He is not interested in a discussion, his
> only interest is to piss you off. Just ignore him.
>
> /Peter

What a hypocrite, considering most of the replies I get are from you.
Whats wrong, couldn't you take the fact that you lost the argument?
Now you are running around telling other people to block my messages.
How funny.

We had a frank and logical discussion about the ST/Amiga, but we
discovered that your knowledge of the ST was laughable and you were
subsequently gutted in the arguments. Now you have nothing better to
do than winge and try to change the subject.

Didn;t I tell you before? Why do you keep coming back? If you are not
a hypocrite, lets see NO MORE POSTS from you about thi sissue. And who
the hell are you to tell people what to read and what to filter? Are
they all stupid? Do they not have a mind of their own? ARe you the
moderator, the high and mighty PERSSON who need to tell the stupid
public what they can read and what they should filter???

Put your own filter on and sod off forever. Don;t keep starting new
"Darkling" posts...

2065. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 10:17:51 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203080217.736fd5a@posting.google.com>
Source record: 37117

lp <gfa@basic.net> wrote in message news:<B8AD8343.2AAF%gfa@basic.net>...
> in article 76455f8c.0203071348.6436959c@posting.google.com, Sam at
> flea_bite@hotmail.com wrote on 3/7/02 4:48 PM:
>
> > WOOHOO
> >
> > PS. Lonny is cool, darkwing duck drools!!
>
> You are cool too! ;o)
>
> Actually as I said before early on during this sillyness concerning the
> amiga, it has it's place, but not on my desk. As for filters, it works
> wonders if you want to master the one sided conversation, certain people,
> about 7 now can just read my posts and live with it. Or they can turn on
> their filters and do the same to me. LOL
>
> -------------
> Lonny Pursell

Stop sucking each other's dicks..."Ooh you are cool Lonny".."Oooh you
are cool too suck suck toungue toungue lick lick fawn grovel"....

2066. Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 10:20:03 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203080220.3bf06631@posting.google.com>
Source record: 37118

I revert to my former statement.

2067. Re: What development software do you need?

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 14:58:59 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <3C88D1B3.6050107@atari.org>
Source record: 37119

:Son of man wrote:

> I know someone who has an extensive library of ST software still sealed. I
> saw an assembler package it was pretty big. I didn't get any of it because
> I'm more interested in Atari 8-bit development and picked up lightspeed C
> sealed for 8-bit.
>
> Let me know what you need, I will make a list and take it with me. I am
> going back on Saturday so let me know and I'll see what he has available.

How about *.* ?

:))))

2068. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 15:18:33 UTC
From: merv@net2000.com.au
Message-ID: <786ce418.0203080718.192ee32e@posting.google.com>
Source record: 37120

Joshua Kaijankoski<gaiyan@atari.org> wrote in message news:
No point in trying to prove one machine better than the other. It's just not possible. Where Atari excelled in music and DTP, Amiga did likewise in graphics and sound. We're not calling the Amiga shite, infact, we should team up as fellow M68K users against PC lamers.

Joshua

Very True.

2069. WTB: Motorolla 68xxx manuals

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 16:18:01 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0203080818.4256f2be@posting.google.com>
Source record: 37121

Ive been wading through PDF versions of the
Motorolla manuals - and would like to get the
proper books. Basically looking for any of
Motorolla 680xx books, and the FPU guides.

Cheers, PT.

2070. Re: AMIGA does not RULES here!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 16:19:42 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203080819.5aa4a015@posting.google.com>
Source record: 37122

All Atari's are made FAG's.You and your Atari's will rot in HELL.........

2071. Re: Atari's progress

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 16:25:49 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203080825.710520cc@posting.google.com>
Source record: 37123

Atari's are made for FAG's.You and your Atari's will rot in hell........FAGGOT'S

2072. Re: AMIGA RULES!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 16:30:58 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203080830.58a0f3b1@posting.google.com>
Source record: 37124

Atari's are made for FAG's,that's why they never bought an
Amiga,PC,Mac or any other platform.You and your Atari's will rot in
hell........DIE FAGGOT's

2073. Re: +Re: Darklings Amiga vs Atari discussion

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 16:43:00 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203080843.37af0f0e@posting.google.com>
Source record: 37125

```
Atari's are made for FAG's,that's why the users stick with them as
there ain't another platform out there made for POFFS.All Atari's and
there users will ROT in hell..........DIE FAGGOT's
```

2074. Re: Darklings posts

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 16:47:10 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203080847.2841f07d@posting.google.com>
Source record: 37126

Why don't you shut the FUCK UP,and Fuck your Atari up the ASS,(Which you do everynight).You and your Atari will Rot in HELL......Die FAGGOT's

2075. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 16:53:02 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203080853.47483302@posting.google.com>
Source record: 37127

YOU GUY'S WILL ALL ROT IN HELL..... Oh brother.... Another bug
crawls out..... Only Atari user would talk like this!,you and all
the other Atari FAGGOT users,and there Faggy Atari's out there will
ROT in HELL.Die FAGGOT's

2076. (lp check this) The END of the AMIGA thread....

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 17:51:16 UTC
From: flea_bite@hotmail.com
Message-ID: <76455f8c.0203080951.753aa6be@posting.google.com>
Source record: 37129

Amiga is in bed with Micro$oft! Nuff said!!!

http://amiga.org/modules/news/index.php?storytopic=4

ROTFLMFAO!!!!!!!

hi lp ;)

2077. Re: What development software do you need?

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 18:10:55 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <d_6i8.23274$Yd.950656@e3500-atl1.usenetserver.com>
Source record: 37130

ok, will do ....

"George Nakos" <ggn@atari.org> wrote in message
news:3C88D1B3.6050107@atari.org...
> :Son of man wrote:
>
> > I know someone who has an extensive library of ST software still sealed.
I
> > saw an assembler package it was pretty big. I didn't get any of it
because
> > I'm more interested in Atari 8-bit development and picked up lightspeed
C
> > sealed for 8-bit.
> >
> > Let me know what you need, I will make a list and take it with me. I am
> > going back on Saturday so let me know and I'll see what he has
available.
>
> How about *.* ?
>
> :))))
>

2078. Abusive messages

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 20:58:50 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c892608$0$29610$4c56ba96@master.news.zetnet.net>
Source record: 37132

Hi all!

Another way you can deal with abusive news messages is to view the message headers (for example in Newsie select News Reading Options in the Preferences menu and click on Show Headers on the left hand side).

In the header of the message look for the line containing something like:

X-Complaints-To: groups-abuse@google.com

Then forward the message to this email address and ask them to take action. The Show Headers option must be on when you do this as the people at Google (as in the above example) will use the header to find out about the person making the abusive message.

BTW does anyone know whether Newsie's Killfile works for News? I can get it to work for Email fine (all my mailboxes are managed by this).

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2079. Re: PowerUp2 Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 21:04:54 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a6b96rdpo1@newsreader.mailgate.org>
Source record: 37133

Hi,

I have some sort of speeder inside my falc that I suspect is a powerup2.
What does yours look like? Mine is a little dark green plastic box about
1.5" long, its glued onto the motherboard between the Glue chip and the
memory expansion port. There is a multicolour ribbon coming out of it, that
splits and goes to several different places on the mobo.

You can use gembench to test the system speed. If you use magic/mint/geneva
you can use zbench aswell. The only strange thing I have noticed is that
gembench scores one of my CPU tests at 86% - whether or not the speeder is
active. With it on I get 200% speed on certain CPU functions, and overall
cpu-wise its ~130% of a normal falcon.

As far as MAGTOROM is concerened, I havent got a clue, when I had magic on
my machine I didnt have this program - but Uwe prowls this newsgroup so he
will probably tell you what it does himself.

Jan.

Neil Chester <neil@adel6.freeserve.co.uk> wrote in message
news:1015611364-22934AEicMi@adel6.freeserve.co.uk...
> Since two months ago I have acquired a PowerUp2
> Falcon, which it seems was once owned by programmer
> Simon Coward. A number of programs on the computer
> control whether the Powerup2 is On or Off but I don't
> know whether this affects the performance of the
> machine or not!? Are there any downsides that people
> can report?
>
> Also there is a small program in the AUTO folder of
> this machine, called MAGTOROM.PRG by Uwe Seimet, what
> does this do?
> Can I boot up in Magic 6.20 without this? And can I
> use an altered MAGIC.RAM file from a CT2B system?
>
> Hope someone can shed some light on this old machine!
>
> Neil :-)
> 3 Atari Systems:
> Falcon 030 PowerUp2 32MHz/14/1Gig/CD
> Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
> Atari Calculator (!)
>

2080. Falcon Audio Components Available

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 21:17:35 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a6b9uk$e1h$1@newsreader.mailgate.org>
Source record: 37134

Hello peeps.

I recently did some mods to my falcon (getting it ready for cubase audio), and I had to order quite a few of each component. Now I am done I have spares, and if anyone needs to mod their falcon and cant find the parts they need, I will put together a set for anyone who wants them, for a fiver (£5) including postage anywhere inside europe.

BTW, this is the mod that reduces the headphone and mic levels to standard LINE (the same as your Hi-fi) and also removes the crappy bass-boost. You need to be fairly good with a soldering iron, though the procudures not difficult.

Email me, and dont forget to remove the spam blocker.

2081. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 21:27:09 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1f8mla4.p15v9z1tinmbkN%roughley@vanc.igs.net.invalid>
Source record: 37136

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> Oh brother.... Another bug crawls out.....

Use a simple repellant by sending complete headers and bodies to:

groups-abuse@google.com

Or his Australian provider:

abuse@net2000.com.au

<< Neil >

2082. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 21:34:34 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3C892E64.85A67BB8@chello.at>
Source record: 37135

Hallvard Tangeraas wrote:

> I could never get hold of a working LZH depacker for my Macintosh for
> instance, but ZIP is no problem.

But Stuffit (or Stuffit-Expander) depacks LZHs like in old Atari-times.

Cheers, *Werner*

--
<http://members.chello.at/werner.romstorfer/mirror/>

2083. Re: STBOOK

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 22:20:44 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3C893936.53D60FB4@chello.at>
Source record: 37137

Hello Jos,

> I'm looking for the STtransfer software for transferring software from my ST
> to my STBook.Also looking for the special parallel cable and the floppydrive

Do you still need STtranfer? If so, I can send it to you.

The floppydrive is much rarer than the Book itself.

And to the others: _My_ ST-Book is also not for sell...

Cheers, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

2084. Re: STBook owners united

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 22:38:33 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3C893D63.C8EE0E06@chello.at>
Source record: 37138

Hi Jos,

> I just owns a STBook in mint condition. I would like to know if there are
> more guys or girls who owns one too.Let's hear you and.....

I have one (and don't want to give it away)

Cheers, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

2085. Re: Looking for "Xcontrol"

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 22:50:30 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3C89402F.78B38560@chello.at>
Source record: 37139

Hallvard Tangeraas wrote:

> Yes, I have both Cops and Zcontrol.

Also XcontroM.ACC? (1.31 modify)

Cheers, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

2086. Re: (lp check this) The END of the AMIGA thread....

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 23:26:52 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203081526.1c6c96af@posting.google.com>
Source record: 37140

flea_bite@hotmail.com (Sam) wrote in message
news:<76455f8c.0203080951.753aa6be@posting.google.com>...
> Amiga is in bed with Micro$oft! Nuff said!!!
>
> http://amiga.org/modules/news/index.php?storytopic=4
>
>
> ROTFLMFAO!!!!!!!
>
> hi lp ;)

NOOOOOOOOOOOOOOOOOOOOOOO

I will investigate further....This does not change the fact that the
Amiga is bettetr than the ST in EVERY respect...

2087. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-08 23:27:43 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203081527.5b6240b4@posting.google.com>
Source record: 37141

Derryck Croker <derryck@.NOSPAMCRAPcix.co.uk> wrote in message
news:<1015604482-357841AEicMi@ntlworld.com>...
> From: Michael and Nicole Freeman <nameerf@flash.net>
> Date: Thu, 07 Mar 2002 18:09:30 GMT
>
> >Just a note... I strongly suggest people just stop replying to these
> >idiots (if they are indeed more than one person). Maybe then they'll get the
>
> Obviously, some people are too bored to ignore these idiots or too easily rise
> to the bait :-(
>
> Sensible words from yourself :-)
>
>
>
> --
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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

F reeman, you are a ypocrite...you can't help yourself, replying to
these messages but you keep telling other people to do the opposite of
what you do...

2088. CCAG 2002!!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 01:46:32 UTC
From: James Krych <jwkrych@adelphia.net>
Message-ID: <YPdi8.4338$RB.699859@news1.news.adelphia.net>
Source record: 37142

For Immediate Release to all Internet and related groups!

The Classic Computer And Gaming(CCAG) Show 2002 is on!

"We, the CCAG organizers, regret that it took so long to officially announce the CCAG 2002 Show. However, we are also very glad that the CCAG 2001 Show did NOT take place after September 11th, 2001. Had CCAG 2001 taken place after 9-11, we would have had to cancel. Because we had used a National Guard Armory for the previous two CCAG's, we were not able to rent the Armory again after the events of 9-11. We have been able to locate and secure a facility for CCAG 2002! We again apologize for the delay, as we were only able to know with certainty, in the past several days. See you all at the CCAG 2002!!!"

CCAG 2002 Staff

The Classic Computer And Gaming Show 2002 will be held on May 25th, 2002 from 8AM till 2 PM. Vendor setup is on the 24th from 5:30PM till 9PM, and from 6:30AM till 8AM on the 25th. Show location is at the St. John Lutheran Church, 11333 Granger Road, Garfield Hts. Ohio, 44125.

Here is our own site for more information and current status of vendors and attendees.

www.ccagshow.com

Table rental is $5 this year, and admission is only $2. The admission fee will also allow you to be eligeble for a drawing at 1PM, the 25th, for an Arcade machine! (You will need a way to take the machine home with you!)

The web site, www.ccagshow.com, has site info, table layouts, map info, etc.

We hope to see you there at the CCAG 2002!

2089. Need help, ST Disk has bad sector

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 02:17:39 UTC
From: pmm217@yahoo.com
Message-ID: <ed91d65b.0203081817.7d8086b6@posting.google.com>
Source record: 37143

I've got a ST disk but when I use the Windows Floppy Disk Copy tutorial, it tells me there are 2 bad sectors on the disk. Is this disk useless or can I save it somehow?

2090. Re: TOS 2.06 and printing (and PRINTER.CPX)

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 02:32:27 UTC
From: sidcelery@cix.co.uk
Message-ID: <a6bs7q$5rr$1@thorium.cix.co.uk>
Source record: 37144

On 4 Mar 2002 00:59:47 G, Hallvard Tangeraas wrote:
> I'd like to know more about issues relating to using a printer with
> TOS 2.06...
>
> 2) The "PRINTER.CPX" module only contains settings for dot-matrix
> and daisy-wheel printers. Obviously a bit dated for printers used
> today (inkjet and laser printers). Are there replacement CPX modules
> for other printers, or does this CPX module still work for inj/laser
> printers?

I'd guess inkjets weren't released when the Printer.cpx came out. I
know Derryck got hold of an HPDJ660 colour printer CPX at one time.

Inkjets are very different from DMP's...

rgds
H

2091. Re: TOS 2.06 and "MODEM.CPX"

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 02:32:29 UTC
From: sidcelery@cix.co.uk
Message-ID: <a6bs7r$5rr$2@thorium.cix.co.uk>
Source record: 37145

On 4 Mar 2002 00:59:50 G, Hallvard Tangeraas wrote:
> I know about the "HSmodem", but was under the impression that it was
> to be used with STs that had their serial interface modified for
> allowing higher speeds than the standard 19200 baud.
> ("HSmodem" in conjunction with hardware such as "RSVE", "ST-ESSC" or
> similar).
>
> But what about a non-modified ST, where the maximum speed is still
> only 19200 baud? Should "MODEM.CPX" in this case, or is it buggy and
> problematic (like so much Atari software which never followed the
> official guidelines, because there were none)?

When I first joined CiX I was using a TOS 2.06 STe and a 2400baud modem. When I upgraded to a 14k4 modem I started using HSModem 4 (I think). It was needed whenever compression and error correction were in operation. The result wasn't necessarily to increase speed, but I certainly found it to smooth out communications to the BBS.

I also seem to remember that Andy Curtis/Frank Charlton were insistant that problems existed on TOS 2.06 machines, due to the number of times connection issues were fixed when TOS 2.06 machines were used with HSModem. The reason was unclear, but the results spoke for themselves.

> I read the docs of a bug fixer for the modem part of TOS, but this
> applied only to TOS 2.05. So is the modem/serial part of TOS 2.06 OK?

Nearly, but not quite. HSModem7 is the best solution and I continue to use it here with Magic.

rgds
H

2092. Re: Status of these programs?....

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 02:32:30 UTC
From: sidcelery@cix.co.uk
Message-ID: <a6bs7t$5rr$3@thorium.cix.co.uk>
Source record: 37047

On 4 Mar 2002 17:48:32 G, Hallvard Tangeraas wrote:
> I'm making a list of software mentioned in my TOS 2.06 user-guide so
> that people can get hold of it if interested. I need some
> information about the status (freeware, shareware, unsupported
> shareware (what does that make it??), commercial etc):

These are the ones I know:

> ST-zip (unsupported shareware?)
Unsupported Postcardware

> Lharc (freeware?)
Unsupported Fairware

> Arc (freeware?)
Arc and Arcshell are shareware (Supported?)

> Everest (?)
Unsupported(?) shareware

> Zcontrol (shareware?)
Unsupported shareware

> CBHD (freeware?)
CBHD is freeware, CBHDCONF is shareware

rgds
H

2093. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 02:32:31 UTC
From: sidcelery@cix.co.uk
Message-ID: <a6bs7v$5rr$4@thorium.cix.co.uk>
Source record: 37046

On 6 Mar 2002 19:54:21 -, "Elliot" wrote:
> Never managed to figure out what that AUX port on the CD does, any
> ideas?

I believe it's a through-port for the VME.
I think the original idea was for it to be for memory expansion, but I guess also for Ethernet...

rgds
H

2094. Re: PowerUp2 Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 06:03:04 UTC
From: rsmac@t-online.de
Message-ID: <1f8rl0s.1lwifipr0pnwgN%rsmac@t-online.de>
Source record: 37048

Neil Chester <neil@adel6.freeserve.co.uk> wrote:

> control whether the Powerup2 is On or Off but I don't
> know whether this affects the performance of the

You need only one program to switch powerup2 on or off.
The performance of this "speeder" is minimum of all what any other
accelerator, like ct2, fx, does. PowerUp is an CPU clock booster.
16 MHz normal, 32 with PowerUp.

> Also there is a small program in the AUTO folder of
> this machine, called MAGTOROM.PRG by Uwe Seimet, what
> does this do?

http://www.seimet.de/atari_english.html

Read_me file:

The program code of the multitasking operating system MagiC is not
located ina ROM area like TOS but in RAM. The RAM contents can be
changed by any program. Buggy programs might destroy parts of the MagiC
code which can lead to a system crash. MAGTOROM runs on Ataris with
MC68030 and ensures that the code of MagiC cannot be changed. For this
purpose MAGTOROM programs the 68030 PMMU. After installing MAGTOROM a
write access to the MagiC program code results in a bus error like
writing to the TOS ROMs gives a bus error as well. You get the best
protection if you place MAGTOROM in the AUTO folder right after the
MagiC booter. MAGTOROM can only protect the complete MagiC code if you
use the program MAGXBO32 as booter. When booting with MAGXBOOT only a
part of MagiC is protected. MAGXBO32 belongs to the MagiC distribution.
As MAGTOROM does not leave any code in memory there should not be any
incompatibilities with programs not using the 68030 PMMU. When using the
virtual memory manager OUTSIDE, MAGTOROM is not needed because OUTSIDE
automatically protects the MagiC code the same way MAGTOROM does.
MAGTOROM cannot be used together with SCSI.RAM by Steffen Engel. Use
SCSIDRV.PRG instead.

MAGTOROM is Freeware, it may be copied as long as this text is included.

> Can I boot up in Magic 6.20 without this? And can I

Yes

> use an altered MAGIC.RAM file from a CT2B system?

No

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

2095. Re: Atari's progress

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 08:38:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1015685166-53203AEicMi@gmx.net>
Source record: 37053

From: Pascal Nowak <indus@hightech-industry.com>
Date: Thu, 7 Mar 2002 18:37:26 +0100

Hi Pascal,

>>OS's include AES 4.1, Geneva 1.06, Magic 6.2, NAES 2.0, and XaAES (I'm
>> sure there's more, but these are the main ones). Lots (for a
>> "non-mainstream platform") of new software coming out all the time, too.
>>
>You can add : minix, linux, NetBSD, OS9, Omen ...

That depends on one his point of view.
With TOS, MiNT, MagiC and Geneva one can run most Atari compatible TOS/GEM apps, with the OS's you've added to the list this isn't possible. These OS's can only run software which is written specificly for those OS's. The software running on those OS's is mostly ported stuff, and it shows, they lack any compatibility with what makes Atari computing fun, no GEM GUI, no D&D, no Bubblehelp, no OLGA etc... in fact no nothing at all :-/

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2096. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 08:39:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1015685158-51600AEicMi@gmx.net>
Source record: 37051

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Mon, 04 Mar 2002 06:26:39 GMT

Hi Michael,

>I agree, printer drivers are lacking. And NVDI would be the most logical
>choice at the moment to support.

It's the only choice at the moment. Unfortunately NVDI is starting to show
its age. The internal dithering routines of NVDI are ancient stuff by today
standards. Even with support for new printers the end result would be a far
cry from what can be achieved on the Mac or PC with the same printer.

>I have a new Epson printer that is capable of 2880 dpi (which truely can
>do Photo-quality). Epsons (new ones) can do much more than 720.

The NVDI Epson 850 and 900 drivers are capable of doing 1440*720dpi, the
results are quite pleasing as long as one doesn't compare them with the
output from other platform drivers.

>I'd love to be able to use my 2880 dpi resolution with my Atari... But
>Calamus won't cut it, as I need my printer for more than just DTP, and
>saving and printing from Calamus is kind of a pain.

Install the VDI printer module, printing from NVDI gives a much better
result and you don't have to bother about control lines either anymore.
The Calamus light version comes with the VDI module, just try it out...

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2097. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 08:41:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1015685160-52263AEicMi@gmx.net>
Source record: 37052

From: Jim DeClercq <jimd@panix3.panix.com>
Date: Sun, 3 Mar 2002 00:21:31 +0000 (UTC)

Hi Jim,

>Just what is it you are asking for? The last time this topic came up
>here, it was concluded, I think, that Photo Quality was in fact edge
>enhancement.

There's a big difference between what printer manufacturers designate as
Photo quality and what the user conceives as a "Photo Realistic" print.

>Further beating on the greasy stain where the dead horse used to be, one
>might note that an old version of Calamus came with a printer driver
>generator, and that can still be used.

Yes, and the results generated by that program are quite acceptable for
text output. But suppose you want to print a decent looking photo realistic
print of your grandmother, you'll end up with a very crude looking grandma,
none of the drivers generated with that program are capable of coming even
close to what is accepted these days as photo quality. To make things even
more complicated, in Calamus to output a decent looking photo realistic
print one needs more then just a "good" printerdriver.
I've lost count of the hours I spend searching for the best combination of
raster dot/control lines. The guy who wrote the LIN module IMO has sadistic
tendencies !!
Another option is to switch off the rasterization all together and try to
get a quite decent looking print with what is known in Calamus as "ordered
dithering", but one still will have to fiddle with those blasted control
lines... it might be called "ordered dithering" in Calamus but I prefer to
call it "chaotic dithering".

The best results with the Atari Calamus version are achieved with the VDI
printermodule which uses the NVDI printerdrivers and dithering methods. But
(there's always a but...) a simple A4 in TC will eat away 150MB !!, and
since most of us do not have that amount of memory, the only option open is
to use the NVDI spooler, printing that A4 in a 1440*720dpi resolution on a
TT will take forever... don't expect it to be finished under 75 minutes. To
be very clear on this: I did say the "best results on the Calamus Atari
version", it's the best NVDI can do... Use the same printer and CDK on a PC
or Mac version of Calamus and be amazed over how :
1) good your printer is
2) what photo quality "really" means....

>To make things even more complicated, there is fVDI, too.

How and where does fVDI fit in this story?

>So, is what we need already somewhat available, saving and printing from
>Calamus, or is is something else?

Invers doesn't support propriate printer drivers since years, the general
advice given to customers is to use the VDI printer driver. What is needed
in the first place is a new completely overhauled NVDI, NVDI as it is, was
fine 5 years ago, but now it's showing it's age...
There's no new version of NVDI coming, and furthermore it's worth keeping
an eye on new developments. Nowadays it's impossible to buy a new digital
camera which you can attach to a Atari (it's all USB), try finding a new
SCSI scanner somewhere or even a new SCSI CD-Writer which can be driven by
our existing drivers. Printer manufacturers are dropping the centronics port
like a hot potatoe, in a year from now all affordable printers will be USB
only... So this discussion about new drivers is pointless really :-/

>Of course, having had Calamus for years, I just cannot conceive of anyone
>not having it, but it is more than a bit pricy for new purchase. I do not
>know if the light version will run the now-free lower-resolution
>StarScreening module, or the filter module with FM filtering.

The NVDI dithering routines are much better and less nerve wrecking also.
The VDI module is included in the light version, Calamus SL2002 Light gives
the best overall print output I've ever seen on *this* platform, but it is
a far cry from what can be achieved on other platforms, using exactly the
same printer and program....

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2098. Re: Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 14:00:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <5669_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 37049

```
In uno strano messaggio del 09 Mar 02 sidcelery@cix.co.uk (2:333/608.1)
scrisse al povero All :
s> On 6 Mar 2002 19:54:21 -, "Elliot" wrote:
>> Never managed to figure out what that AUX port on the CD does, any
>> ideas?
s>
s> I believe it's a through-port for the VME.
s> I think the original idea was for it to be for memory expansion, but I
s> guess also for Ethernet...

VME on a Cannon DB9 connector ? Wasn't it for genlocking ? I think it's just
giving out sync signals.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
SCSI - System Can't See It

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

2099. Re: (lp check this) The END of the AMIGA thread....

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 14:40:36 UTC
From: lp <gfa@basic.net>
Message-ID: <B8AF8914.2B29%gfa@basic.net>
Source record: 37050

in article 76455f8c.0203080951.753aa6be@posting.google.com, Sam at
flea_bite@hotmail.com wrote on 3/8/02 12:51 PM:

> Amiga is in bed with Micro$oft! Nuff said!!!
>
> http://amiga.org/modules/news/index.php?storytopic=4

There is windows ce, why not windows de? :-)
However it does not concern me and further amiga discussion should move
to the amiga groups.

Lonny Pursell

2100. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 15:59:26 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203090759.3f8b17a1@posting.google.com>
Source record: 37054

```
Why don't you shut the FUCK UP,Atari FAGGOT.You and your Atari will
ROT in HELL.............
```

2101. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 16:02:30 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203090802.6a6db717@posting.google.com>
Source record: 37055

Why don't you shut the FUCK UP Neil,You and your Atari will rot in
HELL..... DIE FAGGOT

2102. Re: (lp check this) The END of the AMIGA thread....

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 16:05:47 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203090805.5ae0ffd2@posting.google.com>
Source record: 37056

Who can Atari jump into bed with? It's Faggy users,All the Atari's and
there users will ROT in HELL........DIE FAGGOT'S

2103. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 16:28:16 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c8a38261da6f41@pandora.be>
Source record: 37057
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/steem_v2_2.zip
:(556.948 bytes) STE emulator for Windows

ftp://chapelie.rma.ac.be/atari/emulators/xsteem_v2_2-4-i386.tar.gz
:(374.569 bytes) STE emulator for Xwindows
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2104. Re: Atari's progress

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 17:01:51 UTC
From: ebaiz@skyenet.net
Message-ID: <3eri8.101$HK6.173333@newsfeed.slurp.net>
Source record: 37058

On 6 Mar 2002 17:36:52 +, "MrZammler" wrote:
>Hello ppl,
>
>I was browsing your ng, and visited some sites I found on Ataris. It seems
>that they got a long way since I last saw one (some years ago). I was at a
>point to choose an Atari or an Amiga, and the second's charms won me. I'm
>still using my Amigas (500, 1200, 3000).
>
>I just wanted to know how far Ataris have gone. I've seen something like PCI
>cards, new OSes, etc. Anyone available to enlighten me more on this?
>
>Thanks,
>MrZammler

Hello,

Well I have a Hades060 Atari clone with 256meg of Ram that uses PCI
cards. I can display 32-bit graphics, but I choose to use 24-bity
mostly. Look at my sig and it summs up my system. Not bad for an Atari.

>PS
>I'm sorry to see so called "Amiga users" posting such messages here. Please
>just disregard them.

I do.... <g>

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2105. Re: Kill file for (New)Darkling/Jim Brohier

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 17:02:01 UTC
From: ebaiz@skyenet.net
Message-ID: <deri8.102$HK6.173397@newsfeed.slurp.net>
Source record: 37059

On 7 Mar 2002 18:09:30 G, Michael and Nicole Freeman wrote:
>NNTP-Posting-Date: Thu, 07 Mar 2002 13:09:30 EST
>Organization: Prodigy Internet http://www.prodigy.com
>X-UserInfo1: Q[R_@S^DTJUYRT@[HBCHOPP@FJ^ZTB\MV@B@LWQHBATBTSUBYFWEAE[YJLYPIWKHTFCMZKVMB^[Z
^DOBRVVMOS>PFHNSYXVDIE@X\BUC@GTSX@DL^GKFFHQCCE\G[JJBMYDYIJCZM@AY]GNGPJD]YNNW\GSX^GSCKHA[]@
CCB\[@LATPD\L@J\\PF]>VR[QPJN
>Date: Thu, 07 Mar 2002 18:09:30 GMT
>Xref: newsfeed.slurp.net comp.sys.atari.st:261238
>
>Hi there!
>
> I'm sick of seeing these useless posts from these dorks. I don't want to
>have to sort out what's good discussion and what's useless trolling. How do
>you set up a kill file, both on Atari programs and Outlook for Mac? I've
>never done it before. Does it only work with certain names, or can you kill
>a whole thread? Thanks!

Hello,

Yes, I am sick of those posts also. What emailer do you use? I have
both Newsie and MyMail. I know MyMail has the option for killing
certain posts from certain people. I am not sure about Newsie, but I
would think it would.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2106. Re: Need help, ST Disk has bad sector

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 17:02:14 UTC
From: ebaiz@skyenet.net
Message-ID: <qeri8.103$HK6.173203@newsfeed.slurp.net>
Source record: 37060

On 8 Mar 2002 18:17:39 -, Peter Miller wrote:
>I've got a ST disk but when I use the Windows Floppy Disk Copy
>tutorial, it tells me there are 2 bad sectors on the disk. Is this
>disk useless or can I save it somehow?

There are programs like Disk Doctor that will fix that problem. You can
download such programs on the net. Oh, I am talking about Atari ST
programs. If you do not have one, I would think there are such programs
for the PC available.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2107. Re: Atari's progress

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 18:30:40 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203091030.5ac0981d@posting.google.com>
Source record: 37061

At the end of the day,Amiga rules and the Atari ST and all other gay
Atari products were made for the FAGGOT's of this world.

2108. Re: Something we need

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 18:34:56 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203091034.cd571ac@posting.google.com>
Source record: 37062

Atari made for FAG's.You and your Atari well ROT in HELL.........

2109. Re: Looking for "Xcontrol"

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 18:43:16 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3C8A57C3.DAE0BC39@chello.at>
Source record: 37063

Hallvard Tangeraas wrote:

> > Also XcontroM.ACC? (1.31 modify)
> Never heard about this one. What's different from the usual Xcontrol?
> And where can I get hold of it?
> Is it available in English, or only German (seeing that you're in
> Austria)?

Mine is German, "Variables Kontrollfeld, V 1.31modifi"
As I heard from a friend when he gave it to me, some bugfixes were made
on it (?)

Do you want it? I can send it to you...

Best regards, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

2110. Re: Abusive messages

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 19:16:58 UTC
From: tos4ever@pandora.be
Message-ID: <1f8soab.i7s1o1lvrlsaN%tos4ever@pandora.be>
Source record: 37064

James Haslam <jfhaslam@zetnet.co.uk> wrote:

> Hi all!
>
> Another way you can deal with abusive news messages is to view the message
> headers (for example in Newsie select News Reading Options in the
> Preferences menu and click on Show Headers on the left hand side).
>
> In the header of the message look for the line containing something like:
>
> X-Complaints-To: groups-abuse@google.com

Just done that. Let's hope they will do something about it.

2111. Re: Kill file for (New)Darkling/Jim Brohier

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 19:57:49 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8AFB7AE.1EEED%nameerf@flash.net>
Source record: 37065

in article 3c87bbd2$0$29605$4c56ba96@master.news.zetnet.net, Derek W W Hunt
at dhunt@zetnet.co.uk wrote on 3/7/02 11:13 AM:

>> I long for the day when I can open up this newsgroup
>> and see nothing but people helping each other and having peaceful, honest
>> discussion, like it used to be.
>
> Come back to LAMMI (!!!) Mike. We are all Atarians,small in
> numbers but certainly fill your above description.

What is LAMMI?

Mike Freeman
nameerf@flash.net

2112. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 20:15:51 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8AFBBCA.1EEEF%nameerf@flash.net>
Source record: 37066

in article B8AD84D7.2AB1%gfa@basic.net, lp at gfa@basic.net wrote on 3/7/02
5:57 PM:

> In outlook you just select 'rules' in the menu, then select usenet, then add
> a rule, set the criteria you wish to filter. Example if you wish to kill all
> jubect lines with 'amiga' enter that as the search criteria. You can search
> subjects, names, address, whatever. It's not hard to do.

Excellent! Thanks!

Mike Freeman
nameerf@flash.net

2113. Re: Kill file for (New)Darkling/Jim Brohier

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 20:24:46 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8AFBE00.1EEF0%nameerf@flash.net>
Source record: 37067

in article deri8.102$HK6.173397@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 3/9/02 9:02 AM:

> Yes, I am sick of those posts also. What emailer do you use? I have
> both Newsie and MyMail. I know MyMail has the option for killing
> certain posts from certain people. I am not sure about Newsie, but I
> would think it would.

On my Falcon, I normally use aMail or MyMail. But recently, I've had some difficulty connecting. My ISP's been making changes in the dial-up process, which my Mac can keep up with, but the Atari is getting stuck on for some reason. I haven't figured it out yet. I use my Mac for internet more often anyway and my Atari for the really fun stuff. I normally use Outlook Express on the Mac, which I've already received advice about just today. However, if someone knows how to use Kill files on aMail, I'd be glad to hear it! Thanks!

Mike Freeman
nameerf@flash.net

2114. Re: PowerUp2 Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 21:56:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a6e0e6$7mo$1@thorium.cix.co.uk>
Source record: 37068

In message <a6b96rdpo1@newsreader.mailgate.org>, smeg_007@nospam.hotmail.com said:

>As far as MAGTOROM is concerened, I havent got a clue, when I had magic on
>my machine I didnt have this program - but Uwe prowls this newsgroup so he
>will probably tell you what it does himself.

Until he does, here's his README:
~~~~~~~~~~~~~~~~~~~~~~~~
The program code of the multitasking operating system MagiC is not
located in a ROM area like TOS but in RAM. The RAM contents can be
changed by any program. Buggy programs might destroy parts of the
MagiC code which can lead to a system crash.

MAGTOROM runs on Ataris with MC68030 and ensures that the code of
MagiC cannot be changed. For this purpose MAGTOROM programs the
68030 PMMU. After installing MAGTOROM a write access to the MagiC
program code results in a bus error like writing to the TOS ROMs
gives a bus error as well. You get the best protection if you
place MAGTOROM in the AUTO folder right after the MagiC booter.

MAGTOROM can only protect the complete MagiC code if you use the
program MAGXBO32 as booter. When booting with MAGXBOOT only a part
of MagiC is protected. MAGXBO32 belongs to the MagiC distribution.

As MAGTOROM does not leave any code in memory there should not be
any incompatibilities with programs not using the 68030 PMMU. When
using the virtual memory manager OUTSIDE, MAGTOROM is not needed
because OUTSIDE automatically protects the MagiC code the same way
MAGTOROM does. MAGTOROM cannot be used together with SCSI.RAM by
Steffen Engel. Use SCSIDRV.PRG instead.

MAGTOROM is Freeware, it may be copied as long as this text is included.

Uwe Seimet (seimet@chemie.uni-kl.de), January 1997
~~~~~~~~~~~~~~~~~~~~~~~~~~

You should have received this (bilingual) text with the
originalprogram - it is a condition of distribution that the text
file goes with it!

Regards, /Peter/

2115. Re: TOS 2.06 and "MODEM.CPX"

Newsgroup: comp.sys.atari.st
Date: 2002-03-09 22:42:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a6e344$8rm$1@thorium.cix.co.uk>
Source record: 37069

In message <1f8sijm.1j9z6lcb2pg3oN%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no said:

>OK, having read this and the other postings in this thread...
>Is the conclusion as follows?:
>
>-The existing "modem.cpx" (that comes as part of Xcontrol) is to be
>removed. It's "outdated" (according to the docs that come with
>"serial.cpx" which is again part of STinG as far as I know).
>Replace it with "serial.cpx".

YES! It should allow you to set the bps speed directly, without
having to remember the mappings. The other settings are 8, None, 1.
Also be sure you set FlowCTRL to RTS/CTS.

>-Install "HSmodem" (in the AUTO folder) as this replaces buggy (or poor
>performance) routines in TOS 2.06 with much better code.

Up to a point, Lord Copper (if you haven't read Waugh's "Scoop"
you won't get the joke!) You install the *required components* of
HSModem in the AUTO folder. The details are in the files in the
package, though I have quoted them in a previous message. Normally
DRVIN must run before SCC and both should be near the end of the
AUTO folder, but before STing and Stik. You may also have to run
the configuration program SETTER.PRG and act according to the
prompts, though often the defaults are OK.

>HSmodem supports higher speeds than 19200 baud, but even with ST
>computer that haven't been modified it will improve the data transfer
>reliability.
>-With a modified ST (i.e. RSVE etc. for higher than 19200 baud transfer
>rates) "HSmodem" is essential to take adavantage of the extra speed in
>any case.
>-"Serial.cpx" is also needed here.

YES! You've got it! By jove you've got it! (/My Fair Lady/).

Regards, /Peter/

2116. Falcon Diagnostic Cartridge

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 00:21:43 UTC
From: swampfax@atlantic.net
Message-ID: <rGxi8.56$jr.94614@news1.atlantic.net>
Source record: 37070

Hi All,
There was mention here of a Falcon diagnostic cartridge for the
cartridge port. Anyone know if it still can be purchased?
John G.

2117. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 00:26:24 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1015785620.9730.0@eurus.uk.clara.net>
Source record: 37085

Yo!, Dezza

| >Just a note... I strongly suggest people just stop replying to these
| >idiots (if they are indeed more than one person). Maybe then they'll get
the
|
| Obviously, some people are too bored to ignore these idiots or too easily
rise
| to the bait :-(

You're looking at me again aren't you?.

--

Steve. S.

Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war
stories!.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.333 / Virus Database: 187 - Release Date: 08/03/02

2118. Re: Amiga was always better

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 01:45:28 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203091745.257f925@posting.google.com>
Source record: 37071

merv@net2000.com.au (merv) wrote in message
news:<786ce418.0203080718.192ee32e@posting.google.com>...
> Joshua Kaijankoski<gaiyan@atari.org> wrote in message news:
> No point in trying to prove one machine better than the other. It's just not
> possible. Where Atari excelled in music and DTP, Amiga did likewise in
> graphics and sound. We're not calling the Amiga shite, infact, we should
> team up as fellow M68K users against PC lamers.
>
> Joshua
>
> Very True.

*sigh....here we go again...There IS a point...The Amiga was better
full stop. The Atari did not excel in sound, it inly achieved a market
superiority in that field because people thought "Oooohh built in midi
ports, Atari must have better sound"...In fact Amiga had beeter higher
quality sound...Every heard the excellent Speedball 2/Xenon II on the
Amiga, and then the sad choppy version of the sound on the ST??

Atari excelled in DTP?? HA..The only good DTP package in those days
was Quark exress, it was king of DTP...The Amiga could emulate a Mac
faster than a real Mac, and run QExpress on top of that...

Amiga's DTP packes like FInal Writer II and The Wordworth series
kicked Calamus's arse...The vast majority of publihsing houses used
Mac or Amiga, ST's were for hobbyist DTP people...

Sure the ST had a 68000 just like the Amiga...but the overall Amiga
design (expandability/vastly superrior grafix/sound/custom chips)
meant that the overall throughput of the Amiga outdid the ST...

BUt I agree, one area we can definitely agree on is lame PC owners
with their glorified 8086 chips and 1960's architecture...

###
###
NewDarkling
######
######

2119. AtariICQ 0.153 released

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 02:02:58 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.aeljkcaj@localhost>
Source record: 37072

Hi folks,

Finally we have reached the state were we feel that the program is once again ready for a new release!

Basically, the OVL has undergone some big changes in order to work with the latest version of the ICQ protocol, v8. As most of you probably already know by now, Mirabilis stopped supporting v5 of the protocol in favour for the new one, which in fact is a subprotocol of OSCAR, the protocol used by AOL Instant Messenger. In other words, the OVL has had a massive make over in order to get aICQ working again, and Dan Ackerman has made a wonderful job in implementing all the necessary changes.

In GUI, the list of changes is also quite long, and although most things might not seem like drastical stuff, some things are worth mentioning:

* Word wraps are recalculated if msg window is resized
* Copy function added for incoming area of msg window
* Popups are created faster (significant difference with large popups!)
* Popup icons are now also involved in 3d motion when selecting entry
* Clicking right mouse button will reverse direction of scrolling
* Double click on string in msg window text area calls for StringServer
* Right click on URLs in msg window presents alternatives via popup
* Preventing mouse shape from changing when live dragging window in XaAES * VDI-blits used for scrolling in both message window and contact list (much faster) * Speeded up loading/saving of user info (to HD) quite a bit * Config loads much faster, especially if you got lots of contacts * New shortcut: CTRL+Enter will send a msg and then close msg window

For more details, check out aicq site, and update.txt found in distribution zipfile.

While most things that the old client could do is already supported now, there are a few things that might not.

1) You can't yet create new ICQ accounts
2) Changing what list a contact is on (visible/invisible) might take a reconnect to get into effect
3) You *definitely* need to adjust the server (to login.icq.com) and port (to 5190), else aICQ will lock up tight.

Me and Dan hope that the new release will work out alright for all of you, but should any questions or problems occur, please do let us know, either through this email list, or on the aICQ forum (linked to

from aICQ homepage)

http://aicq.atari-users.net

Have fun, and cu all on ICQ ;)

/Joakim

2120. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 03:47:44 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <BIPFBXOgdti8Ewqa@my-ste.demon.co.uk>
Source record: 37073

On Sat, 9 Mar 2002, Michael and Nicole Freeman <nameerf@flash.net>
wrote:-

>in article B8AD84D7.2AB1%gfa@basic.net, lp at gfa@basic.net wrote on 3/7/02
>5:57 PM:
>
>> In outlook you just select 'rules' in the menu, then select usenet, then add
>> a rule, set the criteria you wish to filter. Example if you wish to kill all
>> jubect lines with 'amiga' enter that as the search criteria. You can search
>> subjects, names, address, whatever. It's not hard to do.
>
>Excellent! Thanks!

If you (generic, rather than specific) can set kill rules using REGEXP
strings, these should do just nicely:

#NewDarkling
/^NNTP-Posting-Host: 194\.216\.105\.\d+.*$/h

#Jim Brohier
/^NNTP-Posting-Host: 203\.26\.98\.\d+*$/h

A quick scan through my news archive (~30 days) only shows matches for
(New)Darkling and Jim Brohier with these rules.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 11.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 64Mb SuSE 7.3

2121. emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 11:36:59 UTC
From: Cro-Sauron <idesh@mindless.com>
Message-ID: <a6fgdi$ccmq$1@as201.hinet.hr>
Source record: 37074

I want my old atari files on my new PC. What is the best emulator and where can I download it?
Thanks!

2122. Re: Kill file for (New)Darkling/Jim Brohier

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 14:33:14 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8b7239$0$18521$e4fe514c@dreader4.news.xs4all.nl>
Source record: 37075

Hi,

I already wrote an e-mail to the owner of the site www.ironhoof.com where this person has got his free e-mail address. I asked him to block/remove this person from his site or other actions would be taken, I also send a copy of the text he used to write here...
He is a SPAMMER he does this in several newsgroups...

TXG/MNX
"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message news:B8AFBE00.1EEF0%nameerf@flash.net...
> in article deri8.102$HK6.173397@newsfeed.slurp.net, Edward S. Baiz Jr. at
> ebaiz@skyenet.net wrote on 3/9/02 9:02 AM:
>
> > Yes, I am sick of those posts also. What emailer do you use? I have
> > both Newsie and MyMail. I know MyMail has the option for killing
> > certain posts from certain people. I am not sure about Newsie, but I
> > would think it would.
>
> On my Falcon, I normally use aMail or MyMail. But recently, I've had some
> difficulty connecting. My ISP's been making changes in the dial-up process,
> which my Mac can keep up with, but the Atari is getting stuck on for some
> reason. I haven't figured it out yet. I use my Mac for internet more often
> anyway and my Atari for the really fun stuff. I normally use Outlook Express
> on the Mac, which I've already received advice about just today. However, if
> someone knows how to use Kill files on aMail, I'd be glad to hear it!
> Thanks!
>
> Mike Freeman
> nameerf@flash.net
>

2123. Re: Kill file for (New)Darkling/Jim Brohier

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 14:50:33 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8b764b$0$18515$e4fe514c@dreader4.news.xs4all.nl>
Source record: 37076

Hi All,

Just got this message:

Dear Sir

Re: The Gay site http://www.ironhoof.com and Ironhoof Web Mail Service.

Thank you for your email, may we advise that this is being dealt with. The

person concerned is an Ironhoof Web Mail user and will be removed from our

list. We again apologise but we have no real control over this sort of
thing,

save the subsequent removal of any offenders.

We refer you to our Terms of Use: http://www.ironhoof.com/tac.htm

Thank you

Roy G Symonds BA (Law)

legal@ironhoof.net

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c8b7239$0$18521$e4fe514c@dreader4.news.xs4all.nl...
> Hi,
>
> I already wrote an e-mail to the owner of the site www.ironhoof.com where
> this person has got his free e-mail address. I asked him to block/remove
> this person from his site or other actions would be taken, I also send a
> copy of the text he used to write here...
> He is a SPAMMER he does this in several newsgroups...
>
> TXG/MNX
> "Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
> news:B8AFBE00.1EEF0%nameerf@flash.net...
> > in article deri8.102$HK6.173397@newsfeed.slurp.net, Edward S. Baiz Jr.
at
> > ebaiz@skyenet.net wrote on 3/9/02 9:02 AM:
> >
> > > Yes, I am sick of those posts also. What emailer do you use? I have
> > > both Newsie and MyMail. I know MyMail has the option for killing
> > > certain posts from certain people. I am not sure about Newsie, but I
> > > would think it would.
> >
> > On my Falcon, I normally use aMail or MyMail. But recently, I've had

some
> > difficulty connecting. My ISP's been making changes in the dial-up
> process,
> > which my Mac can keep up with, but the Atari is getting stuck on for
some
> > reason. I haven't figured it out yet. I use my Mac for internet more
often
> > anyway and my Atari for the really fun stuff. I normally use Outlook
> Express
> > on the Mac, which I've already received advice about just today.
However,
> if
> > someone knows how to use Kill files on aMail, I'd be glad to hear it!
> > Thanks!
> >
> > Mike Freeman
> > nameerf@flash.net
> >
>
>

2124. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 15:27:26 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrna8muqn.11v.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 37077

On Sun, 10 Mar 2002 14:35:14 GMT, Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote:
>I'd like to know more about installing TOS 2.06 from so called
>"TOS image files". Apart from the (more or less legal) TOS image files,
>what else is needed, and how is it done?
>I'm guessing some sort of "TOS loader" in the AUTO folder, which finds
>the TOS image file and loads it into memory.

Yes, there's one on the net available. But I neitehr tried it nor do I
remember how it was called.

>
>By the way, how much memory does something like this steal?

Any TOS will steal as much RAM as itself is big and some plus for screen and
disk handling.

>I've been under the impression that even a standard ST/F/M/E will read
>TOS from the ROM chips, then load it into RAM (simply because ROM is too
>slow to be efficient) -is this correct?

Nope, all ST read the TOS directly from the ROMs. You have always all memory
(without some space for TOS informations and the screen) available.
TOS only gets loaded into RAM if you use a TOS on disk like the first ones or a
boot loader.

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321
PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

2125. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 16:13:17 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a6g0mrnpo1@news.tpi.pl>
Source record: 37078

On 10 Mar 2002 14:35:13 , Hallvard Tangeraas wrote:
> Can someone please tell me more about GEMram and Winx?
>
> The docs are very technical and mostly in German, but I've gathered that
> they have something to do with loading TOS into RAM, which is (for some
> unexplained reason) needed in certain cases where you want to fix
> bugs/limitations of TOS.
>
> I've read about (and downloaded) "SHbuf" which is used to increase the
> size of the "NEWDESK.INF" file (the desktop configuration file) for TOS
> 2.06 to 32 Kbytes (the original maximum size being 4 Kbytes).
>
> As for Winx... I think it has something to do with getting extra
> features in TOS, but I have no idea why/what.
>
> Can someone lay out the facts for me?
> And most of all.... please tell me how to try this out. The docs aren't
> very detailed about that.

You have to put GEMRAM.PRG and WINX.PRG in your AUTO folder, and
(optionally) WINX.CPX in the CPX folder. WINX.PRG must be after
GEMRAM.

If you have TT-RAM memory, you may use ROMSPEED.PRG by Uwe Seimet
instead of GEMRAM.PRG.

The function of GEMRAM is to rewrite TOS from the Read Only Memory,
where it cannot be modified, into the RAM, where it can be modified
(by WinX for example).

ROMSPEED does the same, but rewrites TOS to the TT-RAM, which
additonaly results in a *great* speed improvment.

WinX does not only fix certain TOS bugs (Arrowfix patch) or limitations
(allows to open much more windows, but *not* with the Desktop...)
but also adds real-time window moving, scrolling and resizing -
something that is available in MagiC or N.AES for example.
Real-time window scrolling is very useable, and whoever tries
that will never want to live without it ;-)

Those real-time window operation features work only with TOS 2.06
and later versions (3.06 for TT or Hades, 4.0x on Falcon.)

WINX.CPX is for easy configuration of WinX (which is saved in
WINX.INF file in the AUTO folder). There are separate configurations
for various applications allowed, which is useful with old programs

that might not support all the WinX features (such as scrolling the window contents in an untopped window, AFAIK the viewer in StZip or LharcShell has problems with it.)

After placing WINX.INF in AUTO folder you do not actually need WINX.CPX for WinX to work properly.

And my WINX.INF looks like that:

```
# WINX Infos

GLOBAL= 5-6-7-8-13-14-15-16-

= # GEM-Desk
*= 8-10- # Default

DDELAY= 460,0,1000,2000
WFONT_OFF= 1,10
GADGET_OFF= 0,0
LOADFONT=
```

I don't remember all WinX improvments, but I think real-time window operations (2.06 or more), exceeding the number of windows to 40, Arrowfix patch, possibility to move the windows off the left screen border and "intelligent" redrawing of the window contents are the most important functions. With TOS 1.0 it makes also possible to scroll the window contents when holding the mouse button on one of the arrows in the slider (normally in TOS 1.0 you have to point the slider arrow and click *repeatedly*...)

--
Grzegorz Pawlik
http://marijuana.atari.org/

2126. Translators Eng to Ger

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 16:14:18 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.839a263e.33922a00.doyene@zetnet.co.uk>
Source record: 37080

Hei All.
Is there any good translators Eng to Ger or Eng to Fre. Much that I like reading Collins German/French
dictionaries but I could with a ACC to call upon.

regards

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

2127. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 16:20:39 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a6g14n$3bd$1@reader2.panix.com>
Source record: 37079

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> writes:

: Can someone please tell me more about GEMram and Winx?

: The docs are very technical and mostly in German, but I've gathered that
: they have something to do with loading TOS into RAM, which is (for some
: unexplained reason) needed in certain cases where you want to fix
: bugs/limitations of TOS.

: I've read about (and downloaded) "SHbuf" which is used to increase the
: size of the "NEWDESK.INF" file (the desktop configuration file) for TOS
: 2.06 to 32 Kbytes (the original maximum size being 4 Kbytes).

: As for Winx... I think it has something to do with getting extra
: features in TOS, but I have no idea why/what.

: Can someone lay out the facts for me?
: And most of all.... please tell me how to try this out. The docs aren't
: very detailed about that.

I would not boot without them. Winx gives extra windows, up to 15. It
needs GEMram so it can change the relevant variable. If it has more
features I have not met them.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2128. Re: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 16:25:02 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.84f62152.36422a00.doyene@zetnet.co.uk>
Source record: 37081

In message <a6fgdi$ccmq$1@as201.hinet.hr>
Cro-Sauron wrote:
>I want my old atari files on my new PC. What is the best emulator and where
>can I download it?
>Thanks!
Hei Cro-Sauron.
There are three main downloadable types that I know of TOSBOX Gemulator and Pacifis.
All three are good enough to do the job. If you would like I can download from some of my pd copies.

regards

jno

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

2129. Re: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 17:06:03 UTC
From: Paul CAILLET <dn@alussinan.org>
Message-ID: <3c8b9255$0$21239$626a54ce@news.free.fr>
Source record: 37082

Hello :-)

> I want my old atari files on my new PC. What is the best emulator and
where
> can I download it?

You can see and download many ATARI emulator at :
http://music-atari.org/atari/emul/ (french)

Regards ...

--
Paul CAILLET.
http://music-atari.org

2130. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 18:02:31 UTC
From: J�r�me Ginestet <ginestet.jerome@wanadoo>
Message-ID: <3c8b9f1e$0$8744$626a54ce@news.free.fr>
Source record: 37083

"Grzegorz Pawlik" <gregory@_SPAMMING_is_A_SIN_.atari.pl> a �crit dans le
message news: a6g0mrnpo1@news.tpi.pl...

> WinX does not only fix certain TOS bugs (Arrowfix patch) or limitations
> (allows to open much more windows, but *not* with the Desktop...)
> but also adds real-time window moving, scrolling and resizing -
> something that is available in MagiC or N.AES for example.
> Real-time window scrolling is very useable, and whoever tries
> that will never want to live without it ;-)

True ! WinX is really addictive.

> I don't remember all WinX improvments, but I think real-time window
> operations (2.06 or more), exceeding the number of windows to 40,
> Arrowfix patch, possibility to move the windows off the left screen
> border and "intelligent" redrawing of the window contents are
> the most important functions. With TOS 1.0 it makes also possible
> to scroll the window contents when holding the mouse button on one
> of the arrows in the slider (normally in TOS 1.0 you have to point
> the slider arrow and click *repeatedly*...)

- you can move the mouse cursor once you have clicked on an arrow
to control the speed of the scrolling (very nice feature but I think
it only works with programs that were designed to handle it)
and its direction (that works with all programs).
- you can put the up and left arrows next to the down and right arrows
- you can put a window in the background by click on its title bar
- right clicking on an arrow will move the slider directly to its
origin or end.
- you can move/resize a window in the background
- you can "full" a window by double-clicking on its title bar.
- the "close" and "full" button are auto-repeat (not very useful I
think)
- you can have "3D-look" windows on older TOSes
- ...

The last version is 2.3n, which can be found here
http://atari.sh.cvut.cz/ftp/ST/util/winx23n.lzh

But I think that to get started, it'd be better to try an older
version with english documentation.
http://www.funet.fi/pub/atari/sysutil/winx22.lzh

--

J�r�me

2131. Re: Falcon Diagnostic Cartridge

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 18:15:35 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203101015.197ad98b@posting.google.com>
Source record: 37084

swampfax@atlantic.net (John Garone) wrote in message
news:<rGxi8.56$jr.94614@news1.atlantic.net>...
> Hi All,
> There was mention here of a Falcon diagnostic cartridge for the
> cartridge port. Anyone know if it still can be purchased?
> John G.

Hi John,
I haven't checked Best Electronics website in a long time. They should have them.
Mike

2132. [WEB] Aniplayer 2002 v2.19 - D i v X 4 !

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 19:29:28 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f8uj7b.10bf4371mfz0sgN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 37086

Hi,

The latest version of Aniplayer is on my site. About the main feature,
now it's possible to play all AVI files encoded in divx4/mp3 on CDs,
just you need:
Memory.
Lot of power (not easy on Atari).
Nevertheless, why not play littles movies...

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2133. Re: Translators Eng to Ger

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 20:15:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a6get2$cu7$1@thorium.cix.co.uk>
Source record: 37087

In message <WS3.839a263e.33922a00.doyene@zetnet.co.uk>, doyene@zetnet.co.uk said:

> Is there any good translators Eng to Ger or Eng to Fre.
>Much that I like reading Collins German/French
>dictionaries but I could with a ACC to call upon.

John, there are three programs with different approaches:

GEMTrade (Shareware by Mark Wherry - mark_wherry@hotmail.com)
takes German text and translates it word by word to write a file
called filename.eng (where fiename is the name of the original
text file), leaving words it doesn't know untranslated. The result
is a sort of Gerlish IYSWIM.

The other is Arthur, Shareware by Richard Gordon Faika
(rgf@rgfsoft.com or http://www.rgsoft.com) which is a dictionary
only - you type in a word and get back a list of translations
using the word or something like it (you have control of whether
you want only exact matches or similarities as well). This has
loadable libraries for various languages - English-German (or vice
versa) was first but I believe there is (or will be soon) a
French-English one as well. It is accompanied by Bertha, which
lets you modify and supplement the libraries.

Finally I have an old ST-Guide one ENG_GER.HYP by Ralf Zimmerman
(ralf_zimmermann@of2.maus.de). This needs a range of other files
E_G__A.HYP to E_G__Z.HYP which hold the word-pairs in compressed
form. This is the easiest to use - you just put the cursor on a
word and press the [Help] key, and after a short delay get back
one or more translations. This too works both ways - Eng to Ger
and Ger to Eng. A little slow at times, and there is no easy way
to extend the libraries.

Regards, /Peter/

2134. Re: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 20:45:05 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrna8nhea.o4.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 37088

On Sun, 10 Mar 2002 16:25:02 GMT, John N Oakes <doyene@zetnet.co.uk> wrote:
>In message <a6fgdi$ccmq$1@as201.hinet.hr>
>Cro-Sauron wrote:
>>I want my old atari files on my new PC. What is the best emulator and where
>>can I download it?
>>Thanks!
>Hei Cro-Sauron.
> There are three main downloadable types that I know of TOSBOX Gemulator and Pacifis.
>All three are good enough to do the job. If you would like I can download from some of my
pd copies.

All three are more then obsolete.
STEEM is the best and teh most recent ST emulator out there.
http://steem.atari.org/

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321
PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

2135. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 21:04:00 UTC
From: ebaiz@skyenet.net
Message-ID: <4TPi8.149$T87.272928@newsfeed.slurp.net>
Source record: 37089

On 10 Mar 2002 14:35:14 , Hallvard Tangeraas wrote:
>I'd like to know more about installing TOS 2.06 from so called
>"TOS image files". Apart from the (more or less legal) TOS image files,
>what else is needed, and how is it done?
>I'm guessing some sort of "TOS loader" in the AUTO folder, which finds
>the TOS image file and loads it into memory.
>
>By the way, how much memory does something like this steal?
>I've been under the impression that even a standard ST/F/M/E will read
>TOS from the ROM chips, then load it into RAM (simply because ROM is too
>slow to be efficient) -is this correct?

Hello,

Well I have a TOS image file of TOS 1.0. It exists by itself on a disk
and not in any folder. It loads automatically when the computer boots
with the the disk in it's drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2136. Amberstar

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 21:04:16 UTC
From: ebaiz@skyenet.net
Message-ID: <kTPi8.150$T87.272628@newsfeed.slurp.net>
Source record: 37090

Hello,

I found this game on my shelf and realized I never finished, so I am going to. I loaded it up on my STe and found my old save game data. I also remember I have a number of RPG games I have not played yet, so I will get those out also and finish them.

I only have three parts of the Amberstar to go. After I played it awhile I just cannot remember why I let it go.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2137. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 21:47:53 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203101347.1ff0a82c@posting.google.com>
Source record: 37091

David Bolt <nospam@my-ste.demon.co.uk> wrote in message
news:<BlPFBXOgdti8Ewqa@my-ste.demon.co.uk>...
> On Sat, 9 Mar 2002, Michael and Nicole Freeman <nameerf@flash.net>
> wrote:-
>
> >in article B8AD84D7.2AB1%gfa@basic.net, lp at gfa@basic.net wrote on 3/7/02
> >5:57 PM:
> >
> >> In outlook you just select 'rules' in the menu, then select usenet, then add
> >> a rule, set the criteria you wish to filter. Example if you wish to kill all
> >> jubect lines with 'amiga' enter that as the search criteria. You can search
> >> subjects, names, address, whatever. It's not hard to do.
> >
> >Excellent! Thanks!
>
> If you (generic, rather than specific) can set kill rules using REGEXP
> strings, these should do just nicely:
>
> #NewDarkling
> /^NNTP-Posting-Host: 194\.216\.105\.\d+.*$/h
>
> #Jim Brohier
> /^NNTP-Posting-Host: 203\.26\.98\.\d+*$/h
>
> A quick scan through my news archive (~30 days) only shows matches for
> (New)Darkling and Jim Brohier with these rules.
>
>
>
> Regards,
> David Bolt

I can;t believe you silly folk....Instead of screwing around with your
reader's settings, why not just stop opening up the thread?? Is it not
that simple? Oh I forgot, you are all ST owners....Please bear in mind
you are giving me no end of entertainment with your silly little
advice columns about how to kill messages etc....

Please, carry on....

2138. NOW HOLD ON JUST A MINUTE

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 22:06:05 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203101406.eff4d3c@posting.google.com>
Source record: 37092

> Darkling at one point said something to the effect of,
> if you don't read or reply to it, it shouldn't disrupt anything.

What the hell are you talking about Freeman? I post all my messages to the group. I NEVER send individual people posts because I know you ST owners have a delicate temperament. HOw is this disrupting you??? HOW??

> But just
> today I had to search through a long list of "NewDarkling" posts to find
> something worth reading.

I don;t understand....YOu had to search NewDarkling posts to find something worth reading????? I thought you didn;t want to read any NewDarkling posts, so what the hell were you doing going through my posts??

I don;t know what kind of crap ST news reader you are using, but if you simply ignore the post and don;t click on it, it won;t disturb poor little you....

Why did you "go through" my posts? That would imply you actually read every eingle one of them...Why did you not just ignore them and save bandwidth if you can't handle the truth???

> I hate that. It's incredibly disruptive, especially
> knowing that nothing intelligent or worth anyone's time is being said by
> this guy.

Listen you LAMER, so sad little ST owner, I have simply been arguing with people about the merits of an Amiga over an ST and have had a lot of feedback from many ST owners...YOu yourself have nothing intelligent to say...YOu know Jack Shit about the ST/Amiga hardware, you've no idea about the internal workings of either machines, and the vast majority of your posts have been annoying whingings and whinings....WHy don;t you just ignore all NewDarkling posts and leave forever??? I am not forcing you to read or download my messages....

And you are the sad little puppy who started this new whine thread in the first place...why are you going around starting newer threads??? I tried my best to stick to the thread I started, namely "Amiga was always better". Its chumps like you who go around proliferating new threads....Why?? WHY?????????

>
> Just a note... I strongly suggest people just stop replying to these
> idiots (if they are indeed more than one person). Maybe then they'll get the

> message. I've stopped reading these posts altogether,

Oooh thank fuc*ing goodness for that...except I know you are reading
this you twit...SO you have stopped reading the posts...then, since
this is a public newsgroup, why do you keep whinging on about me?? You
are so lame....

> but obviously not
> everyone has.

Yes, people like you still keep going around generating new threads...

> I think doing that is the only way they'll go away. They'll
> get bored because no one is falling for this crap, and go bother the PC
> newsgroup or something. I long for the day when I can open up this newsgroup
> and see nothing but people helping each other and having peaceful, honest
> discussion, like it used to be.
>

In that case why did you go around creating new Darkling threads?? I
started the "Amiga was always better" thread and stuck to it. I did
not go around wasting newsgroup space with multiple threads...I stuck
to my one thread...But wait...being an ST owner, none of this is
getting through your cranium so I'll stop now...

BTW is anyone else being FORCED to read my messages, like they just
appear in your inbox even though you don;t want them to??

I have nothing to do with this Jim Brohier guy or SInclap...

> Mike Freeman
> nameerf@flash.net

Darkling.

2139. Re: [WEB] Aniplayer 2002 v2.19 - D i v X 4

Newsgroup: comp.sys.atari.st
Date: 2002-03-10 22:18:00 UTC
From: swampfax@atlantic.net
Message-ID: <sYQi8.21$e57.29143@news1.atlantic.net>
Source record: 37093

On 10 Mar 2002 20:29:28 , Didier MEQUIGNON wrote:
>Hi,
>
>The latest version of Aniplayer is on my site. About the main feature,
>now it's possible to play all AVI files encoded in divx4/mp3 on CDs,
>just you need:
> Memory.
> Lot of power (not easy on Atari).
>Nevertheless, why not play littles movies...
>
>Regards,
>
>Didier.
>
>--
>□Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
>E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
>Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
>Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb
>.

```
Hi Didier,
Just thought I'd mention I'm greatful for your updates!
John G.
```

2140. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 00:27:04 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <I7RnmY9Yn$i8EwK5@my-ste.demon.co.uk>
Source record: 37094

On Sun, 10 Mar 2002, NewDarkling <newdarkling@hotmail.com> wrote:-

<snip>

>I can;t believe you silly folk....Instead of screwing around with your
>reader's settings, why not just stop opening up the thread?? Is it not
>that simple?

It is, but some trolls are fun to play with before dumping them back out in the cold. You, on the other hand, aren't worthy of the title troll. It's a struggle to call you a troll-wanabee. Maybe after a few decades, and/or when you get your IQ above zero, you can put forward your application to be a troll again. It'll probably get turned down again, but there may be a sliver of hope for you.

>Oh I forgot, you are all ST owners

You may want to have a peek at my .SIG, or look at my headers, to see what machines I have. But for the terminally clueless, i.e. you, I don't have any Atari machines any longer.

<snip>

>Please, carry on....

Since you ain't worth the nice looking version...

```
+--------------------+
| PLEASE DO NOT FEED |
| THE TROLL-WANABEE. |
| THANK YOU. |
| -- The Management |
+--------------------+
| |
| | O
o | | |
__\|/___=\| |/=_\|/____
```

Regards,
David Bolt

Note, follow-ups set.

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 11.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

Intel Celeron/400 64Mb SuSE 7.3

2141. Re: ColorTOS

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 03:23:30 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3C8C2332.34CD704A@qnet.com>
Source record: 37095

Hallvard,

I use ColorTOS on my TT. It does not animate the icons just makes them colorful. I dont think it would have any affect on a mono system just maybe more shades of gray if anything.

Don

2142. Re: Translators Eng to Ger

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 04:26:40 UTC
From: anarkissed <anrkissed@sympatico.ca>
Message-ID: <1103_1015820800@news1.on.sympatico.ca>
Source record: 36996

there is also Carlos Varelas GER2ENG translator, available as shareware from any FTP site
just checked Finland and it is there as
ftp://ftp.funet.fi/pub/atari/sysutil/ger2eng.lzh
He also had a later version which I received when I registered GER2ENG
it was called CVtrans3
it could do german2english, french2english and vice-versa
ken

On Sun, 10 Mar 2002 20:15:30 +0000 (UTC), xlator@cix.compulink.co.uk wrote:
> In message <WS3.839a263e.33922a00.doyene@zetnet.co.uk>, doyene@zetnet.co.uk said:
>
> > Is there any good translators Eng to Ger or Eng to Fre.
> >Much that I like reading Collins German/French
> >dictionaries but I could with a ACC to call upon.
>
> John, there are three programs with different approaches:
>
> GEMTrade (Shareware by Mark Wherry - mark_wherry@hotmail.com)
> takes German text and translates it word by word to write a file
> called filename.eng (where fiename is the name of the original
> text file), leaving words it doesn't know untranslated. The result
> is a sort of Gerlish IYSWIM.
>
> The other is Arthur, Shareware by Richard Gordon Faika
> (rgf@rgfsoft.com or http://www.rgsoft.com) which is a dictionary
> only - you type in a word and get back a list of translations
> using the word or something like it (you have control of whether
> you want only exact matches or similarities as well). This has
> loadable libraries for various languages - English-German (or vice
> versa) was first but I believe there is (or will be soon) a
> French-English one as well. It is accompanied by Bertha, which
> lets you modify and supplement the libraries.
>
> Finally I have an old ST-Guide one ENG_GER.HYP by Ralf Zimmerman
> (ralf_zimmermann@of2.maus.de). This needs a range of other files
> E_G__A.HYP to E_G__Z.HYP which hold the word-pairs in compressed
> form. This is the easiest to use - you just put the cursor on a
> word and press the [Help] key, and after a short delay get back
> one or more translations. This too works both ways - Eng to Ger
> and Ger to Eng. A little slow at times, and there is no easy way
> to extend the libraries.
>
> Regards, /Peter/
>

----
an r kissed
anrkissed@sympatico.ca
new initiatives, new politics
"One of the greatest pains to human nature is the pain of a new idea"
- Walter Bagehot(economist) 1826-1877

2143. Falcon Just Sold to TOS developer

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 04:35:01 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203102035.2f01d552@posting.google.com>
Source record: 36997

Just thought I would let you guys know that I just sold one of my "stock" Falcons to a programmer whose software you might recognize. He and a fellow cohert developed "Partner ST" and a few other applications back in the late 80's. They went on to write a few other applications for the PC, then, as most of you Atari developers will know, needed to put food on the table.....
But....the good news is he is retired, and can't wait to get his hands on this Falcon. Don't think he has visited this group in a while, if ever, might not want to get involved with all this flame crap either (so you hackers take care of Sinplop and DarkTurd).
At any rate, hell of a nice guy. If you don't know who he is, i'm not saying until he gets the Falcon and give some feedback (make sure he doesn't feel ripped off), but from the sounds of it, he is reliving what some of us felt back in 1992 waiting for the "Bird" to arrive in the mail.
I set him up pretty well:)
Mike

2144. New MyMAIL version 1.55

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 06:56:11 UTC
From: epkerha@epk.ericsson.se
Message-ID: <a6hkebrsp1@newstoo.ericsson.se>
Source record: 36998

```
Hi all !

New version of MyMail (1.55) at my homepage.
http://www2.tripnet.se/~erikhall/programs/mymail.html

Some of the News/Changes in this version:
- Editor bugfixed
- Added support for "mail read receipt".
- New status icons in the main window.
- Bugfixes of the redraw of mailbox contents in the main windoww
plus some rewrite to get faster code/updates.

Best Regards
Erik Hall

--
------------------------------------------------------------
Hiroshima 45, Tjernobyl 86, Windows 95,
Avoid the next disaster.....
------------------------------------------------------------

Erik Hï¿½ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
ICQ 53094908 ------------------------ /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html
------------------------------------------------------------
```

2145. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 08:26:27 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a6hpnh$qq9$1@news.tpi.pl>
Source record: 36999

On 11 Mar 2002 00:56:42 , Hallvard Tangeraas wrote:
> Grzegorz Pawlik <gregory@_SPAMMING_is_A_SIN_.atari.pl> wrote:
>
> > On 10 Mar 2002 14:35:13 , Hallvard Tangeraas wrote:
> > > Can someone please tell me more about GEMram and Winx?
>
> > You have to put GEMRAM.PRG and WINX.PRG in your AUTO folder, and
> > (optionally) WINX.CPX in the CPX folder. WINX.PRG must be after
> > GEMRAM.
>
> Done that. But I still don't quite understand how to load the TOS image.
> I'm guessing this has to be set somewhere in a configuration file, or a
> TOS image by a specific name has to be placed on a specific location on
> the drive.
[.....]
> > The function of GEMRAM is to rewrite TOS from the Read Only Memory,
> > where it cannot be modified, into the RAM, where it can be modified
> > (by WinX for example).
>
> I understand. But since it's can read TOS images it can also be seen
> upon as a "TOS loader" as well?

No, GEMRAM reads TOS from ROM *only* and rewrites it to RAM. It is
not a TOS-loader. Maybe a "TOS-rewritter" ;-)

Then, if you start WINX.PRG from the AUTO folder, it will try to find
and recognise TOS in *RAM* (placed there by GEMRAM) and patch it.

But if you start WINX.PRG from the Desktop, it will display a dialog
box with an option to read a TOS.IMG file. After reading the file
it will do the modifications and *save it* to disk. You would still
need a separate TOS loader to use the TOS different than the one
in ROM (i.e. from the TOS.IMG file).

> > WinX does not only fix certain TOS bugs (Arrowfix patch)
>
> What exactly is this arrow bug?

It is only in TOS 1.0 and 1.02 AFAIK.

> What is it exactly, and what does it affect?

Sometimes when you click on an slider arrow once, the window contents
are scrolled two lines instead one.

> You mean: as long as the TOS image you load is 2.06 or above? Surely it
> can't matter which TOS version is inside the machine's hardware (ROM

> chips) as GEMram is used to load the TOS image anyway.

It *does* matter, because GEMRAM gets TOS from ROM, not from a file.

> > WINX.CPX is for easy configuration of WinX (which is saved in
> > WINX.INF file in the AUTO folder).
>
> I could never get the CPX to recognize Winx. All I get are messages
> saying that Winx hasn't been loaded.

What is being written on the screen while GEMRAM and WINX are
executed from the AUTO folder?

I remember WINX didn't worked on my 520ST with TOS 1.0, which
was in fact a bit non-standard one, burned into EPROMS from
I-dont-know-where ;-)

WinX and Gemram only work with certain TOS versions, mostly
German ones :-(They do work with the English version of TOS 2.06
though, but I'm not quite sure about the American one. Forget
about the French or Spanish ones...

> Are you saying I need to copy this setup file in the AUTO folder?

You might because the standard WinX configuration is a bit weird ;-)

> always thought that the CPX modules created their own setup files after
> first accessing them.
> But since I get a message saying Winx isn't installed I don't think this
> is the problem.

I forgot about one very important feature: together with ALICE
WinX enables window iconify (TOS 2.06 or more).

--
Grzegorz Pawlik
http://marijuana.atari.org/

2146. Re: TOS 2.06 and printing (and PRINTER.CPX) - Printer Test

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 08:43:09 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a6hqlg$9nj$1@pegasus.csx.cam.ac.uk>
Source record: 37000

I have tried printing with both a HP Deskjet 350 and a Cannon BJC2100.
The HP unit printed out text files ok was but was unable to print out the
screen, the Canon printer did not want to print anything.

Stephen Moss

2147. Re: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 08:51:42 UTC
From: John Whitelock <johnfw@netspace.net.au>
Message-ID: <a6hr44$7ef$1@otis.netspace.net.au>
Source record: 37001

Cro-Sauron wrote:

> I want my old atari files on my new PC. What is the best emulator and
> where can I download it?
> Thanks!
>
>
I have tried the latest Steem which is the only emulator (other than STonx
from way back) which works on Linux. But Gemulator still the best for
serious programs, on a PC. And it is also free from Emulators Inc., they
only charge for Mac emulators.

JohnW

2148. Re: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 09:03:59 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6i09e$1ltv$1@news.vol.cz>
Source record: 37002

> But Gemulator still the best for serious programs, on a PC. And it is
also free from Emulators Inc.

Wrong. The best "emulator" for serious programs is Aranym.

Ctirad

2149. screendump / snapshot program

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 10:52:03 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203102117070.147-100000@easymint>
Source record: 37003

I'm looking for a littele app/acc to make screendumps and snapshots, and save them in a gif/img/other pic format. And it should work in any of my Falcon resolutions if possible. Any suggestions ?

Martin

2150. Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 14:44:08 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C8CC2B8.ACFDF49@Triaton.de>
Source record: 37004

Hello Ctirad,

> The best "emulator" for serious programs is Aranym.
Oh yes, I'm convinced that aranym together with the coming Mini-Linux designed for it is (or will be) the best way to run Atari programs on an Intel/AMD-PC.
Concerning the optimal configuration of aranym, I have some questions:
1. I can't do without singletasking because else f. e. the PurePascal debugger crashes.
2. AFAIK PurePascal and perhaps some other programs doesn't run with MinT? So must I do without MinT? Which disadvantages do I get then?
3. I want to get access to the ext2-files of the Linux host system with Atari programs.
4. If possible, I want to change resolution and colour depth without reboot, because my programs don't all run in colour mode (f. e. Public Painter Monochrome)
How do I have to combine which system software to serve to all this demands? Isn't there a file system driver for standard TOS that enables access to ext2-partitions or Minix disks without MinT? MagiC has single tasking mode, but are there any Minix- or ext2-drivers that can be used with it? NVDI 4/5 together with MagiC/Atari and MagiC/PC is reported to enable changing resolution without reboot. Is this possible with the free fVDI, too?
Perhaps, for me it could be useful to combine Geneva with the Atari-AES 4.1?
Thanks for every tip.

regards, Ludwig

2151. Re: screendump / snapshot program

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 14:53:28 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C8CC4E8.7B2AB6DD@Triaton.de>
Source record: 37005

Hello Martin,

> I'm looking for a littele app/acc to make screendumps and snapshots, and
> save them in a gif/img/other pic format. And it should work in any of my
> Falcon resolutions if possible. Any suggestions ?
John McCloud has written a program that is free now and should serve to
your demands. Probably you get more info searching for him with Google.

regards, Ludwig

2152. Re: Kill file for (New)Darkling/Jim Brohier?

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 15:53:53 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203110753.7c4e0c66@posting.google.com>
Source record: 37006

David Bolt <nospam@my-ste.demon.co.uk> wrote in message
news:<I7RnmY9Yn$i8EwK5@my-ste.demon.co.uk>...
> On Sun, 10 Mar 2002, NewDarkling <newdarkling@hotmail.com> wrote:-
>
> <snip>
>
> >I can;t believe you silly folk....Instead of screwing around with your
> >reader's settings, why not just stop opening up the thread?? Is it not
> >that simple?
>
> It is, but some trolls are fun to play with before dumping them back out
> in the cold. You, on the other hand, aren't worthy of the title troll.
> It's a struggle to call you a troll-wanabee.

Oh so wait let me get this straight..."YOU ARE PLAYING WITH
ME"????HAHAHAHAHHAHAHAHAHAHA FUNNEEEEEEEEE....

SO, er, when will I be dumped back into the cold?? When will you learn
self restraint and stop opening up these threads? Oh wait, of course
you need to open the threads, you have nothing else to do in your sad
life....

> Maybe after a few decades,
> and/or when you get your IQ above zero, you can put forward your
> application to be a troll again.

Oooh oooh what a witty insult...

>
> +--------------------+
> | PLEASE DO NOT FEED |
> | THE TROLL-WANABEE. |
> | THANK YOU. |
> | -- The Management |
> +--------------------+
> | |
> | | O
> o | | |
> __\|/___=\| |/=_\|/____

Jeez how long did it take to type that up?? I can;t believe saddo's
would actually sit theer and design that placard all for my
benefit...I can;t believe the silliness of some people...you complain
about trolls and then accuse me of being one...THEN, you go and put
more effort that I do into your counter-posts....

Like I said, pure entertainment...

2153. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 16:02:56 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C8CD530.A8E97CA3@Triaton.de>
Source record: 37007

Hello Hallvard,

> It is possible, though, to use other TOS versions without unscrewing
> your Atari, by loading software images of TOS (tos.img) during boot
> time. You need a program for this in the AUTO folder, like tosboot.prg.
> The exception that proves the rule and doesn't need any other programs,
> is a version of TOS 3.01 called american.prg that will run directly from
> the AUTO folder. Besides the tosboot program, you need the software
> image of your desired TOS version: these images are lying around on the
> internet, for example try Little Green Desktop.
> the question of course is..... where do I find "TOSBOOT.PRG"?
I don't know a TOSBOOT.PRG. Of course it would be useful to load a TOS
Image from a hard disk and not only from a certain boot disk. If you are
pleased with a boot disk, make one this way:
1. You ask Edward S. Baiz who answered in this thread before to send the
boot sector file of his disk to you. Perhaps he can clip the boot secor
with a disk utility.
2. Format a disk with the *same* parameters as Edward's disk (sectors
per track, numbers of sectors for the FAT etc.)
3. Replace the boot sector with Edward's one with a disk utility.
This may be complicated and perhaps there are formatting programs that
have an option to write a boot loader. AFAIK Claus Brod wrote one
distributed with his book "Scheibenkleister" ("disk paste").
Perhaps the american.prg is a cracked version of TOS 2.x that puts a
TOS-2-desktop on an older Atari ST. I remember a similar newdesk.prg.
TOS 3 doesn't run on ST's for it is compiled for 68030 CPU's.
100% legal TOS 2.06 Images are f. e. distributed with the CD that comes
with July/August issue of the German Mac Live journal. For only 5 EUR.
I'm proud to have such a file for use with the TOSBOX emulator. Perhaps
Thomas Raukamp from the Falke Verlag will serve you with an Image file
for a small fee.

regards, Ludwig

2154. Re: NOW HOLD ON JUST A MINUTE

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 16:40:18 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-9201CE.11401811032002@news.bellglobal.com>
Source record: 37008

In article <3f457e3.0203101406.eff4d3c@posting.google.com>,
newdarkling@hotmail.com (NewDarkling) wrote:

> I have nothing to do with this Jim Brohier guy or SInclap...

yes ya do. Both you and Jim are obviously suffering from a brain
virus you caught from Sinclap :)

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording.

Now On MP3.COM for your listening pleasure!

http://artists.mp3s.com/artists/338/dan_dreibelbis.html

2155. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 17:39:18 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6ireq$2lgi$1@news.vol.cz>
Source record: 37009

> Concerning the optimal configuration of aranym, I have some questions:
> 1. I can't do without singletasking because else f. e. the PurePascal
> debugger crashes.

Aranym currently uses TOS4.04 ROM, so no problem here. Single mode will be most probably possible
also in future, because guys from EmuTOS team want to do complete TOS replacement (with VDI, GEM and Desktop), not only a Mint loader.

> 2. AFAIK PurePascal and perhaps some other programs doesn't run with
> MinT? So must I do without MinT?

I don't know anything about Purepascal, because I never used it. AFAIK there
was only problems related to debugger and perhaps also higher CPU than 68000
(or that was Devpac ??), I really don't know.

> 3. I want to get access to the ext2-files of the Linux host system with
> Atari programs.

No problem, this is already possible for a long time.

> 4. If possible, I want to change resolution and colour depth without
> reboot,

It's possible in VIDEL mode, for fVDI see below.

> because my programs don't all run in colour mode (f. e. Public
> Painter Monochrome)

Ooops, this is not clean GEM program, is it ? Well, you can run such
programs in VIDEL mode, but on the other side, do you really think that
those programs are so important for anybody with truecolor an a desktop ?

> How do I have to combine which system software to serve to all this
> demands? Isn't there a file system driver for standard TOS that enables
> access to ext2-partitions or Minix disks without MinT?

There is a driver for Metados (Betados) which allows you to use any alredy
mounted host-fs disk device as an TOS partition.

> tasking mode, but are there any Minix- or ext2-drivers that can be used
> with it? NVDI 4/5 together with MagiC/Atari and MagiC/PC is reported to
> enable changing resolution without reboot. Is this possible with the
> free fVDI, too?

Teoretically yes. The resloution and color depth parameters are stored in
config file, so you may change it and then restard fVDI from the Desktop.
This is sure not very good and reliable solution and maybe it doesn't work

at all ;)
Anyway, the utility which will be able to switch the graphics modes on the fly is planned.

> Perhaps, for me it could be useful to combine Geneva with the Atari-AES
> 4.1?

I don't think this is a good idea. The FreeMint +N_aes (or XaAES, but there is still some bugs) is the best solution if you need a modern TOS compatible multitasking OS. If you want a better compatibility, you may use TOS4.04 + fVDI, which gives you the same level of compatibility as an TT or F030 (without sound and DSP) with a graphics board. Anyway, you should start think what you really want. The very fast TOS compatible machine with USB/Firewire/Ethernet/TVtuner/whateveryoucanconnectintopc or only an improved ST emulator.

Ctirad

2156. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 19:14:36 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna8q0ai.6ej.atari@core.preferuje.luzik.pl>
Source record: 37010

>> 2. AFAIK PurePascal and perhaps some other programs doesn't run with
>> MinT? So must I do without MinT?
>
> I donï¿½t know anything about Purepascal, because I never used it. AFAIK there
> was only problems related to debugger and perhaps also higher CPU than 68000
> (or that was Devpac ??), I really donï¿½t know.

MiNT (FreeMiNt to be strict :) needs special debbugers that are suitable for
multitasking envirment, and only few are suitable for it (Pure Pascal
debugger isn't). But anyway, Pure Pascal works, but I wouldn't reccomend it.
It is not system-clean (especially CRT module). Other Pascal compilers are
even worse (anyone wants to port Free Pascal Compiler to atari?). What I
would recommend is swithing to C, becouse it is more portable and fully
suported by all enviroments you can run on your Atari :)

>> How do I have to combine which system software to serve to all this
>> demands? Isn't there a file system driver for standard TOS that enables
>> access to ext2-partitions or Minix disks without MinT?
>
> There is a driver for Metados (Betados) which allows you to use any alredy
> mounted host-fs disk device as an TOS partition.

Where can I find this driver?

Adam Klobukowski
atari@gabo.pl

2157. CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 21:22:09 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <a6j760$26g$1@newswriterENV1.svr.pol.co.uk>
Source record: 37011

My CT2b performs badly with external SCSI devices like my harddisk and CDRom. I did a benchmark test with Zbench. Compared to the CT2b Falcon that is used as a reference the HD-accesstest scored ca. 2.5 %. First I thought my system was hanging. Also reading CD-Roms with my 4-speed TEAC CD-writer gives trouble, especially with big files. I'm using HDDRIVER v7.71 as driver. Are there ways to improve my CT2b's scsi performance ?

Martin

2158. Re: NOW HOLD ON JUST A MINUTE

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 22:06:28 UTC
From: newdarkling@hotmail.com
Message-ID: <3f457e3.0203111406.403f993f@posting.google.com>
Source record: 37013

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-9201CE.11401811032002@news.bellglobal.com>...
> In article <3f457e3.0203101406.eff4d3c@posting.google.com>,
> newdarkling@hotmail.com (NewDarkling) wrote:
>
> > I have nothing to do with this Jim Brohier guy or SInclap...
>
> yes ya do. Both you and Jim are obviously suffering from a brain
> virus you caught from Sinclap :)

ANd you're suffering from a sexually transmitted disease from LP and Freeman...

2159. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 22:25:24 UTC
From: fried@dragon.achilles.net
Message-ID: <slrna8qape.uj2.fried@dragon.achilles.net>
Source record: 37012

I also have trouble with SCSI on my CTb II Falcon. In fact it has never
done well with Cubase Audio. I can use the midi portion of Cubase but
no audio recording. I don't think the overall scsi performance is what
it should be. Anyone else with these problems?
Mark

In article <a6j760$26g$1@newswriterENV1.svr.pol.co.uk>, Martin Tarenskeen wrote:
> My CT2b performs badly with external SCSI devices like my harddisk and
> CDRom. I did a benchmark test with Zbench. Compared to the CT2b Falcon
> that is used as a reference the HD-accesstest scored ca. 2.5 %. First I
> thought my system was hanging. Also reading CD-Roms with my 4-speed TEAC
> CD-writer gives trouble, especially with big files. I'm using HDDRIVER
> v7.71 as driver. Are there ways to improve my CT2b's scsi performance ?
>
> Martin

2160. Printer Drivers for ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 22:47:40 UTC
From: pastorstinson@aol.com
Message-ID: <20020311174740.16645.00000961@mb-ma.aol.com>
Source record: 37014

Dear Members,

I was wondering if anyone could tell me of any web sites that might have printer drivers for the Atari ST for some of the newer inkjet printers. I have searched but have had no luck. Thank you very much.

Sincerely, Tad

2161. Re: Translators Eng to Ger

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 23:05:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1015969355.27505.1@iapetus.uk.clara.net>
Source record: 37036

Hi Pete

| GEMTrade (Shareware by Mark Wherry - mark_wherry@hotmail.com)

I think this should be re-classified as "I Dont give a shit now I've got
your money" ware. There were some bug fixes in the pipeline that prompted me
to support this by registering and its since been allowed to fester.

--

Steve. S.

Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war
stories!.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.333 / Virus Database: 187 - Release Date: 08/03/02

2162. EtherNE: Ethernet, STing, MagiCNet, MINTNet, with ROM port and ACSI adapter

Newsgroup: comp.sys.atari.st
Date: 2002-03-11 23:07:39 UTC
From: Thomas Redelberger <redetho@gmx.de>
Message-ID: <3c8d3952_1@news.arcor-ip.de>
Source record: 37015

Dear Atari fans

If you are looking for ethernet access for your Atari (Mega) ST, STE, TT, Falcon please have a look at my web site and download the new EtherNE package

http://home.nexgo.de/thomas.redelberger/prj/atari/download/etherne.zip

This includes and extends my former EtherNEA solution and adds a Cartridge Port (ROM port) adapter due to Lyndon Amsdon and me plus driver support for STing, MagiCNet and MINTNet.
And: it is free under GNU license!

Cheers
Thomas

--
Dr. Thomas Redelberger
E-mail: redetho@gmx.de
Fax: +49 6023 999410

2163. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 00:28:09 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C8D4B44.9FC541D2@chello.nl>
Source record: 37016

Hallvard Tangeraas wrote:
>
> A question still comes up though: instead of wasting all that RAM with
> the *complete* TOS 2.06 in it, why not just add lots of patches for the
> codes that need to be changed, then leave the rest alone?
>

A typical patch needs to move a instruction out of the code to be patched
to the code of the patch elsewhere in ram.
This makes room in the code to be patched for a jump instruction
to the patch.

Bad luck if the code to be patched is in rom. ;-)

The only solution is to move all the rom to ram.

If the offending code is called via a system vector in ram, then there is no problem.
You simply replace the address in the vector to point to the patch.

The latter kind of patches are those small programs that you must put in the autofolder.

A fileselector (or a complete AES ;-) can be seen as such a patch :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2164. Re: PowerUp2 Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 00:40:52 UTC
From: Gill Bates <no_one@nowhere.com>
Message-ID: <u8ql0ish2san12@corp.supernews.com>
Source record: 37017

"Neil Chester" <neil@adel6.freeserve.co.uk> wrote in message
news:1015611364-22934AEicMi@adel6.freeserve.co.uk...
> Since two months ago I have acquired a PowerUp2
> Falcon, which it seems was once owned by programmer
> Simon Coward.

Only one of the drives in the tower was owned by Simon, The machine was
bought from new by me (Kevin) as said on here just one prg turns powerup
on or off. Magtorom seemed to occasionally help in the event of a crash and
not take the whole system down and offer a recover

2165. Re: ATARI MADE FOR FAG'S

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 00:46:56 UTC
From: Gill Bates <no_one@nowhere.com>
Message-ID: <u8ql0ke7vhlr13@corp.supernews.com>
Source record: 37018

"Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
news:28118b5d.0203090802.6a6db717@posting.google.com...
> Why don't you shut the FUCK UP Neil,You and your Atari will rot in
> HELL..... DIE FAGGOT

snooze, fart , rollover

2166. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 03:51:00 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203111951.c0fdd00@posting.google.com>
Source record: 37019

fried@dragon.achilles.net (Mark Friedman) wrote in message
news:<slrna8qape.uj2.fried@dragon.achilles.net>...
> I also have trouble with SCSI on my CTb II Falcon. In fact it has never
> done well with Cubase Audio. I can use the midi portion of Cubase but
> no audio recording. I don't think the overall scsi performance is what
> it should be. Anyone else with these problems?
> Mark
>
>
> In article <a6j760$26g$1@newswriterENV1.svr.pol.co.uk>, Martin Tarenskeen wrote:
> > My CT2b performs badly with external SCSI devices like my harddisk and
> > CDRom. I did a benchmark test with Zbench. Compared to the CT2b Falcon
> > that is used as a reference the HD-accesstest scored ca. 2.5 %. First I
> > thought my system was hanging. Also reading CD-Roms with my 4-speed TEAC
> > CD-writer gives trouble, especially with big files. I'm using HDDRIVER
> > v7.71 as driver. Are there ways to improve my CT2b's scsi performance ?
> >
> > Martin

AIRC, the CT2b has it's own DMA buffer. Lost the installation diagram
a long time ago, but those docs are likely in Roberts "DoitF030" if
you don't have them.
Personally, I would install the last buffer recommended by Atari, and
go as far as to hand route a shielded wire to the DMA chip. There is a
spot on the trace near the clock in pin that makes a dogleg turn. The
trace should be cut just after that (very carefully), scrape away the
resin, and make the connection at that point. The DMA line is somewhat
tied to the FPU clock as well (whats the technical term, through
resistance on the board?), so that seperates the clock signal from the
rest of the main board. Some accelerator boards work better if a
resistor or capacitor is tied to ground from that point as well. You
might be able to trace back and see what the CT2b is using, by pass
it, and do the same near the clock in pin on the DMA. The Nemisis
buffer works pretty good on all but the most picky Falcons. High color
mode is hard on SCSI performance.....
But the best fix is to get hold of Alex at ATY Computer and let him do
the mod. Best in the west.
Mike

2167. FS: Motorola 68060 Processors (affordable)

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 04:23:54 UTC
From: Vernal Elm LLC <vernalelm@nospam.yahoo.com>
Message-ID: <upfj8.8865$P4.724023@newsread2.prod.itd.earthlink.net>
Source record: 37020
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Professionally Recycled Motorola 68060 Processors

We have acquired another stock of perfect condition FULL 060 processors.

Here are the details:

Motorola 68060/50MHz Processor
-FULL Version including MMU (memory management unit) and FPU (math coprocessor)
-Professionally recycled
-Full refund/replacement guarantee
-Perfect for Amiga 68060 and Atari accelerator cards (Phase5, DCE, GVP-m, Apollo, QuikPak, DKB, etc.)
-Ideal for the upcoming Falcon CT60 board, as well as Milan, and Hades (Medusa) systems
-Well suited for overclocking

Price: $105/each
Quantity discounts available

E-mail us at vernalelm@NOSPAM.yahoo.com

Remember to remove the NOSPAM. after the @ sign from the address before sending a message. Mail server should be just "yahoo.com".

You can save a lot of money by buying your 060 accelerator board or system without the CPU and installing one of these. We are a trusted source for quality processors, with many customers within the Atari marketplace, including Czuba Tech.

If you're not familiar with the recycling process, many companies specialize in chip recycling. They have machinery which safely removes these chips from the sockets of working boards. They are then sold in bulk to distributors and OEM manufacturers. Their lower cost makes them available for products (such as Amiga and Atari boards) where the list price of over $500 for small quantities of new 68060 processors is not possible.

Semiconductors tend to last a lifetime, so these products are regarded as new quality. You will receive the same performance as that of a new processor. They are fully tested at the recycler before packaging, and we guarantee them individually with a refund/replacement guarantee.

Feel free to ask us any questions you may have.

Thanks!

2168. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 08:23:27 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C8DBAFF.7B982830@siemens.at>
Source record: 37021

Martin Tarenskeen wrote:
>
> My CT2b performs badly with external SCSI devices like my harddisk and
> CDRom. I did a benchmark test with Zbench. Compared to the CT2b Falcon
> that is used as a reference the HD-accesstest scored ca. 2.5 %. First I
> thought my system was hanging. Also reading CD-Roms with my 4-speed TEAC
> CD-writer gives trouble, especially with big files. I'm using HDDRIVER
> v7.71 as driver. Are there ways to improve my CT2b's scsi performance ?

I have a CT2b Falcon with an internal SCSI HD (in tower) and external
CD-ROM, CD-Writer and A4 Scanner (all SCSI) and I've been very
satisfied with SCSI performance. Although I had a clock patch done
long ago there always were occasional problems at HD-recording or
copying of large quantities of files. Since the CT2b has been
installed there never was any SCSI problem anymore.
BTW, I use HDDRIVER v7.81 but I did the upgrade to 7.81 only because
I needed the feature to access IDE HD >8GB. But recently Uwe Seimet
told me that there sometimes were troubles when using ExtenDos on a
CT2b Falcon. In that case upgrade to HDDRIVER 8.1 would be the
solution.

Gerhard

2169. Re: Printer Drivers for ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 08:26:20 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C8DBBAC.B243482A@siemens.at>
Source record: 37022

PastorStinson wrote:

> I was wondering if anyone could tell me of any web sites that might have
> printer drivers for the Atari ST for some of the newer inkjet printers. I have
> searched but have had no luck. Thank you very much.

The best (only ?) way to use newer inkjet printers seems to be to
install NVDI 5.

Gerhard

2170. Help with AdSCSI Plus ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 08:33:03 UTC
From: eilersj@gmx.de
Message-ID: <43a29251.0203120033.793daaaa@posting.google.com>
Source record: 37023

Hi,

some days ago I "blew" my AdSCSI Plus ST controller by conecting
12V to the 5V pin. (ARGRRRR, these old case had a powesupply with
a yellow 5V and a red 12V cable...)

I replaced all the logic IC's 74xxx, but it still didn't work. So
I am sure, I destroyed the GAL or there contents.
I mailed ICD. They were very friendly, but it seems, they lost the
GAL-listings, too.

So, is there anyone out there able and willing to find out the GAL
listings (I know it's a bit hard because the security fuses are blown)
and mail it to me?
I could show you the mailing with ICD so you can see they "encouraged"
me to get the listings even if they are secured in the GAL's (and
not "stealing their property")

Thanks

Joerg Eilers

2171. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 08:53:00 UTC
From: Pascal Ricard <paricard@free>
Message-ID: <3c8dc66cbc4670@free.fr>
Source record: 37026

Hello,

in article <1f8wwgw.hiy9fu14lpsowN%northstar2010@_I-hate-spam_yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Tue 12-03-2002 02:15 (GMT):

> One question: is GEMram of any use on its own?

Sure! You can use it to set environment variables.
Just add a file called gemram.env in your auto folder. Mine as an
example:

```
# GEM-Environment
NOS_ROOT=i:\nos
TZ=FST-2
BUBBLE=C:\ACCS
PATH=C:\ACCS
GEMJINGPATH=C:\ACCS\GEMJING.ACC
LDGPATH=C:\GEMSYS\LDGLIB
```

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

2172. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 09:01:22 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C8DC3E2.3B38A286@Triaton.de>
Source record: 37024

Hi Hallvard,

> > 100% legal TOS 2.06 Images are f. e. distributed with the CD that comes
> > with July/August issue of the German Mac Live journal. For only 5 EUR.
> are you saying that it'll be included in
> this year's July/August issue, or are you referring to last year or some
> other year of that magazine?
July/August 2001

regards, Ludwig

2173. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 10:50:12 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C8DDD64.7D268EDA@Triaton.de>
Source record: 37025

Hi Ctirad,

> > 3. I want to get access to the ext2-files of the Linux host system with
> > Atari programs.
> No problem, this is already possible for a long time.
with MagiC, too?

> > my programs don't all run in colour mode (f. e. Public
> > Painter Monochrome)
> Ooops, this is not clean GEM program, is it ?
PPM is a quite clean GEM program and easy to operate with but the
black&white graphics are distorted in colour mode.

> > Isn't there a file system driver for standard TOS that enables
> > access to ext2-partitions or Minix disks without MinT?
> There is a driver for Metados (Betados) which allows you to use any alredy
> mounted host-fs disk device as an TOS partition.
Fine.

> > Perhaps, for me it could be useful to combine Geneva with the Atari-AES
> > 4.1?
> I donï¿½t think this is a good idea. The FreeMint +N_aes (or XaAES, but there
> is still some bugs) is the best solution if you need a modern TOS compatible
> multitasking OS.
I would prefer Geneva or MagiC because they offer multitasking and a
singletasking option for older programs like PurePascal which are not
further developed but still important.
If ext2- and minix drivers for MagiC are available I would do with it
else with Geneva.

regards, Ludwig

2174. New EasyMiNT version 1.351

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 11:50:13 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3C8DEB75.882CEF33@ndh.net>
Source record: 37027

Hi,

now Hades and Medusa supported (there was a bug in the version 1.35 Iï¿½ve
uploaded yesterday), post install should work now again, timezone can be
set during installation, little FAQ added, german only in the moment
(translaters needed:)

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

2175. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 11:54:50 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c8dd8bb@dnews.tpgi.com.au>
Source record: 37028

Just looking on Hddriver web page
http://www.seimet.de/hddrivernews_english.html it says that there is
improved ttram support with CT2 in hddriver 8.0 and 8.1. Maybee a
solution.....

Mark

2176. Re: Printer Drivers for ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 15:49:43 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <a6l82njfr1@reader2.panix.com>
Source record: 37029

Janka Gerhard <gerhard.janka@siemens.at> writes:

: PastorStinson wrote:

: > I was wondering if anyone could tell me of any web sites that might have
: > printer drivers for the Atari ST for some of the newer inkjet printers. I have
: > searched but have had no luck. Thank you very much.

: The best (only ?) way to use newer inkjet printers seems to be to
: install NVDI 5.

: Gerhard

Older inkjet printers had many operating modes, one of which was
"set raster mode". New inkjet printers have one operating mode,
and no others. It is raster mode only. If you use a program that
outputs in raster mode, sending dots, not characters, to a
printer, it should work with a new printer.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2177. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 16:24:51 UTC
From: rsmac@t-online.de
Message-ID: <1f8xwpr.1x9vmmfmhotmvN%rsmac@t-online.de>
Source record: 37030

Mark Friedman <fried@dragon.achilles.net> wrote:

> I also have trouble with SCSI on my CTb II Falcon. In fact it has never

Fit your falcon with an "clock patch" (hardware patch)

Avaiable in some designs.
Best results i got with "74F04" on any falcon any time.

First have a look to four gal chips straigt below keyboard.
If you doasnï¿½t found an 74xxx chip piggy packed on top of U63, your
machine needs an clock patch..

Regars, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

2178. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 16:24:51 UTC
From: rsmac@t-online.de
Message-ID: <1f8xwlg.1uei2d21o0goigN%rsmac@t-online.de>
Source record: 37031

Martin Tarenskeen <nospam@telebyte.nl> wrote:

> My CT2b performs badly with external SCSI devices like my harddisk and
> CDRom. I did a benchmark test with Zbench. Compared to the CT2b Falcon

ANY falcon had a upper limit of 1.8 Kb/Sec SCSI (DMA) transfer.
More isnï¿½t avaiable.

(Anyone should constuct a new DMA/SCSI interface) :)

Regards, Robert
--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

2179. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 18:05:40 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6lg05$2kpp$1@news.vol.cz>
Source record: 37032

```
> > There is a driver for Metados (Betados) which allows you to use any
alredy
> > mounted host-fs disk device as an TOS partition.
>
> Where can I find this driver?
```

It's a part of the Aranym package.

```
Ctirad
```

2180. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 18:40:15 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6lkhm$2pea$1@news.vol.cz>
Source record: 37035

> > > 3. I want to get access to the ext2-files of the Linux host system
with
> > > Atari programs.
> > No problem, this is already possible for a long time.
> with MagiC, too?

Yes, the Metados driver is functional under MagiC as well as under the
single TOS.

Ctirad

2181. Re: Help with AdSCSI Plus ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 18:45:34 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203121045.73684b80@posting.google.com>
Source record: 37033

Hi

> So, is there anyone out there able and willing to find out the GAL
> listings (I know it's a bit hard because the security fuses are blown)
> and mail it to me?
> I could show you the mailing with ICD so you can see they "encouraged"
> me to get the listings even if they are secured in the GAL's (and
> not "stealing their property")

Hmm, my host adaptor is an ADSCSI. I have a GAL programmer so as long
as they didn't code lock their devices I may be able to download the
logic. I'll have a look and would also be able to burn you a GAL too.

2182. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 19:38:48 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f8y8zd.16xpp8z7wgfiuN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 37034

Robert Schaffner <rsmac@t-online.de> wrote:

> Mark Friedman <fried@dragon.achilles.net> wrote:
>
> > I also have trouble with SCSI on my CTb II Falcon. In fact it has never
>
> Fit your falcon with an "clock patch" (hardware patch)
>
> Avaiable in some designs.
> Best results i got with "74F04" on any falcon any time.
>
> First have a look to four gal chips straigt below keyboard.
> If you doasnï¿½t found an 74xxx chip piggy packed on top of U63, your
> machine needs an clock patch..

Hi Robert,

Under CT2B the four PALs U62/U63/U67/U68 are removed, because the CT2B
logic replaces this chips so the clock patch isn't needed. Normally SCSI
problems not exist with the CT2B.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2183. Re: TOS 2.06 and printing (and PRINTER.

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 22:05:55 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c8e7bc0$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 37037

On 9 Mar 2002 02:32:27 +, Harry Sideras wrote:
>On 4 Mar 2002 00:59:47 G, Hallvard Tangeraas wrote:
>> I'd like to know more about issues relating to using a printer with
>> TOS 2.06...
>>
>> 2) The "PRINTER.CPX" module only contains settings for dot-matrix
>> and daisy-wheel printers. Obviously a bit dated for printers used
>> today (inkjet and laser printers). Are there replacement CPX modules
>> for other printers, or does this CPX module still work for inj/laser
>> printers?
>
>I'd guess inkjets weren't released when the Printer.cpx came out. I
>know Derryck got hold of an HPDJ660 colour printer CPX at one time.
>Inkjets are very different from DMP's...

I don't have PRINTER.CPX at all: I must have binned it long ago.

When I got a HP LJ4 printer, I found (somewhere) <HP_LJ4.CPX> by which
I could configure how printing turned out. This is now redundant under
NVDI, which has <NPRNCONF.CPX version 5>, but I can't remember if NVDI
works in plain TOS (without MagiC or other).

Charles.

2184. Re: Abusive messages

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 22:05:57 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c8e7bc4$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 37038

On 8 Mar 2002 20:58:50 G, James Haslam wrote:
>Hi all!
>
>SNIPS>

>BTW does anyone know whether Newsie's Killfile works for News? I can get
>it to work for Email fine (all my mailboxes are managed by this).

Unfortunately, no. I wish someone would add this facility, unless, of course, John Rojewski is quietly beavering away to produce version 1.xx of NEWSie (?)

Charles.

2185. Re: TOS 2.06 and printing (and PRINTER.

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 23:08:57 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a6m1q8$k35$1@news.tpi.pl>
Source record: 37040

On 12 Mar 2002 22:05:55 , Charles Stanley wrote:
> I don't have PRINTER.CPX at all: I must have binned it long ago.
>
> When I got a HP LJ4 printer, I found (somewhere) <HP_LJ4.CPX> by which
> I could configure how printing turned out. This is now redundant under
> NVDI, which has <NPRNCONF.CPX version 5>, but I can't remember if NVDI
> works in plain TOS (without MagiC or other).

It does... I would say: it is *essential* in plain TOS, not only
because of the printer drivers, but also to make the graphic work
in an acceptable speed. Running Atari without NVDI is a hudge
misunderstanding ;-) and everyone that ever used NVDI will
agree here.

--
Grzegorz Pawlik
http://marijuana.atari.org/

2186. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 23:15:20 UTC
From: chris <chris45634@csmith25.fsnet.co.uk>
Message-ID: <xTvj8.39992$y76.4275204@news6-win.server.ntlworld.com>
Source record: 37039

I have a TOS 1.0 disk used on an original ST, will it work on an ST with tos
in rom?

"Ludwig Maetzke" <Ludwig.Maetzke@Triaton.de> wrote in message
news:3C8DC3E2.3B38A286@Triaton.de...
> Hi Hallvard,
>
> > > 100% legal TOS 2.06 Images are f. e. distributed with the CD that
comes
> > > with July/August issue of the German Mac Live journal. For only 5 EUR.
> > are you saying that it'll be included in
> > this year's July/August issue, or are you referring to last year or some
> > other year of that magazine?
> July/August 2001
>
> regards, Ludwig

2187. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 23:17:20 UTC
From: rand@cd.chalmers.se
Message-ID: <a6m2a0$id6$1@nyheter.chalmers.se>
Source record: 37042

In article <a6ireq$2lgi$1@news.vol.cz>,
Ctirad Fertr <phanatic@NOSPAMvolny.cz> wrote:
...
>> 4. If possible, I want to change resolution and colour depth without
>> reboot,
>
>It's possible in VIDEL mode, for fVDI see below.
...
>> because my programs don't all run in colour mode (f. e. Public
>> Painter Monochrome)
>
>Ooops, this is not clean GEM program, is it ? Well, you can run such

It was mentioned in a later email that Public Painter Monochrome
appears to be a normal GEM program, but that its output gets
distorted in colour modes. That distortion can only come from
improper use of, of bypassing of, the VDI, so it is by definition
not a clean GEM program.

>> with it? NVDI 4/5 together with MagiC/Atari and MagiC/PC is reported to
>> enable changing resolution without reboot. Is this possible with the
>> free fVDI, too?

There are two main problems with resolution change.

First, there is no normal VDI function for changing the graphics
mode at all. That alone makes it a bit difficult. ;-)
The only way is to close the physical workstation and open another,
which I assume is what the desktop does when you ask it to change
graphics mode (it does not do a reboot).
If you modified the FVDI.SYS file appropriately and then closed down
and reopened the physical workstation, this could have worked with
fVDI too. It does not yet, however, since fVDI will not let you
close the physical workstation...

Second, the AES needs to know about the current graphics mode, and
at least the normal one can not be forced to do that.
The same applies to any normal applications that might have stored
information about the current mode.
Like above, this is a problem that does not require an actual
reboot unless you're using fVDI, though.

>Teoretically yes. The resloution and color depth parameters are stored in
>config file, so you may change it and then restard fVDI from the Desktop.
>This is sure not very good and reliable solution and maybe it doesn't work

Actually, that is supposed to work fine, but you need to take care
with FVDI.SYS (some options need to be active when fVDI is booted and
disabled when it's run from the desktop).
I've often started fVDI in 1024x768x16bit mode on my Eclipse from a
monochrome 640x400 desktop. The AES does get very confused, however.

It is not really something I'd recommend doing. ;-)

>Anyway, the utility which will be able to switch the graphics modes on the
>fly is planned.

Internally, fVDI has no problem at all with changing resolution (or
colour depth, if using a driver that implements more than one) on the
fly. A fix for the inability to close and reopen the physical
workstation is on my TODO list.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

2188. Re: Time Bandit v2.1

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 23:18:14 UTC
From: chris <chris45634@csmith25.fsnet.co.uk>
Message-ID: <hWvj8.40012$y76.4276941@news6-win.server.ntlworld.com>
Source record: 37041

Try www.atari.st

if that fails, I have a copy I can email you.

"Peter Miller" <pmm217@yahoo.com> wrote in message
news:ed91d65b.0203071715.4bea4402@posting.google.com...
> Does anyone know where I can get a disk image or a copy of the game
> Time Bandit (v2.1) for the Atari ST?

2189. Closed websites?

Newsgroup: comp.sys.atari.st
Date: 2002-03-12 23:49:48 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c8e941a$0$29612$4c56ba96@master.news.zetnet.net>
Source record: 37043

Hi all!

I've been checking my Links Page for dead links and have come up with a
few that don't answer anymore.

Can someone check through my list and tell me if any of these have simply
moved (I've tried searching Google to no avail)?

Atari Music Pleasuredome: http://www.brainbug.ch/stsound/
Rebelsoft Design: http://www-public.tu-bs.de:8080/~y0001569/E_SEITE0.HTM
Katherine Ellis: http://kellis.atari.org
Unoffical Dungeon Master Website: http://freespace.virgin.net/daniel.durgan/
John Rojewski/Newsie: http://www.primenet.com/~rojewski/newsie.html

Thanks in advance for your help!

2190. Re: AtarICQ 0.153 released

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 00:32:49 UTC
From: atari@goteborg.utfors.se
Message-ID: <1015979588-515981AEicMi@goteborg.utfors.se>
Source record: 37044

>From: GokMasE <fake_email@spamblock.no>
>Subject: AtarICQ 0.153 released
>Date: Sun, 10 Mar 2002 02:02:58 GMT
>
>Hi folks,
>
>Finally we have reached the state were we feel that the program is
>once again ready for a new release!

Nice news, indeed.

>Basically, the OVL has undergone some big changes in order to work with
>the latest version of the ICQ protocol, v8.

[..]

Yes, now everything works normal again. I can send messages now. Many thanx that you cope with this new protocol and that we Atarians still can use this popular killer app.

[..]

Best Regards

Mille Babic

2191. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 00:40:52 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3c8e9c984544132@europe-shareware.org>
Source record: 36898

Hello,

in article <1f8xwlu.1g5j6ds18svxicN%northstar2010@_I-hate-spam_yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Tue 12-03-2002 18:37 (GMT):

> "Pascal Ricard" <paricard@free(dot)fr.invalid> wrote:
> > Hallvard Tangeraas wrote on Tue 12-03-2002 02:15 (GMT):
> >
> > > One question: is GEMram of any use on its own?
> >
> > Sure! You can use it to set environment variables.
>
> But this is a huge waste of memory for something which can easily be
> done with small "environment setter" type programs.

Yes of course. But _if_ you use GEMram for some other patches, you do
not need those environment setter programs anymore :-)

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

2192. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 00:46:10 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <mjxj8.11908$Ek1.1402570@news-nb00s0.nbnet.nb.ca>
Source record: 37045

Try http://home.hccnet.nl/v.d.burg/atari/framesets/frameset_tos.html

Download ROM_UTIL.ZIP, there is a program named tosboot.tos. Even though
it is not tosboot.prg I think the functionality is similiar

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f8v1nb.1c1i3791u12fnvN%northstar2010@_I-hate-spam_yahoo.no...
> I found something interesting at the following website:
>
> http://home.hccnet.nl/v.d.burg/atari/framesets/frameset_tos.html
>
> where it says:
>
> --------------------------------
> Software Images of TOS
> ----------------------
> It is possible, though, to use other TOS versions without unscrewing
> your Atari, by loading software images of TOS (tos.img) during boot
> time. You need a program for this in the AUTO folder, like tosboot.prg.
> The exception that proves the rule and doesn't need any other programs,
> is a version of TOS 3.01 called american.prg that will run directly from
> the AUTO folder. Besides the tosboot program, you need the software
> image of your desired TOS version: these images are lying around on the
> internet, for example try Little Green Desktop. More than 1 MB of memory
> is also very welcome if you still want to do something useful, since the
> TOS will now be loaded into the precious memory of your Atari... Most of
> the software versions of TOS will survive a reset (but obviously not an
> OFF/ON).
> ----------------------------
>
>
> the question of course is..... where do I find "TOSBOOT.PRG"?
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

2193. Printer Drivers for ST?

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 00:54:53 UTC
From: pastorstinson@aol.com
Message-ID: <20020312195453.10759.00001053@mb-fp.aol.com>
Source record: 36896

Dear Group Members,

I have searched on the Web for printer drivers for my 1040 ST and have had no luck. Could someone please tell me where I might find ST printer drivers on the Web? Thank you.

Sincerely, Tad...

2194. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 01:06:23 UTC
From: Bill Bertram <no_spam_bb1678@hotmail.com>
Message-ID: <a6m8mg$c68$1@news7.svr.pol.co.uk>
Source record: 36897

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f8v1nb.1c1i3791u12fnvN%northstar2010@_I-hate-spam_yahoo.no...
> I found something interesting at the following website:
>
> http://home.hccnet.nl/v.d.burg/atari/framesets/frameset_tos.html

[snip]

> the question of course is..... where do I find "TOSBOOT.PRG"?

Hi Hallvard,

Have a look at the site again. You don't need find TOSBOOT.PRG, as there is a program called seltos, which does the same job. The program you need is on the same site! Scroll down a bit and you will find a link for seltos. I tried it today and it loaded the uk version of TOS 2.06 successfully on my 4MB STe.

Hope that's what you were looking for,

-Bill.

2195. Re: Printer Drivers for ST?

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 01:26:00 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.9df9385d.36803420.doyene@zetnet.co.uk>
Source record: 36899

In message <20020312195453.10759.00001053@mb-fp.aol.com>
PastorStinson wrote:
>Dear Group Members,

>I have searched on the Web for printer drivers for my 1040 ST and have had no
>luck. Could someone please tell me where I might find ST printer drivers on
>the Web? Thank you.

>Sincerely, Tad...
Hei Pastor.
What is your printer maybe I might have some.

regards

john

--
-
****
** A true Englishman believes in fairplay **
** and I try to hold to that belief as true**
** Atarian user. ------------------- **
** - ATARIAN FOREVER - **
** ------------------ **
****
| emailto: doyene@zetnet.co.uk |
| John Nicholas Oakes A.L.M. User |
| New Moston, Manchester. England. |
==

2196. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 02:05:04 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <ktyj8.11934$Ek1.1406104@news-nb00s0.nbnet.nb.ca>
Source record: 36900

I tried that program and it keeps complaining about an unsupported TOS
version

"Bill Bertram" <no_spam_bb1678@hotmail.com> wrote in message
news:a6m8mg$c68$1@news7.svr.pol.co.uk...
>
> "Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in
message
> news:1f8v1nb.1c1i3791u12fnvN%northstar2010@_I-hate-spam_yahoo.no...
> > I found something interesting at the following website:
> >
> > http://home.hccnet.nl/v.d.burg/atari/framesets/frameset_tos.html
>
> [snip]
>
> > the question of course is..... where do I find "TOSBOOT.PRG"?
>
> Hi Hallvard,
>
> Have a look at the site again. You don't need find TOSBOOT.PRG, as there
is
> a program called seltos, which does the same job. The program you need is
on
> the same site! Scroll down a bit and you will find a link for seltos. I
> tried it today and it loaded the uk version of TOS 2.06 successfully on my
> 4MB STe.
>
> Hope that's what you were looking for,
>
> -Bill.
>
>
>

2197. Re: Printer Drivers for ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 03:37:48 UTC
From: ebaiz@skyenet.net
Message-ID: <gQzj8.261$_G3.209491@newsfeed.slurp.net>
Source record: 36901

On 11 Mar 2002 22:47:40 , PastorStinson wrote:
>Dear Members,
>
>I was wondering if anyone could tell me of any web sites that might have
>printer drivers for the Atari ST for some of the newer inkjet printers. I have
>searched but have had no luck. Thank you very much.
>
>Sincerely, Tad

The best way to get alot of the latest drivers is to get and install
NVDI 5. Then get the update at the author's website and update to 5.03.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2198. Running programs on TT030

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 06:20:56 UTC
From: 1 <1@a.com>
Message-ID: <cdCj8.6089$dn2.117@nwrddc02.gnilink.net>
Source record: 36902

I recently ran into a problem trying to use the 7800 developer program DLOAD.TTP.

This is a program used to download 7800 game code to a 7800 developer cartridge. The program hangs and just sits there on my TT030. But when I run it on my 1040STF with TOS 1.0 or 1.4 it works fine (communicates with the cartridge through the printer port just fine).

Any suggestions on how to make this program function on the TT030?

I got one suggest to remove the TT Fast RAM board from my machine. The TT030 has 4MB of ST RAM and 16MB of TT RAM. 19 inch B/W monitor.

Thanks,
Glenn
glenn_b18@yahoo.com
glenn.bruner@verizon.net

2199. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 06:48:12 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203130745020.114-100000@easymint>
Source record: 36904

On Tue, 12 Mar 2002, Didier MEQUIGNON wrote:

> Under CT2B the four PALs U62/U63/U67/U68 are removed, because the CT2B
> logic replaces this chips so the clock patch isn't needed. Normally SCSI
> problems not exist with the CT2B.
>
What do you mean by "normally" ? I have understood I'm not the only CT2b
user having SCSI problems. This confirmed by MABN and DeStaar, two dutch
companies having CT2b experience.

Mart

2200. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 06:55:28 UTC
From: wongck@rocketmail.com
Message-ID: <74dc2405.0203122255.2ab749cd@posting.google.com>
Source record: 36903

GemRam & WinX works well on my Falcon with US TOS and my 1040ST with UK TOS.

-=-=-=

2201. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 07:25:17 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrna8tvmu.po.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 36905

On Tue, 12 Mar 2002 23:15:20 -0000, chris <chris45634@csmith25.fsnet.co.uk> wrote:
>I have a TOS 1.0 disk used on an original ST, will it work on an ST with tos
>in rom?

Yes it will. Any ST with TOS in ROM is able to boot a diskbased TOS.
This is quite often handy for games that do not work with newer versions of
TOS.

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321
PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

2202. Re: Running programs on TT030

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 08:31:34 UTC
From: yves.rogne@free.fr
Message-ID: <3c8f0e66$0$21234$626a54ce@news.free.fr>
Source record: 36906

>This is a program used to download 7800 game code to a 7800 developer
>cartridge. The program hangs and just sits there on my TT030. But when I
>run it on my 1040STF with TOS 1.0 or 1.4 it works fine (communicates with
>the cartridge through the printer port just fine).
>Any suggestions on how to make this program function on the TT030?

It sounds that some parts of the cartridge programm contain some 68000 only instructions.

Suggestion : only plug the cartridge without starting the necessary software (if you can) then dump the code in the cartridge to see what's wrong.

Regards

2203. Re: Help with AdSCSI Plus ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 09:27:24 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a6n61s$m17$1@draco.stochastik.rwth-aachen.de>
Source record: 36907

In article <1a7d6495.0203121045.73684b80@posting.google.com>,
Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote:
>
>Hmm, my host adaptor is an ADSCSI. I have a GAL programmer so as long
>as they didn't code lock their devices I may be able to download the
>logic. I'll have a look and would also be able to burn you a GAL too.

Unless you are very lucky, they are locked - I checked several ICD adapters.

cu
Michael

2204. Re: Running programs on TT030

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 09:29:16 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a6n65c$p46$1@snipp.uninett.no>
Source record: 36908

```
1 <1@a.com> wrote:

> Any suggestions on how to make this program function on the TT030?

Try disabling your TT's CPU caches.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

2205. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 10:07:04 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C8F24C8.8BB530EE@Triaton.de>
Source record: 36910

Hi Hallvard,

> > July/August 2001
> Thanks. Are there back-issues available?
I think so. Ask Thomas Raukamp.

> By the way, why does a Macintosh magazine include TOS images for the
> Atari ST? Are there perhaps Atari emulators for the Mac that use TOS
> images such as the ones for PCs?
NoSTalgia is such an Atari emulator for the Mac. The TOS images on the
mentioned MacLife CD are deeply hidden in a stuffit Archive with
NoSTalgia.

regards, Ludwig

2206. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 10:15:51 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C8F26D7.5D6C5A6B@Triaton.de>
Source record: 36911

Hi Ctirad,

> Yes, the Metados driver is functional under MagiC as well as under the
> single TOS.
Fine. So aranym + MagiC + MetaDOS should be the best solution for the
time being.
Disappointingly, ASH doesn't support aranym so far. Thus I must
patchwork all parts myself :-/

regards, Ludwig

2207. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 10:30:34 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrna8uai7.1u7.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 36912

On Wed, 13 Mar 2002 11:03:49 -0000, Christoph Geisse <Ch.Geisse@fz-juelich.de> wrote:
>Hello,
>I would like to transfer some directories (incl. Files) from my ATARI ST
>1040 (Tos 1.4) to my PC. What is the easiest (cheapest?) way to do it (if
>possible via RS232)?
>
>Thanks!
>Christoph

RS232 is the cheapest way. Get a terminal program that can handle
filetransfer protocols or use a pure file transfer utility.
You will need a nullmodem cable and an adapter because the ST has a braod
RS232 port while most PCs have a small 9pin one.
DOn't forget to install a RS232 patch on the ST end as well because teh
serial routines in TOS1.4 are buggy.

Drop me a mail if you want a ready prepared transfer disk :)

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321
PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

2208. Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 11:03:49 UTC
From: Christoph Geisse <Ch.Geisse@fz-juelich.de>
Message-ID: <a6n7f0$8bs3$1@zam602.zam.kfa-juelich.de>
Source record: 36909

Hello,
I would like to transfer some directories (incl. Files) from my ATARI ST 1040 (Tos 1.4) to my PC. What is the easiest (cheapest?) way to do it (if possible via RS232)?

Thanks!
Christoph

2209. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 11:13:34 UTC
From: Pascal Ricard <paricard@free>
Message-ID: <3c8f4b6a1af7b50@free.fr>
Source record: 36916

Hello,

in article <1f8yvw5.1hiaxl71nsrgiuN%northstar2010@_I-hate-spam_yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Wed 13-03-2002 03:46 (GMT):

> But my question was if it was of any use just on its own.

Oops! :-)

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

2210. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 11:17:19 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C8F353F.7D457B82@siemens.at>
Source record: 36913

Ctirad Fertr wrote:
> > Isn't there a file system driver for standard TOS that enables
> > access to ext2-partitions or Minix disks without MinT?
>
> There is a driver for Metados (Betados) which allows you to use any alredy
> mounted host-fs disk device as an TOS partition.

Since nobody else asked the dumb question I have to ask it myself.
I have 24 GB of HD space on my Falcon and since the restrictions under
TOS 4.04 don't let me use the whole HD space as TOS partitions I used
some of it as two big ext2 partitions. Until now I only could access
these under MinT/N.AES. Now could I use that driver to access these
ext2 partitions like a TOS partition under TOS thereby bypassing the
1GB/partition limit of TOS ?
In times where the tiniest IDE HD one can buy is 20 GB such a
'TOS extension' would sure be a great thing for guys like me that
still use original Ataris !

Gerhard

2211. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 12:11:20 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna8ug8v.2i3.atari@core.preferuje.luzik.pl>
Source record: 36914

> Since nobody else asked the dumb question I have to ask it myself.
> I have 24 GB of HD space on my Falcon and since the restrictions under
> TOS 4.04 don't let me use the whole HD space as TOS partitions I used
> some of it as two big ext2 partitions. Until now I only could access
> these under MinT/N.AES. Now could I use that driver to access these
> ext2 partitions like a TOS partition under TOS thereby bypassing the
> 1GB/partition limit of TOS ?

TOS 4.04 allows to have 2GB partitions

> In times where the tiniest IDE HD one can buy is 20 GB such a
> 'TOS extension' would sure be a great thing for guys like me that
> still use original Ataris !

That is very good idea, at lesast FAT32 driver would be very nice

Adam Klobukowski
atari@gabo.pl

2212. Re: Help with AdSCSI Plus ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 12:25:33 UTC
From: eilersj@gmx.de
Message-ID: <43a29251.0203130425.780e8a5e@posting.google.com>
Source record: 36915

lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote in message
news:<1a7d6495.0203121045.73684b80@posting.google.com>...
> Hi
>
> > So, is there anyone out there able and willing to find out the GAL
> > listings (I know it's a bit hard because the security fuses are blown)
> > and mail it to me?
> > I could show you the mailing with ICD so you can see they "encouraged"
> > me to get the listings even if they are secured in the GAL's (and
> > not "stealing their property")
>
> Hmm, my host adaptor is an ADSCSI. I have a GAL programmer so as long
> as they didn't code lock their devices I may be able to download the
> logic. I'll have a look and would also be able to burn you a GAL too.

Thanks a lot!!!
I know someone with a GAL programmer, too, so
I think I would be able to "get them burned", if I
only had the listings. Hopefully the GAL's are not
protected, but I heard different answers to that
question...

Once again thanks for your affords!

Joerg

2213. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 14:02:59 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a6nm6jbf1@snipp.uninett.no>
Source record: 36917

Janka Gerhard <gerhard.janka@siemens.at> wrote:

> these under MinT/N.AES. Now could I use that driver to access these
> ext2 partitions like a TOS partition under TOS thereby bypassing the
> 1GB/partition limit of TOS ?

No. The hostfs driver for Aranym use the host OS to access the filesystem.
But it should be possible to write an ext2fs driver for MetaDOS. You just
need to find someone who's willing to do it ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2214. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 14:05:38 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a6nmbibf2@snipp.uninett.no>
Source record: 36918

Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote:
>>I would like to transfer some directories (incl. Files) from my ATARI ST
>>1040 (Tos 1.4) to my PC. What is the easiest (cheapest?) way to do it (if

> RS232 is the cheapest way. Get a terminal program that can handle

An even cheaper and simpler way is to just use a floppy ;-) He has TOS
1.04, so a PC would read his floppies directly.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2215. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 14:18:05 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6nroh$2k8l$1@news.vol.cz>
Source record: 36922

> I have 24 GB of HD space on my Falcon and since the restrictions under
> TOS 4.04 don't let me use the whole HD space as TOS partitions I used
> some of it as two big ext2 partitions. Until now I only could access
> these under MinT/N.AES. Now could I use that driver to access these
> ext2 partitions like a TOS partition under TOS thereby bypassing the
> 1GB/partition limit of TOS ?

No. The driver is only for Aranym and cannot be used in any normal TOS
machine.

Ctirad

2216. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 14:25:56 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0203130625.440d77fd@posting.google.com>
Source record: 36919

> What do you mean by "normally" ? I have understood I'm not the only CT2b
> user having SCSI problems. This confirmed by MABN and DeStaar, two dutch
> companies having CT2b experience.
>
> Mart

My 2 cents; I had difficulty with doing recording over the scsi on my
CT2B. I did the installation myself, and although I sent it to 2
people here in the USA, no joy! Then I sent the mother board to
Rudolphe, who corrected my poor installation, and it has worked
flawlessly ever since. I know that sending things to france may be
difficult for some, but not harder than for me in the USA, and it was
worth it. You may need to investigate the installation!
Wayne

2217. Re: Running programs on TT030

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 14:43:43 UTC
From: lp <gfa@basic.net>
Message-ID: <B8B4CFCF.2C8C%gfa@basic.net>
Source record: 36920

in article cdCj8.6089$dn2.117@nwrddc02.gnilink.net, 1 at 1@a.com wrote on 3/13/02 1:20 AM:

> I got one suggest to remove the TT Fast RAM board from my machine. The
> TT030 has 4MB of ST RAM and 16MB of TT RAM. 19 inch B/W monitor.

Before you try yanking boards, see if messing with the binaries prg header will solve it. You can adjust the binary so it loads into STram, it's possible it's loading into fast ram. You need a little tool called prgflags.prg that is available at most ftp sites.

Lonny Pursell

2218. Re: Running programs on TT030

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 14:55:13 UTC
From: 1 <1@a.com>
Message-ID: <lLJj8.1716$FJ.331@nwrddc03.gnilink.net>
Source record: 36921

Cool. Thanks for the suggestions.

I'll let you know of my results.

Glenn

"lp" <gfa@basic.net> wrote in message news:B8B4CFCF.2C8C%gfa@basic.net...
> in article cdCj8.6089$dn2.117@nwrddc02.gnilink.net, 1 at 1@a.com wrote on
> 3/13/02 1:20 AM:
>
> > I got one suggest to remove the TT Fast RAM board from my machine. The
> > TT030 has 4MB of ST RAM and 16MB of TT RAM. 19 inch B/W monitor.
>
> Before you try yanking boards, see if messing with the binaries prg header
> will solve it. You can adjust the binary so it loads into STram, it's
> possible it's loading into fast ram. You need a little tool called
> prgflags.prg that is available at most ftp sites.
>
>
> -------------
> Lonny Pursell
>
>

2219. Re: Help with AdSCSI Plus ST

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 16:19:08 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203130819.52b6325@posting.google.com>
Source record: 36923

Hi

> Unless you are very lucky, they are locked - I checked several ICD adapters.

IO just checked but mine is actually an ICd Link, which contains a
CPLD, small Mach one. I think this was probably an upgrade from the
AdSCSI which combined all logic into this one chip. Sorry Joerg.

2220. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 16:51:08 UTC
From: rsmac@t-online.de
Message-ID: <1f8zv0n.a0o9ahihn1a8N%rsmac@t-online.de>
Source record: 36924

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> What do you mean by "normally" ? I have understood I'm not the only CT2b
> user having SCSI problems. This confirmed by MABN and DeStaar, two dutch
> companies having CT2b experience.

For the ct2 "A" is an smal dma patch around.
(an resistor only) Iï¿½m not had an CT2B.
Iï¿½m not sure you can use it.

Regards, Robert

--
-= Home of DOIT-Archive =-
_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

2221. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 16:51:08 UTC
From: rsmac@t-online.de
Message-ID: <1f8zuxb.1ttldy11wio0oqN%rsmac@t-online.de>
Source record: 36925

Didier MEQUIGNON <didier.mequignon@REMOVE.wanadoo.fr> wrote:

>
> Under CT2B the four PALs U62/U63/U67/U68 are removed, because the CT2B

Eh, he had an CT2?
Iï¿½m not read that, whops.. :)

Thanks

Regards, Robert

--
-= Home of DOIT-Archive =-
_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

2222. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 17:01:35 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f8zwfk.15ivpsa1wmv5a8N%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 36926

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> On Tue, 12 Mar 2002, Didier MEQUIGNON wrote:
>
> > Under CT2B the four PALs U62/U63/U67/U68 are removed, because the CT2B
> > logic replaces this chips so the clock patch isn't needed. Normally SCSI
> > problems not exist with the CT2B.
> >
> What do you mean by "normally" ? I have understood I'm not the only CT2b
> user having SCSI problems. This confirmed by MABN and DeStaar, two dutch
> companies having CT2b experience.

I have a CD-ROM Pionner 10X, a YAMAHA 8424S, and a ZIP 100 Iomega drive
who works fine on my CT2B card. This is a part of the documentation from
the www.czuba-tech.com site:

SCSI transferts / AUDIO setting

When the Turbo mode is running you have to check the SCSI transferts.
It is the same procedure than with IDE HD.
Firstly use CC-TOOLS to test.
After, check a copied big ZIPped file (at least 5 MBytes) from the IDE
to the SCSI in 640*480 TRUE COLOR mode (important to respect this
configuration : CENTscreen is already installed !).
If there is no error, you can think that the SCSI is OK.

If not, be sure that the SCSI chain is correctly set :
Do you know the RULE for SCSI ?
You MUST put a terminator on the LAST PHYSICAL peripheral of the chain.
All the other peripherals MUST NOT have terminator !
There is only one way to be sure of that : open the box and check the
terminator strap/setting on the electronical boards or behind the
peripherals like CD-ROM.

Follow this point seriously because a major part of
the vendors don't know the SCSI rules and install SCSI material inside
case/box without to remove the original terminator on the peripheral.
If there is more than the chain's end terminator, the data transferts
could be altered even if they were good in normal mode several months
ago !

The AUDIO quality has to be listen : check for crackles with official
good software (not demos or stupid mod players that may badly programmed
!).

If you have problems with SCSI and/or AUDIO, you have now to modify a hardware setting ON the CT2 :

There is 4 squared pads before the CPU of the CT2 just between 2 small 14 pins chips. The 2 left pads are connected together by a very small track.
You have to cut this track and put a solder jumper on the two right pads.
You have now a new SDMA timing and have to do again all the SCSI and AUDIO tests.

Note that this modification and the add of a HE14 connector on the left forward corner of the CT2 to light a panel led, are the only ones that cannot cancel the warranty.

If the problem stills to be, please contact Rodolphe Czuba :
rczuba@free.fr or visit
www.czuba-tech.com

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2223. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 17:41:24 UTC
From: hf@tangro.de
Message-ID: <1f8zy57.erdlzftjp1ogN%hf@tangro.de>
Source record: 36927

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote:

> The next natural question is of course what to use to load those TOS
> images files?
> The programs I've tried so far only allow for certain versions and
> languages. Isn't there anything out there which will load ANY TOS image
> file?

[Disclaimer: It's been a while since I toyed around with booting 2.0.6
on a 1040STF. The German magazine c't had an article about relocating
TOS for the PAK 68020 upgrade, but I cannot look that up now]

The problem with booting a TOS image is that the image has to be
relocated, i.e. absolute references (loads, jumps, subroutine calls) to
locations inside the image (and only those!) have to be adjusted for the
new location.

As the image itself has no provisions for the job, your loader comes
with large tables that describe relative offsets into the image, and how
the addressed item should be adjusted. As I understand it, setting up
those tables - they differ from image to image, depending on language
and release - is a matter of educated guesses and trial-and-error.

HTH,
hauke

--
Wer im Usenet gelesen werden will, sollte leserorientiert schreiben. Wer
nur fï¿½r sich schreiben will, dem ist mit einem Tagebuch vielleicht
besser geholfen. Gelesen zu werden ist kein Recht, sondern ein Privileg.
(Thore Tams in d.n.s.umgangsformen)

2224. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 17:45:33 UTC
From: vdjole@EUnet.yu
Message-ID: <a6o37p$4i0$1@news.eunet.yu>
Source record: 36929

On 10 Mar 2002 14:35:14 , Hallvard Tangeraas wrote:
>I'd like to know more about installing TOS 2.06 from so called
>"TOS image files". Apart from the (more or less legal) TOS image files,
>what else is needed, and how is it done?
>I'm guessing some sort of "TOS loader" in the AUTO folder, which finds
>the TOS image file and loads it into memory.

Hi, Hallvard;

I suggest you take a look again at the TOSPATCH utility which has been
mentioned several timesand which you said you had... You have to:
* Get yourself a TOS2.06 image named TOS.IMG (German one, but Swedish
may possibly do, too);
* Edit file RELOC206.FIL so that you remove the comment from the line
specifying the amount of RAM in your computer;
* Run TOSPATCH.TTP and feed it the name of RELOC206.FIL
* Put the modified TOS.IMG (result output from TOSPATCH.TTP) to root
of the boot disk (it may be a good idea to put the original TOS
image on a different location, so as not to be overwritten).
* Put AUTO_206.PRG (TOS-image loader) into AUTO folder so as to be FIRST
(or first after a boot-selector program):
* Reboot... The computer will load TOS image, then REBOOT again by itself
and then the Atari logo should appear in the corner, etc. etc.

Alternatively, instead of RELOC206.FIL you may use another of the control
files supplied with TOSPATCH, e.g. the largest one (F206_REL.FIL) and
activate many other patches, such as SHELLBUF or WINX features- in that
case you do not need GEMRAM, WINX, or you may make the patch that will
make the loaded TOS image reset-proof, etc. Note that some patches are
incompatible with some others- e.g. you can do ARROWFIX or WINX but not
both because the arrow-patch is already included in WINX patch.

Btw. there are other TOS-image loaders which work on their own- you don't
have to specify any relocation information. One has been made by Pera Putnik,
but I do not know the web location or if it is still there. I also came
upon a couple of loaders which did NOT work correctly e.g. after loading
TOS image with one such faulty program, some desktop menu items became invisible.

cu;

2225. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 17:45:37 UTC
From: vdjole@EUnet.yu
Message-ID: <a6o37u$4i0$2@news.eunet.yu>
Source record: 36930

On 10 Mar 2002 14:35:14 , Hallvard Tangeraas wrote:
>I'd like to know more about installing TOS 2.06 from so called

>By the way, how much memory does something like this steal?

TOS 2.06 in RAM will take slightly less than 300KB, IIRC. In fact,
the image is 256kB and I suppose that housekeeping needs are the same
as with ROM-based TOS so that only the image size should count.
So, let's say- between 256 and 300kB.

>I've been under the impression that even a standard ST/F/M/E will read
>TOS from the ROM chips, then load it into RAM (simply because ROM is too
>slow to be efficient) -is this correct?

No, this is not correct. On a ST-series machine ROM and RAM are accessed
at the same rate and there would be no benefit, speedwise, in moving
the OS to RAM. On machines such as the TT, an operating system in Fast-RAM
should be significantly faster, because Fast-RAM-access rate is faster
than ROM-access on that machine and the CPU is fast enough anyway.

An interesting situation is possible with the ST-series: if a hardware
accelerator is installed (the simple, inefficient one, which speeds only
the CPU for internal operations to 16MHz), overall speed gain is about
20% but if a simple modification of the acceleration circuit is made,
which would keep the CPU on 16MHz while ACCESSING THE ROMS (RAM access
must be kept on 8MHz because of several factors), an overall speed gain
of about 40% can be obtained. So, in this case, an OS operating
from ROM would be faster than one operationg from ST-RAM. In order for
this to work, one must use fast ROMs (i.e. 120ns EPROMs or even faster
other chip types).

cu;

2226. Re: Falcon Just Sold to TOS developer

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 17:50:07 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0203130950.38bdfdce@posting.google.com>
Source record: 36928

So were suppose to pat you on the back? At least two new public
domain apps will be developed...

sinclap!

rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0203102035.2f01d552@posting.google.com>...
> Just thought I would let you guys know that I just sold one of my
> "stock" Falcons to a programmer whose software you might recognize. He
> and a fellow cohert developed "Partner ST" and a few other
> applications back in the late 80's. They went on to write a few other
> applications for the PC, then, as most of you Atari developers will
> know, needed to put food on the table.....
> But....the good news is he is retired, and can't wait to get his hands
> on this Falcon. Don't think he has visited this group in a while, if
> ever, might not want to get involved with all this flame crap either
> (so you hackers take care of Sinplop and DarkTurd).
> At any rate, hell of a nice guy. If you don't know who he is, i'm not
> saying until he gets the Falcon and give some feedback (make sure he
> doesn't feel ripped off), but from the sounds of it, he is reliving
> what some of us felt back in 1992 waiting for the "Bird" to arrive in
> the mail.
> I set him up pretty well:)
> Mike

2227. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 18:44:45 UTC
From: yves.rogne@free.fr
Message-ID: <3c8f9e1d$0$2415$626a54ce@news.free.fr>
Source record: 36931

Hello Djordje,

�which would keep the CPU on 16MHz while ACCESSING THE ROMS

Very interesting !
What to do to run the roms faster ?
Can it be done on eproms too ?

Regards

M�gamodeste

2228. Re: Closed websites?

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 19:13:57 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a6o8dootq1@news8.svr.pol.co.uk>
Source record: 36932

While this is mentioned, there is lots of sites with useful info on them that people have just closed. I am happy to host sites for people that can not be bothered with them anymore, I will only leave them in their current state (as I have no time for the up-keep) on one of my servers, I will simply make sure they are available to the public. If anyone knows of people with these kind of sites then please point them in my direction.

For that matter I am happy to host any Atari sites that people may want put on the net for free (unlimited space, etc), however I can not have any copyright software, porn, etc. Just drop me a mail.

Elliot

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3c8e941a$0$29612$4c56ba96@master.news.zetnet.net...
> Hi all!
>
> I've been checking my Links Page for dead links and have come up with a
> few that don't answer anymore.
>
> Can someone check through my list and tell me if any of these have simply
> moved (I've tried searching Google to no avail)?
>
> Atari Music Pleasuredome: http://www.brainbug.ch/stsound/
> Rebelsoft Design: http://www-public.tu-bs.de:8080/~y0001569/E_SEITE0.HTM
> Katherine Ellis: http://kellis.atari.org
> Unoffical Dungeon Master Website:
http://freespace.virgin.net/daniel.durgan/
> John Rojewski/Newsie: http://www.primenet.com/~rojewski/newsie.html
>
> Thanks in advance for your help!

2229. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 20:29:24 UTC
From: albee <albee@qwest.net>
Message-ID: <3C8FB6A4.5020600@qwest.net>
Source record: 36933

Perhaps you could suggest some terminal programs for either that will
work together.
I doing the floppy transfer method, and many hundreds of files on DVT
tapes to restore,
Id like to do the serial transfer. Though I can type to the screens on
either, I can't start any
File transfers. Any help on this topic would be blessed.
Thanks in advance
Al

Jo Even Skarstein wrote:

>Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote:
>
>>>I would like to transfer some directories (incl. Files) from my ATARI ST
>>>1040 (Tos 1.4) to my PC. What is the easiest (cheapest?) way to do it (if
>>>
>
>>RS232 is the cheapest way. Get a terminal program that can handle
>>
>
>An even cheaper and simpler way is to just use a floppy ;-) He has TOS
>1.04, so a PC would read his floppies directly.
>

2230. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 20:39:46 UTC
From: Thomas Redelberger <redetho@gmx.de>
Message-ID: <3c8fba43_2@news.arcor-ip.de>
Source record: 36934

Hi!

I can recommend a package called STTRANS. It has a file transfer GEM
programm for the ST and a counter part for the PC. The PC program is for DOS
but I used it under Win95 in the DOS box.
Before I had ethernet I had backed and restored up my complete harddisk
(40MB) with this tool, so I am confident it works with large directories,
big files...

I also propose to run the package HSMODA07 to fix the buggy RS232 of TOS.

I agree with Jo: if its <700KB using a disk is faster an less hassle.

Drop me a mail if you like those packages sent.

Cheers
Thomas

--
Dr. Thomas Redelberger
E-mail: redetho@gmx.de
Fax: +49 6023 999410
"Christoph Geisse" <Ch.Geisse@fz-juelich.de> schrieb im Newsbeitrag
news:a6n7f0$8bs3$1@zam602.zam.kfa-juelich.de...
> Hello,
> I would like to transfer some directories (incl. Files) from my ATARI ST
> 1040 (Tos 1.4) to my PC. What is the easiest (cheapest?) way to do it (if
> possible via RS232)?
>
> Thanks!
> Christoph
>
>
>
>

2231. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 21:02:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a6oeop$6pg$2@snipp.uninett.no>
Source record: 36935

albee <albee@qwest.net> wrote:
> Perhaps you could suggest some terminal programs for either that will
> work together.
> I doing the floppy transfer method, and many hundreds of files on DVT
> tapes to restore,
> Id like to do the serial transfer. Though I can type to the screens on
> either, I can't start any
> File transfers. Any help on this topic would be blessed.

I don't know anything about terminal programs on PC's, but on the ST you
could use Connect.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2232. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 21:52:03 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <XRPj8.63$0_3.73411@newsfeed.slurp.net>
Source record: 36936

Ghostlink is the best way IMO. It uses a nullmodem cable RS232. Speeds are going to be 19200 only because of the ST but on the Falcon I got 115200. It's available at ftp.lip6.fr.

Joshua.

"Christoph Geisse" <Ch.Geisse@fz-juelich.de> wrote in message news:a6n7f0$8bs3$1@zam602.zam.kfa-juelich.de...
> Hello,
> I would like to transfer some directories (incl. Files) from my ATARI ST
> 1040 (Tos 1.4) to my PC. What is the easiest (cheapest?) way to do it (if
> possible via RS232)?
>
> Thanks!
> Christoph
>
>
>
>

2233. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 22:13:38 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a6oiutlqp1@newsg2.svr.pol.co.uk>
Source record: 36937

If you want to transfer many files then I would recommend that you get a
copy of
of paracp, but you will need to make up a lead.. Look at
http://joy.sophics.cz/home.htm for details.

Very fast, will do multiple file copies. I made my own lead by hacking a
standard
printer lead by removing the Centronics plug and replacing with D Type.

"albee" <albee@qwest.net> wrote in message
news:3C8FB6A4.5020600@qwest.net...
> Perhaps you could suggest some terminal programs for either that will
> work together.
> I doing the floppy transfer method, and many hundreds of files on DVT
> tapes to restore,
> Id like to do the serial transfer. Though I can type to the screens on
> either, I can't start any
> File transfers. Any help on this topic would be blessed.
> Thanks in advance
> Al
>
> Jo Even Skarstein wrote:
>
> >Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote:
> >
> >>>I would like to transfer some directories (incl. Files) from my ATARI
ST
> >>>1040 (Tos 1.4) to my PC. What is the easiest (cheapest?) way to do it
(if
> >>>
> >
> >>RS232 is the cheapest way. Get a terminal program that can handle
> >>
> >
> >An even cheaper and simpler way is to just use a floppy ;-) He has TOS
> >1.04, so a PC would read his floppies directly.
> >
>
>

2234. Re: PowerUp2 Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 22:41:54 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1016226214-415900AEicMi@adel6.freeserve.co.uk>
Source record: 36852

Hi All

Neil Chester <neil@adel6.freeserve.co.uk> wrote:

> control whether the Powerup2 is On or Off but I
don't
> know whether this affects the performance of the

You need only one program to switch powerup2 on or
off.
The performance of this "speeder" is minimum of all
what any other
accelerator, like ct2, fx, does. PowerUp is an CPU
clock booster.
16 MHz normal, 32 with PowerUp.

I was hoping to upgrade this machine with the
forthcoming CT60 upgrade.

> Also there is a small program in the AUTO folder of
> this machine, called MAGTOROM.PRG by Uwe Seimet,
what
> does this do?

http://www.seimet.de/atari_english.html

Read_me file:

The program code of the multitasking operating system
MagiC is not
located ina ROM area like TOS but in RAM. The RAM
contents can be
changed by any program. Buggy programs might destroy
parts of the MagiC
code which can lead to a system crash. MAGTOROM runs
on Ataris with
MC68030 and ensures that the code of MagiC cannot be
changed. For this
purpose MAGTOROM programs the 68030 PMMU. After
installing MAGTOROM a
write access to the MagiC program code results in a
bus error like
writing to the TOS ROMs gives a bus error as well. You
get the best
protection if you place MAGTOROM in the AUTO folder
right after the
MagiC booter. MAGTOROM can only protect the complete

MagiC code if you
use the program MAGXBO32 as booter. When booting with
MAGXBOOT only a
part of MagiC is protected. MAGXBO32 belongs to the
MagiC distribution.
As MAGTOROM does not leave any code in memory there
should not be any
incompatibilities with programs not using the 68030
PMMU. When using the
virtual memory manager OUTSIDE, MAGTOROM is not needed
because OUTSIDE
automatically protects the MagiC code the same way
MAGTOROM does.
MAGTOROM cannot be used together with SCSI.RAM by
Steffen Engel. Use
SCSIDRV.PRG instead.

Next question, what's the difference between MAGXBOOT
and MAGXBO32? I once found I couldn't boot with
MAGXBO32 on a CT2B Falcon running 6.01, I have yet to
try again with 6.20!

> Can I boot up in Magic 6.20 without this? And can I

Yes

I have found this to be so.
> use an altered MAGIC.RAM file from a CT2B system?

No
Yes I can! But whether it thinks it's running version
6.20 is another matter! I shall have to try the
keyfile program. It refused to work with a CT2B, even
though I used a VFAT partition.

I shall battle on.....

Regards

Neil :-)
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (!)

2235. Re: Printer Drivers for ST?

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 22:49:59 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a6ol2n$1bo$1@thorium.cix.co.uk>
Source record: 36938

In message <20020312195453.10759.00001053@mb-fp.aol.com>, pastorstinson@aol.com said:
>
>I have searched on the Web for printer drivers for my 1040 ST and have had no
>luck. Could someone please tell me where I might find ST printer drivers on
>the Web? Thank you.

Tad - Generally there is no such thing as a generic printer driver on the Atari: Most programs need their own. But if the program can operate under GDOS, then you can buy NVDI which incorporates drivers for many printers (except the latest PC-only ones). Note that this only gives graphics printing - i.e. the page is output and printed as a bitmap image. Slower than printing text from word processors etc. using the printer's built-in fonts, but allows use of various fonts and sizes in one document with suitable programs.

For printing text only, there is also the Shareware IdeaList, which comes with many drivers and gives very flexible control of the print output in a variety of fonts, sizes and columns, though you can only use one font per document (though attributes like bold, italic, underlined etc. are possible). Works with and without NVDI/GDOS. You can contact the author on: bartholme@t-online.de

Regards, /Peter/

2236. atari flea market

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 23:12:30 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203131512.39390777@posting.google.com>
Source record: 36939

I've created a "flea market" of sorts on yahoo groups. I did this because I got tired of ebay's policies and always getting booted off or my bids not going through. You can visit the "Atari Swap N Shop" at the following url:

http://groups.yahoo.com/group/atariswapnshop

Let me know if this is a good idea or simply a waste of time.

2237. Re: Need help, ST Disk has bad sector

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 23:18:51 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a6omp0$39r$1@news8.svr.pol.co.uk>
Source record: 36940

It is probably not the disk, more likely that fact that PCs are notorious for not being able to use more than 79 tracks. Can you not try it on a proper ST and use a program such as FCOPY to see if it is the disk.

FCOPY can also help repair bad sectors and tracks, however if it is a game then there may well be a copy protection hidden in these tracks, repairing them will render the game useless.

If it is simply a data disk and the sectors are bad then the data is most likely gone.

Elliot...

"Peter Miller" <pmm217@yahoo.com> wrote in message
news:ed91d65b.0203081817.7d8086b6@posting.google.com...
> I've got a ST disk but when I use the Windows Floppy Disk Copy
> tutorial, it tells me there are 2 bad sectors on the disk. Is this
> disk useless or can I save it somehow?

2238. Re: Falcon Just Sold to TOS developer

Newsgroup: comp.sys.atari.st
Date: 2002-03-13 23:51:25 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016137412.25351.3@iapetus.uk.clara.net>
Source record: 36970

Hi Bollock face,

| So were suppose to pat you on the back? At least two new public
| domain apps will be developed...

FOr which this community will be extremely gratefull. And just what have you done for the benefit of the Atari community, besides giving us something we can all unite and despise, namely yourself.

| > Just thought I would let you guys know that I just sold one of my
| > "stock" Falcons to a programmer whose software you might recognize. He
| > and a fellow cohert developed "Partner ST" and a few other
| > applications back in the late 80's. They went on to write a few other
| > applications for the PC, then, as most of you Atari developers will
| > know, needed to put food on the table.....

--

Steve. S.

Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war stories!.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.336 / Virus Database: 188 - Release Date: 11/03/02

2239. Re: PowerUp2 Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 01:28:40 UTC
From: sidcelery@cix.co.uk
Message-ID: <a6ouc6$58h$1@thorium.cix.co.uk>
Source record: 36941

On 8 Mar 2002 21:04:54 -, "JT" wrote:
>Neil Chester <neil@adel6.freeserve.co.uk> wrote:
>> Since two months ago I have acquired a PowerUp2 Falcon, which it
>> seems was once owned by programmer Simon Coward.

A long time since I've heard his name mentioned! (One of the good guys
ISTR)

>> Also there is a small program in the AUTO folder of this machine,
>> called MAGTOROM.PRG by Uwe Seimet, what does this do?
>> Can I boot up in Magic 6.20 without this? And can I
>> use an altered MAGIC.RAM file from a CT2B system?

> As far as MAGTOROM is concerened, I havent got a clue, when I had
> magic on my machine I didnt have this program - but Uwe prowls this
> newsgroup so he will probably tell you what it does himself.

I'm usually late to reply, but there are short English docs to this
program:

```
-----
The program code of the multitasking operating system MagiC is not
located in a ROM area like TOS but in RAM. The RAM contents can be
changed by any program. Buggy programs might destroy parts of the
MagiC code which can lead to a system crash.
MAGTOROM runs on Ataris with MC68030 and ensures that the code of
MagiC cannot be changed. For this purpose MAGTOROM programs the 68030
PMMU. After installing MAGTOROM a write access to the MagiC program
code results in a bus error like writing to the TOS ROMs gives a bus
error as well. You get the best protection if you place MAGTOROM in
the AUTO folder right after the MagiC booter. MAGTOROM can only
protect the complete MagiC code if you use the program MAGXBO32 as
booter. When booting with MAGXBOOT only a part of MagiC is protected.
MAGXBO32 belongs to the MagiC distribution.
As MAGTOROM does not leave any code in memory there should not be any
incompatibilities with programs not using the 68030 PMMU. When using
the virtual memory manager OUTSIDE, MAGTOROM is not needed because
OUTSIDE automatically protects the MagiC code the same way MAGTOROM
does.
MAGTOROM cannot be used together with SCSI.RAM by Steffen Engel. Use
SCSIDRV.PRG instead.

MAGTOROM is Freeware, it may be copied as long as this text is included.

Uwe Seimet (seimet@chemie.uni-kl.de), January 1997
-----
```

rgds
H

2240. Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 01:46:22 UTC
From: sluna2@earthlink.net
Message-ID: <3C900178.7030804@earthlink.net>
Source record: 36942
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.graphics,comp.sys.amiga.misc

I have come into the possession of an Atari SC1224 color monitor.
Being fresh out of Commodore 1084 monitors (they've all died), I was
wondering if it was possible to connect the Atari monitor to my Amiga?

I did a little web digging and got some pinouts. Here's what I
figured out, but I am not sure how correct this is:

Atari ST video connector (13 pin DIN): Amiga RGB connector (D-23):

1 AO Audio Out ------------------
2 CVIDEO Composite Video ------------
3 CS Clock Select ---------------
4 MD Monochrome Detect/Clock In - 15 c1* (clock out)
5 AI Audio In -------------------
6 G Green ---------------------- 4 green (analog green)
7 R Red ------------------------ 3 red (analog red)
8 +12V +12 VDC (520ST has GND) ---- 22 +12v (+12 volts power)
9 HSYNC Horizontal Sync ------------ 11 hsync* (horizontal sync)
10 B Blue ---------------------- 5 blue (analog blue)
11 MVIDEO Monochrome Video -----------
12 VSYNC Vertical Sync -------------- 12 vsync* (vertical sync)
13 GND Ground ---------------------- 16-20 gnd (ground)

Another source I got off the web says that pin 8 is audio ground,
so I'm not even sure if I should bother connecting this pin. I'm also
not at all sure about the clock lines. Also, were the RGB lines for
the Atari analog or digital? Any insight would be appreciated. Thanks!

2241. Re: Falcon Just Sold to TOS developer

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 05:11:29 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203132111.1632f720@posting.google.com>
Source record: 36943

sinclap@yahoo.com wrote in message
news:<27ff51c3.0203130950.38bdfdce@posting.google.com>...
> So were suppose to pat you on the back? At least two new public
> domain apps will be developed...
>
> sinclap!

Sinplop!
As far as any issues within this newsgroup are concerned, or the Atari community in general, your postings and presence are insignificant. Please don't make it sound like there is support of any kind for your presence here by any other member of Usenet. I only reply to your post so I can keep practice up on spelling "Dick Head" correctly.
However, next time you make a convention in the Southern California area, please let me know so I can have a shot at kicking your ass. Not all geeks are mild mannered. Some are psychopaths.
Your friend,
Michael

2242. Re: Closed websites?

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 06:03:58 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u90fg0g87cukf0@corp.supernews.com>
Source record: 36944

James Haslam wrote:

> Hi all!
>
> I've been checking my Links Page for dead links and have come up with a
> few that don't answer anymore.
>
> Can someone check through my list and tell me if any of these have simply
> moved (I've tried searching Google to no avail)?
>
> Atari Music Pleasuredome: http://www.brainbug.ch/stsound/
> Rebelsoft Design: http://www-public.tu-bs.de:8080/~y0001569/E_SEITE0.HTM
> Katherine Ellis: http://kellis.atari.org
> Unoffical Dungeon Master Website:
> http://freespace.virgin.net/daniel.durgan/
> John Rojewski/Newsie: http://www.primenet.com/~rojewski/newsie.html
>
> Thanks in advance for your help!
>

James,

Even if the sites are closed, you can get them using google cache or
web.archive.org and then provide a mirror yourself. While they won't be
updated, at least their content won't be forgotten :)

Mark

2243. Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 06:18:53 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u90gbvoea93dab@corp.supernews.com>
Source record: 36945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I apologize ahead of time for this absurdly long post.

Hello all,

After doing a bit of research and IRCing, I decided to come here for a bit more help. My C-Lab Falcon MK-2 with standard atari 14 meg ram board, scsi and ide drives, etc. Has been having odd symptoms since the day I bought it. The symptoms?

1) Earlier version of Groumf Tracker worked fine, latest version will play fine but gives a messed up display. Seems like a programming issue but I am the only one to report this phenomena. Also will display artifacts like something is writing to video memory!

2) under MagiC, TOS, and MiNT, Aniplay while playing mp2 or mp3 (DSP) will get a crackling in the left speaker. Changing some settings can get the crackle to be in the right speaker. Originally I thought turning off DMA transfers would stop it but it doesn't. I also thought Nocrew's mp2 player did not produce crackling but it does too! Even FalcAMP does. Falcamp behaves oddly under MagiC. When I move the mouse fast or do other things, the mp3 playback will actually slow.

3) MagiC runs perfectly... I know right? It's a falcon that runs MagiC fine... but MiNT on the other hand has all sorts of problems. XaAES crashes 5 minutes after starting.. keystrokes are stolen between vconsoles. N.Aes doesn't work much at all and refuses to start in 256 color mode. I have done identical setups under aranym as my falcon. I am not crazy or setting soemthing up wrong, aranym works perfectly, my falcon doesn't. Also under N.Aes tos2win crashes with a bus error when trying to run bash, whereas under Xaaes it will run but will be deathly slow to do anything.

The diagnosis? Well some have suggested bad ram in the DSP, others have suggested bad DMA fix. Taking the DSP problem into mind, it's worth noting that the earlier version of Groumf tracker works PERFECTLY and has never crashed, ALL DEMOS I HAVE EVER TRIED including Hmm have worked perfectly. DSP jpeg decoder works perfectly. DSP effects like echo and reverb work perfectly. AVR playback works perfectly, everything is fine except fscking mp2/mp3 playback. I haev gone over the mp2/mp3's with a fine tooth comb too.. they are good encodings.. they play perfectly on any other machine.

The DMA fix? Well referencing this DMA fix:
http://atari.nvg.org/cpu_accel/

I have found that mine differs severely. The other two resistors near R221 are removed, legs 13 and 12 are not jumpered together. The trace of R216 is NOT cut on mine, and the resistor is gone! The IC that is piggy backed

is the right chip and in fact the only identical connection seems to be power and ground.... hrmmf..... maybe clab borked it?

I really care about my falcy and I'd love to be able to use the DSP to it's full potential to decode mp2's at 0% cpu usage, but the evil crackling on bass hits is horrible....

The last thign I must note is that the output gain of the mp2 and mp3 players seems significantly higher than that of groumf tracker and all of the demos which work fine. This audio crackling could be some internal DSP gain setting which is set way high (for mine to handle).

Anyone have any ideas.. should I redo my dma fix to match the one listed and replace the piggy backed IC which appears to have green stuff all over it? (not copper oxidation).. Perhaps wait for the CT60 which might somehow magically fix any and all of my problems? ;)

Any help would be much appreciated!

Thanks
Mark
http://atari-source.com

2244. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 07:08:38 UTC
From: Uwe Seimet <us__nospan__@seimet.de>
Message-ID: <3C904C76.FB6B4819@seimet.de>
Source record: 36946

Janka Gerhard schrieb:

> BTW, I use HDDRIVER v7.81 but I did the upgrade to 7.81 only because
> I needed the feature to access IDE HD >8GB. But recently Uwe Seimet
> told me that there sometimes were troubles when using ExtenDos on a
> CT2b Falcon. In that case upgrade to HDDRIVER 8.1 would be the
> solution.

Note that this will not change anything with respect to SCSI
performance. With respect to Falcon SCSI the problems are always the
same, with or without CT2b: A lot of Falcon need a clockpatch because
SCSI/DMA does not work properly and even a clockpatch does not always
help. There is no way to fix this with software.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2245. Bravo Sierra Lost your E-Mail! HELP!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 07:33:49 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203132330540.31641-100000@shell.pacifier.com>
Source record: 36947
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I must apologize to you, especially if I've been neglecting you. I recently lost a lot of E-Mail. If you've been waiting for me to E-Mail you, maybe about a business deal we were in the middle of, I probably lost your E-Mail (Gremlins) when I experienced computer glitches. To be sure, E-Mail me with some record/back E-Mails of our dealings so we can pickup where we left off. One person I'm looking for is John Kolak, and yet another person (Lady) was selling me her Atari 1040STe system. Regardless of whether or not we have dealings, your welcome to E-Mail me and I'll do my best to answer your questions! E-Mail atari@pacifier.com or call Ben anytime at (503)256-9974!!! http://www.pacifier.com/~atari/maillist.htm Join my Mailing List!?!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

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2246. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 07:38:41 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203132334010.31641-100000@shell.pacifier.com>
Source record: 36948
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

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2247. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 08:17:27 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a6pm96$j0d$1@pegasus.csx.cam.ac.uk>
Source record: 36949

I dont know about items 1 or 3, however someone else reported crackling speakers and I suspect that your problem is the same as thiers, its your speakers that are not up to the job not the Falcon.
Solution - buy better speakers (20Hz-22KHz).

Stephen Moss

2248. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 08:53:18 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C9064FD.571D14B4@siemens.at>
Source record: 36950

Adam Klobukowski wrote:

> TOS 4.04 allows to have 2GB partitions

I tried that but several people warned me. I once lost the contents
of a whole partition when I tried to copy a file to it and there
wasn't enough space on the partition but I can't say whether that
has been caused by cecile (which I then used), by a problem caused
by the 2 GB, or something else.
Fact seems to be that TOS 4 seems to be specified for 1 GB but allows
2 GB and most, but not all, GEMDOS commands work okay with 2 GB
partitions. So since I don't know what caused the data loss then,
I'm rather cautious now also I would like to use 2 GB partitions again.

Gerhard

2249. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 09:43:01 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna90rur.3u9.atari@core.preferuje.luzik.pl>
Source record: 36951

W artykule <3C9064FD.571D14B4@siemens.at> Janka Gerhard napisaï¿½(a):
> Adam Klobukowski wrote:
>
>> TOS 4.04 allows to have 2GB partitions
>
> I tried that but several people warned me. I once lost the contents
> of a whole partition when I tried to copy a file to it and there
> wasn't enough space on the partition but I can't say whether that
> has been caused by cecile (which I then used), by a problem caused
> by the 2 GB, or something else.
> Fact seems to be that TOS 4 seems to be specified for 1 GB but allows
> 2 GB and most, but not all, GEMDOS commands work okay with 2 GB
> partitions. So since I don't know what caused the data loss then,
> I'm rather cautious now also I would like to use 2 GB partitions again.

There is a bug in TOS 4.01 (I do not know other versions, but in 4.04 it was
fixed) causing that if you tried to write something to partition, and there
was not enough space, rest of data was written at the begining of the very
next partition totally messing it up (overwriting FAT for example).

I belixe that fixes for it (as PRG for AUTOfolder) exist on the net
somwhere, just search the ftp servers.

Adam Klobukowski
atari@gabo.pl

2250. Dallas/Fort Worth /On-Line Chat Atari Activity update

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 10:18:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004febfb@fmlynet.org>
Source record: 36890

FamilyNet Newsgate

Good morning from J.Y.B.O.L.A.C. (Just Your Basic On-Line Anchunt Computer)

We have made few updates to our D/FW and online community index page at...

http://www.geocities.com/doctor_clu/JYBOLAC.html

Lot of news!

And don't forget our Atari chat goes on tonight at 8pm CST. There is a
link from the index page, but otherwise it is...

http://stargate.cs.swau.edu/atari

Take care and see everyone soon,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2251. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 10:27:18 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C907B06.DB7F5773@Triaton.de>
Source record: 36952

Hi Hallvard,

> > I think so. Ask Thomas Raukamp.
> Where can I find his email address? (You probably don't want to post it
> here, at least not without "munging" it because of spam).
thomas@st-computer.net
I had no reservations about spam. Do spammers extract and collect email
addresses from mail bodys?

> Who owns the rights to TOS these days anyway?
Falke Verlag, among others.

> I run MagiCMac on my Apple Macintosh computer, but I don't think I can
> run NoSTalgia -I believe it needs a PowerPC processor whereas I "only"
> have a 68040. Blindingly fast running Atari applications though!
> Actually twice as fast as equivelant Mac applications running in MacOS
> (i.e. "Stzip" vs. "Zipit" compressing/decompressing the same files)

I have MagiCMac, too.
For Next time, I will use aranym on an Intel/AMD-PC and I hope that ASH
will support aranym, perhaps with a distribution for their own.

regards, Ludwig

2252. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 10:49:55 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6pv7b$1odm$1@news.vol.cz>
Source record: 36953

> 2) under MagiC, TOS, and MiNT, Aniplay while playing mp2 or mp3 (DSP) will
> get a crackling in the left speaker. Changing some settings can get the
> crackle to be in the right speaker. Originally I thought turning off DMA
> transfers would stop it but it doesn't. I also thought Nocrew's mp2
player
> did not produce crackling but it does too! Even FalcAMP does.

Probably a SDMA problem. Try to replay some mp3 (128kbps or more) with
Aniplayer, enable DMA tranfers and listen. If you notice any strange sounds,
as strange sythetic "birdsing", then you need a new clock-patch.

BTW, I designed a clock-pach which is suitable for any Falcon with or
without acceleration (probably except CT2 or AB040). As a starting point I
used the Nemesis clock-pach (I used this circuit also in my Phantom
accelerator), which 100% fixes all SDMA problems, but you need the right
SN7404(N) IC. It means you must test each IC manually, even they are
all from the same manufacturer !!! In other case your Falcon will be less
stable especially when it runs Cubase or other MIDI software. The wrong IC
causes only incompatibility, not any DMA problems.

So in my clock-patch I use the SN7404 (from Texas Instruments) only for SDMA
and 74F04 for the rest signals. It works perfectly in my machine, even it's
overclocked from 32/16 to 50/25Mhz.

Ctirad

2253. Re: TOS 2.06 and "MODEM.CPX"

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 11:31:40 UTC
From: "Derryck Croker"
Message-ID: <1016108946-326659AEicMi@ntlworld.com>
Source record: 36955

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Sat, 09 Mar 2002 17:30:50 GMT

>OK, having read this and the other postings in this thread...
>Is the conclusion as follows?:

HSModem also allows remapping of lower baud rates to higher ones for those older comms programs that only go to 19200 or so (assuming that there's a hardware mod such as the RSVE or whatever) such as the terminal for CiX. In my case, a setting of 150 equates to 115200, otherwise it allows a max of 38400 only.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2254. Re: Translators Eng to Ger

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 11:39:50 UTC
From: "Derryck Croker"
Message-ID: <1016108950-327380AEicMi@ntlworld.com>
Source record: 36956

From: John N Oakes <doyene@zetnet.co.uk>
Date: Sun, 10 Mar 2002 16:14:18 GMT

>Is there any good translators Eng to Ger or Eng to Fre. Much that I like
>reading Collins German/French

The Systran online translator on the Internet is the best choice really,
although it doesn't interface that well with an Atari. Best bet is to chuck
your text file onto a web page and point it at that.
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2255. Re: TOS 2.06 and printing (and PRINTER.CPX) - Printer Test

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 11:46:16 UTC
From: "Derryck Croker"
Message-ID: <1016108954-328073AEicMi@ntlworld.com>
Source record: 36957

From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
Date: Mon, 11 Mar 2002 08:43:09 -0000

>I have tried printing with both a HP Deskjet 350 and a Cannon BJC2100.
>The HP unit printed out text files ok was but was unable to print out the
>screen, the Canon printer did not want to print anything.

Print out the screen? Do you mean "do a screen dump"? The Atari routine
only works with pin printers.

The Canon printer *may* be one that relies on the computer to do the work
of rasterizing.
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2256. Re: screendump / snapshot program

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 11:49:02 UTC
From: "Derryck Croker"
Message-ID: <1016108956-328733AEicMi@ntlworld.com>
Source record: 36958

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Mon, 11 Mar 2002 11:52:03 +0100

>I'm looking for a littele app/acc to make screendumps and snapshots, and
>save them in a gif/img/other pic format. And it should work in any of my
>Falcon resolutions if possible. Any suggestions ?

JML-Snap by John Mcloud.

Google will find his web site, and you'll want to visit the "Schussel" (sp)
page for a free key to this and other utilities.

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2257. Re: CT2b SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 11:54:34 UTC
From: "Derryck Croker"
Message-ID: <1016108960-329429AEicMi@ntlworld.com>
Source record: 36959

From: fried@dragon.achilles.net (Mark Friedman)
Date: 11 Mar 2002 22:25:24 GMT

>I also have trouble with SCSI on my CTb II Falcon. In fact it has never
>done well with Cubase Audio. I can use the midi portion of Cubase but
>no audio recording. I don't think the overall scsi performance is what
>it should be. Anyone else with these problems?

I've noticed occasional hangs when copying large or many files over the
SCSI bus. What driver are you using?

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2258. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 12:24:09 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C909669.D6786F37@siemens.at>
Source record: 36954

Adam Klobukowski wrote:
> There is a bug in TOS 4.01 (I do not know other versions, but in 4.04 it was
> fixed) causing that if you tried to write something to partition, and there
> was not enough space, rest of data was written at the begining of the very
> next partition totally messing it up (overwriting FAT for example).
>
> I belixe that fixes for it (as PRG for AUTOfolder) exist on the net
> somwhere, just search the ftp servers.

Thanks for the info. I have 4.04 installed too. So the problem must
have been something else. Would be interresting to hear about the
experiences of people who use 2 GB partitions.
BTW, do you use BIGDOS ? Wouldn't that be a possibility to get more
partitions. I tried to install it once but there were some problems
I can't remember now and I removed it. But maybe that was the time
when my Falcon was unreliable as a whole before Rodolphe repaired it.

Gerhard

2259. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 12:30:42 UTC
From: "Derryck Croker"
Message-ID: <1016108964-330109AEicMi@ntlworld.com>
Source record: 36960

From: "Joshua Kaijankoski" <gaiyan@atari.org>
Date: Wed, 13 Mar 2002 16:52:03 -0500

>Ghostlink is the best way IMO. It uses a nullmodem cable RS232. Speeds are
>going to be 19200 only because of the ST but on the Falcon I got 115200.
>It's available at ftp.lip6.fr.

I wonder if it would go faster than that using the redirection facility of
HSModem that I mentioned in my reply to Hallvard's message in the TOS2.06
thread?

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2260. Atari Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 13:35:21 UTC
From: steven.rudland@btinternet.com
Message-ID: <16c299cd.0203140535.5f060bba@posting.google.com>
Source record: 36961

I'm after an Atari. If you have one to sell or know where I could get one from could you please let me know.

Cheers,

Steven

2261. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 14:26:43 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna91cip.n62.atari@core.preferuje.luzik.pl>
Source record: 36962

W artykule <3C909669.D6786F37@siemens.at> Janka Gerhard napisaï¿½(a):
> Adam Klobukowski wrote:
>> There is a bug in TOS 4.01 (I do not know other versions, but in 4.04 it was
>> fixed) causing that if you tried to write something to partition, and there
>> was not enough space, rest of data was written at the begining of the very
>> next partition totally messing it up (overwriting FAT for example).
>>
>> I belixe that fixes for it (as PRG for AUTOfolder) exist on the net
>> somwhere, just search the ftp servers.
>
> Thanks for the info. I have 4.04 installed too. So the problem must
> have been something else. Would be interresting to hear about the
> experiences of people who use 2 GB partitions.
> BTW, do you use BIGDOS ? Wouldn't that be a possibility to get more
> partitions. I tried to install it once but there were some problems
> I can't remember now and I removed it. But maybe that was the time
> when my Falcon was unreliable as a whole before Rodolphe repaired it.

Bigdos supports (IIRC) up to 32 partitions, but it does not support
partitions bigger then 1GB.

If you ask me, FreeMiNT is best sollution. Why? take lots of small files
(for example: High Voltage Sid Collection, more then 18000 files with sizes
about 5kb) and on 2GB FAT partition every file will be at least 32kb big
(due to a cluster size, and whole collection will take 596.000kb (yes! over
0.5GB!). The very same files on my ext2 partition took only 100MB (YES! 5
times less! the same files!). This is becouse on ext2 partitions block size
ccan be always 512 byte :)

Adam Klobukowski
atari@gabo.pl

2262. Re: Falcon Just Sold to TOS developer

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 14:50:09 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-EFA023.09500914032002@nr-tor01.bellnexxia.net>
Source record: 36963

In article <fc53daf3.0203132111.1632f720@posting.google.com>,
rustynutt@hotmail.com (rustynutt) wrote:

> As far as any issues within this newsgroup are concerned, or the Atari
> community in general, your postings and presence are insignificant.
> Please don't make it sound like there is support of any kind for your
> presence here by any other member of Usenet. I only reply to your post
> so I can keep practice up on spelling "Dick Head" correctly.
> However, next time you make a convention in the Southern California
> area, please let me know so I can have a shot at kicking your ass. Not
> all geeks are mild mannered. Some are psychopaths.

now watch - I think you'll be getting an e-mail from your ISP saying
that sinclap claimed you "Threatened His Life". It did that one other
time when it was claiming that the US had better health care than the
UK, and one UK user jokingly requested sinclap come to the UK so he
could break its legs so it could see firsthand how the UK health system
actually worked.

not only is sinclap a drooling mumbling crank, but he also has No
Sense Of Humour. And he's also too chicken to post to the Mac
newsgroups, seeing the moment he made one of his usual idiotic postings
the denizens there would reduce him to onion rings in seconds :)

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording.

Now On MP3.COM for your listening pleasure!

http://artists.mp3s.com/artists/338/dan_dreibelbis.html

2263. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 14:54:08 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C90B990.48B0262@siemens.at>
Source record: 36964

Adam Klobukowski wrote:

> Bigdos supports (IIRC) up to 32 partitions, but it does not support
> partitions bigger then 1GB.

But at least I would end up with up to 30 GB HD + CD-R + CD-RW
So the question is only how reliable Bigdos is and if there is a
certain version I should use.

> If you ask me, FreeMiNT is best sollution. Why? take lots of small files
> (for example: High Voltage Sid Collection, more then 18000 files with sizes
> about 5kb) and on 2GB FAT partition every file will be at least 32kb big
> (due to a cluster size, and whole collection will take 596.000kb (yes! over
> 0.5GB!). The very same files on my ext2 partition took only 100MB (YES! 5
> times less! the same files!). This is becouse on ext2 partitions block size
> ccan be always 512 byte :)

On the other hand when I want to use AudioMaster to produce a CD I need
TOS and with maybe a dozen files to fill a 1 GB partition the few
wasted kb don't really matter.

Gerhard

2264. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 15:36:49 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C90C391.1608164A@Triaton.de>
Source record: 36965

Hi Jo,

> But it should be possible to write an ext2fs driver for MetaDOS. You just
> need to find someone who's willing to do it ;-)
when there is no ext2fs driver for MetaTOS, ho can I access ext2 files
with MagiC?
Which fs drivers for MetaDOS are available, if not ext2?

regards, Ludwig

2265. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 15:47:44 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C90C620.D064BD63@Triaton.de>
Source record: 36966

Hi Johan,

> Internally, fVDI has no problem at all with changing resolution (or
> colour depth, if using a driver that implements more than one) on the
> fly. A fix for the inability to close and reopen the physical
> workstation is on my TODO list.
it would be fine if fVDI processes config-files for programs that run
only in a certain resolution and color depth and switch to this
resolution if such a program starts or comes to the fore. The Overscan
software for the old ST's made this, even together with MultiGEM.

regards, Ludwig

2266. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 16:07:17 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna91ifa.nc5.atari@core.preferuje.luzik.pl>
Source record: 36967

```
>> Bigdos supports (IIRC) up to 32 partitions, but it does not support
>> partitions bigger then 1GB.
>
> But at least I would end up with up to 30 GB HD + CD-R + CD-RW
> So the question is only how reliable Bigdos is and if there is a
> certain version I should use.

Just search the ftp servers, last version was no 8.

>> If you ask me, FreeMiNT is best sollution. Why? take lots of small files
>> (for example: High Voltage Sid Collection, more then 18000 files with sizes
>> about 5kb) and on 2GB FAT partition every file will be at least 32kb big
>> (due to a cluster size, and whole collection will take 596.000kb (yes! over
>> 0.5GB!). The very same files on my ext2 partition took only 100MB (YES! 5
>> times less! the same files!). This is becouse on ext2 partitions block size
>> ccan be always 512 byte :)
>
> On the other hand when I want to use AudioMaster to produce a CD I need
> TOS and with maybe a dozen files to fill a 1 GB partition the few
> wasted kb don't really matter.

ext2 is faster than fat, and morover it allows to use long filenames. Also
under FreeMiNT you can easily acces FAT32 partitions and minix partitions
(minix is a bit outdated, but Linus Torvalds still uses it :) )

Adam Klobukowski
atari@gabo.pl
```

2267. Re: Closed websites?

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 17:09:10 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a6qlfq$dn9$1@news6.svr.pol.co.uk>
Source record: 36968

That is the word I am looking for "a mirror site" in the UK if any wants
one.

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message
news:u90fg0g87cukf0@corp.supernews.com...
> James Haslam wrote:
>
> > Hi all!
> >
> > I've been checking my Links Page for dead links and have come up with a
> > few that don't answer anymore.
> >
> > Can someone check through my list and tell me if any of these have
simply
> > moved (I've tried searching Google to no avail)?
> >
> > Atari Music Pleasuredome: http://www.brainbug.ch/stsound/
> > Rebelsoft Design:
http://www-public.tu-bs.de:8080/~y0001569/E_SEITE0.HTM
> > Katherine Ellis: http://kellis.atari.org
> > Unoffical Dungeon Master Website:
> > http://freespace.virgin.net/daniel.durgan/
> > John Rojewski/Newsie: http://www.primenet.com/~rojewski/newsie.html
> >
> > Thanks in advance for your help!
> >
>
>
> James,
>
> Even if the sites are closed, you can get them using google cache or
> web.archive.org and then provide a mirror yourself. While they won't be
> updated, at least their content won't be forgotten :)
>
> Mark
>

2268. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 20:00:22 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u920ga1b5om90a@corp.supernews.com>
Source record: 36969

Stephen,

Unfortunately,

that cannot be the case. My Falcon has been tested using Harmon Kardon speakers, my Denon stereo system a pair of sony studio quality headphones, a set of cambridge soundworks speakers. Tons of speakers that work fine for anything and everything don't work for my falcon. I definately the think the falcon is suspect.

Mark

Stephen Moss wrote:

> I dont know about items 1 or 3, however someone else reported crackling
> speakers and I suspect that your problem is the same as thiers, its your
> speakers that are not up to the job not the Falcon.
> Solution - buy better speakers (20Hz-22KHz).
>
> Stephen Moss
>

2269. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 20:17:27 UTC
From: vdjole@EUnet.yu
Message-ID: <a6r0gk$83s$1@news.eunet.yu>
Source record: 36971

On 11 Mar 2002 18:39:18 , "Ctirad Fertr" wrote:

>Aranym currently uses TOS4.04 ROM, so no problem here. Single mode will be
>most probably possible
>also in future, because guys from EmuTOS team want to do complete TOS
>replacement (with VDI, GEM and Desktop), not only a Mint loader.

Btw. it has been asked some time ago / by me :) / whether Aranym would
work with the ill-fated TOS4.92 (the one having the multitasking AES)
and the answer was that it should work. However, to answer my own
question differently: Aranym does not work with TOS4.92 (complains about
image size, etc. because this TOS image is, for some reason, slightly smaller
than TOS4.04 image). This has been tried on the Windows version of Aranym.

I am aware that using TOS4.92 (i.e. AES4.1) + Mint would not be the best
solution; I just wanted to try a simple all-in-one setup, without the
need to acquire and load a separate AES.

BBtw. I had trouble running Selectric file selector in Aranym. has this
been experienced by someone else, too?

I would appreciate some info on the "comming mini Linux" for Aranym
which has been mentioned here... is this a minimum set of Linux to be used
just to launch Aranym? What are the chances of Aranym developers
preparing a kit for complete installation and configuration of Aranym
and underlying OS for instant creation of a "SoftAtari" on a clean PC?

cu;

2270. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 21:19:59 UTC
From: John Oyler <john.oyler@attbi.com>
Message-ID: <3C911761.730FF1DD@attbi.com>
Source record: 36972

sluna2@earthlink.net wrote:
>
> Another source I got off the web says that pin 8 is audio ground,
> so I'm not even sure if I should bother connecting this pin. I'm also
> not at all sure about the clock lines. Also, were the RGB lines for
> the Atari analog or digital? Any insight would be appreciated. Thanks!

Should work nicely, except for having to come up with 2 of the most difficult plugs to find in the world. Not trying to be an asshole, but unless you've got existing cables to chop, it's just not gonna be possible.

John

2271. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 21:23:29 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203141323.53954718@posting.google.com>
Source record: 36973

Hi

> So in my clock-patch I use the SN7404 (from Texas Instruments) only for SDMA
> and 74F04 for the rest signals. It works perfectly in my machine, even itï¿½s
> overclocked from 32/16 to 50/25Mhz.

I tried to replace that one with an F rated one on the clock patch
expecting it to work better. Infact, it did do that warbling sound
and the computer was worse. It's really an odd problem, does anyone
know what exactly is needed for the DMA to work properly, is it a
clock signal with longish rise/fall times, or delayed by so many
nanoseconds from the bus/cpu clock? I have something from ST Computer
from Chips and Chips but the last couple of pages where I feel the
author explains it all I can not understand, it's German and I don't
have any techincal German dictionaries.

Thanks.

Mark, might sound like a bad clock to the DMA, or even DSP?

2272. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 23:19:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a6rb5l$32k$1@snipp.uninett.no>
Source record: 36974

Ludwig Maetzke <Ludwig.Maetzke@triaton.de> wrote:

>> But it should be possible to write an ext2fs driver for MetaDOS. You just
>> need to find someone who's willing to do it ;-)
> when there is no ext2fs driver for MetaTOS, ho can I access ext2 files
> with MagiC?

You can't. There is no ext2 driver for MagiC, the only TOS-compatible OS
that can access these partitions is FreeMiNT.

> Which fs drivers for MetaDOS are available, if not ext2?

Mostly drivers for CD-ROM filesystems, as this is what MetaDOS was
designed for.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2273. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-14 23:27:15 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016225455.1084.3@iapetus.uk.clara.net>
Source record: 36850

Hi Mark

| that cannot be the case. My Falcon has been tested using Harmon Kardon
| speakers, my Denon stereo system a pair of sony studio quality headphones,
| a set of cambridge soundworks speakers. Tons of speakers that work fine
| for anything and everything don't work for my falcon. I definately the
| think the falcon is suspect.

Something tells me you are a Vinyl buff. 8-)

--

Steve. S.

Tea please, Hot!, Milk, 3 Sugars, Coconut Cookies, & no friggin war
stories!.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.336 / Virus Database: 188 - Release Date: 11/03/02

2274. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 01:30:56 UTC
From: sidcelery@cix.co.uk
Message-ID: <a6rise$f8k$1@thorium.cix.co.uk>
Source record: 36975

On 11 Mar 2002 22:50:02 , Hallvard Tangeraas wrote:
> Grzegorz Pawlik <gregory@_SPAMMING_is_A_SIN_.atari.pl> wrote:
>>>> WinX does not only fix certain TOS bugs (Arrowfix patch)
>>> What exactly is this arrow bug?
>> It is only in TOS 1.0 and 1.02 AFAIK.
>Sure? The docs say that it applies to any TOS between 1.04 and 4.04:
>
>>> What is it exactly, and what does it affect?
>> Sometimes when you click on an slider arrow once, the window
>> contents are scrolled two lines instead one.
> I haven't noticed this. Any specific circumstances this happens
> within? Obviously it's not really a critical bug, but more of an
> irritation.

When I first got an STe and was beta-testing Timeworks 2 I found this program really suffered badly from this - not with scrolling two lines instead of one, but when clicking on the dark part of the window slider it would move two pages instead of one. Being a GDOS program that didn't like NVDI I was looking at some horrible delays for redrawing the screen. Very annoying...

>> WinX and Gemram only work with certain TOS versions, mostly German
>> ones :-(They do work with the English version of TOS 2.06 though,
>> but I'm not quite sure about the American one. Forget about the
>> French or Spanish ones...
> Are you sure? My STe has UK TOS 2.06!
> Why is it by the way that so many of these TOS loaders/modifiers are
> only made for certain language versions?
> Are there really any differences apart from the language and
> keyboard layout between them?
> Wouldn't it be easier to just accept any language version with those
> programs?

From the GemRam docs:

GEMRAM identifies GEM by the length of the GEM-TEXT-Segment.
GEM Versions of foreign/unknown countries are accepted if the
length is identical.

> Yes, it looks impressive to be able to move windows and sliders in
> real-time, but I found it pretty slow and sluggish, so it's probably
> not anything I'll keep installed permanently.

It's for feature enhancement, not for system speed-up - the eternal trade-off. We've been spoilt when Magic came out and speeded up the system as well as adding extra features...

rgds
H

2275. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 01:30:58 UTC
From: sidcelery@cix.co.uk
Message-ID: <a6rish$f8k$2@thorium.cix.co.uk>
Source record: 36976

On 13 Mar 2002 19:49:44 , Hallvard Tangeraas wrote:
> Ludwig Maetzke <Ludwig.Maetzke@Triaton.de> wrote:
>>> By the way, why does a Macintosh magazine include TOS images for
>>> the Atari ST? Are there perhaps Atari emulators for the Mac that
>>> use TOS images such as the ones for PCs?
>> NoSTalgia is such an Atari emulator for the Mac. The TOS images on
>> the mentioned MacLife CD are deeply hidden in a stuffit Archive
>> with NoSTalgia.

IIRC System Solutions\Atari Workshop released a TOS loader program for use with MagicPC so you could make TOS 2.06 available for it? Perhaps search their site?

Note: my memory may have completely failed me here - I can't see why you'd need TOS for MagicPC, but there you are...

rgds
H

2276. Re: Bug-fixes in TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 01:31:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <a6risj$f8k$3@thorium.cix.co.uk>
Source record: 36977

On 11 Mar 2002 10:54:29, Hallvard Tangeraas wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>
>> Some from Mark Baines' A-Z are:
>> ...
>> Some of these relate to TOS 3.06, but I think they related to the
>> TOS 2.05/2.06 upgrade too.
>
> I wanted to read more about the above, and as I've downloaded the
> "Atari A-Z" (from Mark Baines' website I think) I tried searching
> through those text files for the above phrases, but didn't find
> them. Where exactly did you find this listing?

I got these from the section under TOS. Some relate to TOS 3.0x rather than 2.0x, but I believe they were being developed at the same time so probably relate to both.

rgds
H

2277. Re: Closed websites?

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 06:00:26 UTC
From: mduckworth@atari-source.com
Message-ID: <u933fq1th2vo63@corp.supernews.com>
Source record: 36978

Hallvard,

You could always offer a reader maintained links page where if someone
finds an outdated link, they could change it automatically. It might
be subject to abuse but I think the benefits would outweigh the risks
in our case.

Mark
http://atari-source.com

On 15 Mar 2002 00:06:30, Hallvard Tangeraas wrote:
>James Haslam <jfhaslam@zetnet.co.uk> wrote:
>
>> Can someone check through my list and tell me if any of these have simply
>> moved (I've tried searching Google to no avail)?
>>
>> Atari Music Pleasuredome: http://www.brainbug.ch/stsound/
>> Rebelsoft Design: http://www-public.tu-bs.de:8080/~y0001569/E_SEITE0.HTM
>> Katherine Ellis: http://kellis.atari.org
>
>Yeah, whatever happened to Katherine? Is she still reading this group?
>
>(and if someone is wondering about my Atari pages.... well, they're
>still up and about, but as most of you probably know, maintaining links
>(and especially such a large collection that I've got) is a full-time
>job in itself, and I became so fed up with the whole thing that I
>decided to leave it as it is.
>I know there are loads of outdated links there, but hopefully people can
>at least use the information available, then use Google or whatever to
>search for the new sites).
>
>
>Hallvard
>--
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.notator.org>
>.

2278. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 06:02:41 UTC
From: mduckworth@atari-source.com
Message-ID: <u933k1jqgdj898@corp.supernews.com>
Source record: 36979

Hrmm,

I don't know. I know the piggybacked IC on mine is a 74F04. I am interested though to try this SN7404 + 74F04 method. Perhaps it will work better. I don't have any warbly sound though, in fact the reproduction sounds flawless aside from crackles at high spots (drum hits etc). The beginnings and ends of songs where it is fairly quiet tend to produce no crackles. Sounds like maybe I have some other problem?

Thanks
Mark
http://atari-source.com

On 14 Mar 2002 13:23:29, Lyndon Amsdon wrote:
>Hi
>
>> So in my clock-patch I use the SN7404 (from Texas Instruments) only for SDMA
>> and 74F04 for the rest signals. It works perfectly in my machine, even it's
>> overclocked from 32/16 to 50/25Mhz.
>
>I tried to replace that one with an F rated one on the clock patch
>expecting it to work better. Infact, it did do that warbling sound
>and the computer was worse. It's really an odd problem, does anyone
>know what exactly is needed for the DMA to work properly, is it a
>clock signal with longish rise/fall times, or delayed by so many
>nanoseconds from the bus/cpu clock? I have something from ST Computer
>from Chips and Chips but the last couple of pages where I feel the
>author explains it all I can not understand, it's German and I don't
>have any techincal German dictionaries.
>
>Thanks.
>
>Mark, might sound like a bad clock to the DMA, or even DSP?
>.

2279. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 06:51:52 UTC
From: sluna2@earthlink.net
Message-ID: <3C919A97.9010208@earthlink.net>
Source record: 36980

John Oyler wrote:

> sluna2@earthlink.net wrote:
>
>> Another source I got off the web says that pin 8 is audio ground,
>>so I'm not even sure if I should bother connecting this pin. I'm also
>>not at all sure about the clock lines. Also, were the RGB lines for
>>the Atari analog or digital? Any insight would be appreciated. Thanks!
>>
>
> Should work nicely, except for having to come up with 2 of the most
> difficult plugs to find in the world. Not trying to be an asshole, but
> unless you've got existing cables to chop, it's just not gonna be
> possible.

Funny you should bring that up, because I do indeed have some
spare connectors of the proper type; a few spare Amiga RGB cables for
different model Amiga monitors, and a monitor switcher for Atari ST's,
to allow for a monochrome and color monitor to be plugged into one ST.
I ought to be able to disassemble both of these.

2280. Help w/GeSoft Mighty Mic 32 TT-Ram Board

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 07:44:41 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a6s8p9qsp1@news.hawaii.edu>
Source record: 36981

Greetings,

I've finally got some time and room, and that means getting out the Atari computer inventory to put together some whole systems. In one of the TTs that I purchased, there is a TT-Ram board called a GeSoft Mighty Mic 32 B. It has 8 30-pin simm slots, and three, three position jumper blocks as such:

...J0
...J1
...J2
123

I would appreciate any help that anyone may be able to provide with regard to what the jumpers may signify, and what sort of ram to populate this board with.

Thanks,

John Perez

2281. Re: TOS 2.06 and printing (and PRINTER.CPX) - Printer Test

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 08:35:05 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a6sbm6emi1@pegasus.csx.cam.ac.uk>
Source record: 36982

Derryck Croker wrote in message <1016108954-328073AEicMi@ntlworld.com>...
>From: "Stephen Moss" <sgm23@eng.cam.ac.uk>
>Date: Mon, 11 Mar 2002 08:43:09 -0000
>
>>I have tried printing with both a HP Deskjet 350 and a Cannon BJC2100.
>>The HP unit printed out text files ok was but was unable to print out the
>>screen, the Canon printer did not want to print anything.
>
>Print out the screen? Do you mean "do a screen dump"? The Atari routine
>only works with pin printers.

Yes I do mean a Screen Dump using the "Print Screen" selection from the
option menu.
I know the Atari routine was written to work with pin printers as ink/bubble
jet was unavailable at the time, however it does still work with some older
ink/bubble jet printers.

>The Canon printer *may* be one that relies on the computer to do the work
>of rasterizing.

This may well be the case, the point in testing them was to try and prove a
theory that modern software driven only (no dip switches to change settings)
printers are not able to print correctly from TOS.
Although as I also stated eariler this will be accademic in a couple of
years time unless someone can produce a Serial port to USB interface as we
will not be able to connect to a printer let alone print from it.

Stephen Moss

2282. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 08:43:47 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u93d7mjn2biha2@corp.supernews.com>
Source record: 36983

Hey guys,

Just to follow up this is what I've found. Mp2/3 playback is in fact FINE on all software EXCEPT aniplayer. So what we have is aniplayer crackling with mp2/3 only, but only under "DMA DSP transfers". the Mp2 player from nocrew is in fact crystal clear and the one encoding I tried with it is what was crap :) FalcAMP also works fine under MagiC now that I recall but instead will eventually get screwed up (but only if I try to multitask), which is acceptable as it isn't a hardware issue ;)

So now it's just software incompatibilities like GTK and GemGT2 plus aniplayer crackling. Any ideas? Should I use an oscilloscope to test clock to DSP or is there an easier method? I have a decent tektronix oscilloscope but it's a state away.

Thanks for all your help!
Mark
http://atari-source.com

Lyndon Amsdon wrote:

> Hi
>
>> So in my clock-patch I use the SN7404 (from Texas Instruments) only for
>> SDMA
>> and 74F04 for the rest signals. It works perfectly in my machine, even
>> iti¿½s overclocked from 32/16 to 50/25Mhz.
>
> I tried to replace that one with an F rated one on the clock patch
> expecting it to work better. Infact, it did do that warbling sound
> and the computer was worse. It's really an odd problem, does anyone
> know what exactly is needed for the DMA to work properly, is it a
> clock signal with longish rise/fall times, or delayed by so many
> nanoseconds from the bus/cpu clock? I have something from ST Computer
> from Chips and Chips but the last couple of pages where I feel the
> author explains it all I can not understand, it's German and I don't
> have any techincal German dictionaries.
>
> Thanks.
>
> Mark, might sound like a bad clock to the DMA, or even DSP?
>

2283. Re: Help w/GeSoft Mighty Mic 32 TT-Ram Board

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 08:56:37 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a6sd05$2fd$1@news.hawaii.edu>
Source record: 36984

John Perez <jhperez@uhunix1.its.hawaii.edu> wrote:
: I've finally got some time and room, and that means getting out the Atari
: computer inventory to put together some whole systems. In one of the TTs
: that I purchased, there is a TT-Ram board called a GeSoft Mighty Mic 32 B.
: It has 8 30-pin simm slots, and three, three position jumper blocks as
: such:

What do you know! I did some more searching and found the answer myself
at a very useful web site:

http://pp.fishpool.fi/~q-funk/TT030/tt-ram.htm

GeSoft Mighty Mic 32 B jumper settings:

JP0 JP1 Bank 0 Bank 1
---
2 - 3 2 - 3 4Mb 4MB or None
1 - 2 2 - 3 16Mb None
2 - 3 1 - 2 16Mb 4MB
1 - 2 1 - 2 16Mb 16MB

...J0
...J1
...J2
123

Aloha!

2284. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 09:15:14 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0203151013430.9-100000@freemint>
Source record: 36985

Hello!

> Fact seems to be that TOS 4 seems to be specified for 1 GB but allows
> 2 GB and most, but not all, GEMDOS commands work okay with 2 GB
> partitions.

At least the lseek() system call don't work correctly (Michael Schwingen
confirmed this after looking at the original TOS 4.04 sources).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

2285. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 09:18:12 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0203151016330.9-100000@freemint>
Source record: 36986

Hello!

> TOS 4.04 allows to have 2GB partitions

That's wrong. It's documented only for 1 GB and there are AFAIK some bugs
that can cause data loss if you really use such big partitions under TOS
4.04.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

2286. Re: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 09:37:46 UTC
From: John Whitelock <johnfw@netspace.net.au>
Message-ID: <a6sfar$2psu$1@otis.netspace.net.au>
Source record: 36987

Emulators.

I am fascinated by how much I don't know about emulators - I initially said that Gemulator was the best for emulating my Atari, which is a 4M STFM, on a Windows machine. I would prefer to use SuSE Linux which I have installed but had not heard of Aranym for Linux -will it work for my Atari? If so where do I get it?

Thanks for all the info

JohnW

2287. Re: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 10:44:18 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6sqan$11mg$1@news.vol.cz>
Source record: 36990

> a Windows machine. I would prefer to use SuSE Linux which I have
installed
> but had not heard of Aranym for Linux -will it work for my Atari? If so
> where do I get it?

Try http://aranym.atari.org

Ctirad

2288. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 11:43:40 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6sqan$11mg$2@news.vol.cz>
Source record: 36989

```
> I tried to replace that one with an F rated one on the clock patch
> expecting it to work better. Infact, it did do that warbling sound
> and the computer was worse.
```

That's correct. You cannot simply replace old SN by an F, it will never work. The complete circuit have to by changed.

```
Ctirad
```

2289. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 11:49:35 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6sqao$11mg$3@news.vol.cz>
Source record: 36992

> I don't have any warbly sound though, in fact the
> reproduction sounds flawless aside from crackles at high spots (drum hits
> etc). The beginnings and ends of songs where it is fairly quiet tend
> to produce no crackles. Sounds like maybe I have some other problem?

It seems like a distortion on the analog side rather than a SDMA problem.
Are the creckles still present when you lower the volume (volume are "+" and
"-" keys) in Aniplayer ?

Ctirad

2290. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 12:41:12 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6sqao$11mg$4@news.vol.cz>
Source record: 36991

> Btw. it has been asked some time ago / by me :) / whether Aranym would
> work with the ill-fated TOS4.92 (the one having the multitasking AES)
> and the answer was that it should work. However, to answer my own
> question differently: Aranym does not work with TOS4.92 (complains about
> image size, etc. because this TOS image is, for some reason, slightly
> smaller than TOS4.04 image).

That's OK. Aranym checks if the image is TOS4.04, so you cannot use other
TOS *instead* a primary TOS. You still can use it inside Aranym same way as
on real Falcon, though.
BTW, don't know very much about TOS4.92. Is it a complete standalone TOS ?
Is it 68040 friendly ? Can it be ditributed freely ? Is it fully usable ?
If the answers for all these questions are "yes", we should support it as a
primary TOS image.

> I would appreciate some info on the "comming mini Linux" for Aranym
> which has been mentioned here... is this a minimum set of Linux to be used
> just to launch Aranym?

Yes. The whole "minilinux" should be fitted onto one or two floppies.

> What are the chances of Aranym developers
> preparing a kit for complete installation and configuration of Aranym
> and underlying OS for instant creation of a "SoftAtari" on a clean PC?

The chance is very big, because this is the main goal of the whole Aranym
project.
However, we have to do more important things first.
There is still no serial/ethernet/sound/JIT/native interface/etc..
These things must be done before the first real relase.

Ctirad

2291. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 12:44:18 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6sqao$11mg$5@news.vol.cz>
Source record: 36988

> So now it's just software incompatibilities like GTK and GemGT2 plus
> aniplayer crackling. Any ideas? Should I use an oscilloscope to test
> clock to DSP or is there an easier method?

There is nothing you can test via oscilloscope. The main point is if the problem is in SDMA or elsewhere.
You should test you SDMA first, because it is the simplest way:

1. Go into plain TOS (+NVDI if you can) without any ACC, CPX
2. Switch into highest resolution and color depth you can.
3. If Aniplayer + mp3 + DMA tranfers = strange sounds on higher frequencies (similar when you play a damaged mp3 streams), then it is most probably a buggy SDMA
4. Copy a big ZIP file onto floppy, then copy it back a open it. If the file is damaged be 100% sure your SDMA is buggy.

Anyway, if you have an unaccelerated F030 with *any* clock-patch, your SDMA should be OK.

Ctirad

2292. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 14:36:41 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C9206F9.74E7CE56@Triaton.de>
Source record: 36993

Hi Jo,

> > when there is no ext2fs driver for MetaTOS, ho can I access ext2 files
> > with MagiC?
> You can't. There is no ext2 driver for MagiC, the only TOS-compatible OS
> that can access these partitions is FreeMiNT.
That means it is impossible to access ext2- or minix partitions without
MinT? Isn't possible with plain TOS only?
For me the problem with MinT is that PurePascal and perhaps some other
programs don't run with it.

regards, Ludwig

2293. Atari Times Website Update - 3-15-2002

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 15:39:12 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C921591.410A94ED@ataritimes.com>
Source record: 36994
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

So much has changed since the last update! The website has a whole new look, the old logo is gone, there are new graphics and tricks on the page... Whew!

New Articles & Updates:

* NEW! Strange Flying Food (Fast Food review)
* NEW! Brain Cracker (Puzznic ST review)
* NEW! Space Dueling (Space Duel arcade review)
* NEW! Edit the Classics
* NEW! The Pirate life for me (Skull & Crossbones arcade review)

* NEW! Featured Reviews are now random keeping the site fresh every time you visit
* NEW! Guess the 2600 character. Some are easy, some are hard... Care to guess?

http://www.ataritimes.com

I only have a few 2001 Issues left. Get them while you can!
http://www.ataritimes.com/yearend/

--
Gregory D. George

=-=-=-

2294. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 15:44:04 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u945rlsmc6uq8a@corp.supernews.com>
Source record: 36995

Ctirad Fertr wrote:

>> I don't have any warbly sound though, in fact the
>> reproduction sounds flawless aside from crackles at high spots (drum hits
>> etc). The beginnings and ends of songs where it is fairly quiet tend
>> to produce no crackles. Sounds like maybe I have some other problem?
>
> It seems like a distortion on the analog side rather than a SDMA problem.
> Are the creckles still present when you lower the volume (volume are "+"
> and
> "-" keys) in Aniplayer ?
>
> Ctirad

Citrad,
yes they are still there even when I lower the volume. I would think that
this could perhaps be an analog problem but I notice under aniplay I will
get crackling even during silent parts of some mp2's.

Mark

2295. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 17:46:34 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c9239801ae0ae1@pandora.be>
Source record: 36846
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-219.zip
(1.602.342 bytes): a media player. it can decode:
- Movies: MOV, AVI, FLI/FLC/FLH, MPEG 1/2,
- Interactive Video: QuickTime VR (MOV with mouse control).
- Sounds: AVR, WAV, AIF,DVS, RA 14.4K and 28.8K). MPEG 1/2 Audio Layer 1,2,3 (MP1/2/3), Ogg
Vorbis (OGG).
- JPEG images.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq153e.zip
(122.565 bytes): Nice GEM based ICQ client for STing/STik/Gluestik

ftp://chapelie.rma.ac.be/atari/internet/mymail-155.zip
(1.138.761 bytes) Very nice and powerfull mail client for STing/STik/Gluestik
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2296. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 18:34:27 UTC
From: vdjole@EUnet.yu
Message-ID: <a6tere$6t8$1@news.eunet.yu>
Source record: 36847

On 13 Mar 2002 18:44:45 , M�gamodeste wrote:

>�which would keep the CPU on 16MHz while ACCESSING THE ROMS
>
>Very interesting !
>What to do to run the roms faster ?
>Can it be done on eproms too ?

I think that 120ns EPROMs are just barely fast enough to stand it,
assuming that the CPU latches the data at the end of the second cycle
after address strobe (I don't have the timing tables for MC68k handy).

IF the ROMs are fast enough, one has to generate the correct ROM-select
signal. On a ST, there are -ROM0, -ROM1 and -ROM2 signals which are asserted
when accessing the ROMs. They should be added in an AND gate or something
like that so that a single "rom select" signal is generated- in a MegaST
this AND gate already exists in chip U12.

If one does not use the on-board (EP)ROMs but an additional circuit,
such as that for TOS2.06 EPROMs, then the "rom select" has to be
generated in some similar, convenient way.

Now, all versions of the basic CPU accelerator consist of three parts:
1) clock select logic, 2) D-flipflop for executing clock-switching
only at proper moments, and 3) 2:1 clocks multiplexer. The clock
select logic decides when to switch from 8MHz to 16MHz and vice-versa.
Basically- if address strobe is active (meaning that a bus access is
in progress) the clock is switched to 8MHz. This part has to be designed
differently, so that if "rom select" signal is active, the clock stays
at 16MHz during the bus access.

One would have to make the complete circuit as simple as possible in
order to reduce propagation delays to a minimum (74F** chis are mandatory,
74LS** won't do), and one has to take care of the relative timings when
designing the circuit. I have experimented with such a circuit and it worked
but I did not finish it properly, because of the lack of time- in
order for -any- accelerator to work reliably in a ST, it is very advisable
to replace four on-board chips (2x 74LS244 and 2x 74LS375) with much
faster 74F*** variants- which is a rather delicate job because the chips
are not socketed. I replaced those chips but didn't have the time to
reinstall the prototype accelerator, and I had an additional complication
in the presence of the Blitter chip in my Mega, etc, etc,... but I plan to
experiment with that some time soon.

BUT- I discussed this circuit with Lyndon Amsdon and then he made a similar
one- which worked reliably for him in a ST (the speed gains I quoted are

from Lyndon). Instead of EPROMs he used static RAM chips (I think they have about 60ns access time) and our idea was to make them battery backed so that one could load TOS into the SRAMs and it would remain there (precautions have to be taken, so that one can boot with the old TOS if needed). In fact, using these SRAMs and after replacing the '244 and '375 chips, he was able to run the -complete- ST on 16MHz! Unfortunately, by prolonged over-zealous miscellaneous experimenting he finally fried that computer :(

cu;

2297. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 18:34:38 UTC
From: vdjole@EUnet.yu
Message-ID: <a6tern$6t8$2@news.eunet.yu>
Source record: 36848

On 14 Mar 2002 00:14:28 , Hallvard Tangeraas wrote:
>> I suggest you take a look again at the TOSPATCH utility which has been
>> mentioned several timesand which you said you had... You have to:
>>
>> * Get yourself a TOS2.06 image named TOS.IMG (German one, but Swedish
>> may possibly do, too);
> [.....]
>
>Thanks for the tips.
>I was able to make a German TOS 2.06 work this way, but when trying
>another language it seemed to boot OK, but left hanging forever in part
>of the boot process.
>Seems like non-German TOS versions aren't compatible with it, or that it
>can only be made to work with them having the sufficient knowledge to
>edit things in the images.

Yes- for other TOS versions the relocation information is different,
e.g. to quote from the command file for the same utility and a British
TOS:

:but watch out for address differences between German and UK Roms:
; "in the German TOS there is a routine to handle the extra
; German keys at 323A..3293 inclusive, 5A bytes long. So
; any patch above this area has to be at address 5A lower
; in the UK ROMs". Darryl Piper

; "but there are other misregistration(s) e.g. the 8x16 font
; is at 33F32 in the UK TOS, but at 33F62 in the German TOS,
; a difference of 30". Philip Taylor

But, as TOSPATCH have provisions for replacing the .RSC files of
TOS, as well as fonts, I suppose that one can start from a German
version and make it into whatever one wishes. I have thus translated
the RSCs and now have a completely English German TOS 2.06 :). I even
changed the "nationality" signature so that the few programs which
check this think it is the British TOS- and I did not notice that
it made any trouble. And I have the bonus of additional keys
routines (nonexistent in a real British TOS) - not that they are
of any use to me :)

>> Alternatively, instead of RELOC206.FIL you may use another of the control
>> files supplied with TOSPATCH, e.g. the largest one (F206_REL.FIL) and
>> activate many other patches, such as SHELLBUF or WINX features
> [....]
>I understand. So the different *.FIL files each have one specific area
>of patching the ROMs?

Well, one of the *.FIL files supplied with TOSPATCH is just for relocating,
another is a large file containing a considerable number of possible patches,
and the others are for splitting TOS into 2, 4 or 6 EPROM-image files.

>Can you for example run the TOS image through one
>patch, then run the modified TOS image through another until you've
>gotten all the patches you want?

I suppose that this should work (I didn't try to patch the same file
several times in a sequence) but you would have to prepare suitable
*.FIL files. For us who are not very wise in this matter it would be probably
sufficient just to activate or deactivate the desired patches in that
large all-in-one supplied .FIL file- the syntax is such that one just has to
mark one flag for each patch so it is rather simple.

In fact, I would call all that stuff more a -customization- than patching.
For example, one can remove memory-checking at boottime, or remove
grow/shrinkboxes when opening/closing windows (this has an amazing positive
effect on the liveliness of the desktop).

>I guess the final thing to do is burn the TOS image into an EPROM chip
>(after having tested it with the RAM loader of course.

Yes. Or else, a hardware-hacking prone mind might install a set of
battery-backed static RAMs (SRAMs are practically pin-compatible, about
25% more expensive and 100% faster than EPROMs) so that one can experiment
with "ROM based" different TOS versions ad infinitum- or put Magic in them...
but take care to keep the real ROMs switchable as well, so that one can boot
the computer if the SRAMs content gets corrupted...

>> One has been made by Pera Putnik,
>[...]
>It's still there, and it's called "SelTOS".

If it can't find TOS image, maybe you should check whether it looks
for it in the AUTO folder or in the root directory (more likely, IMO).

cu;

2298. TT Case or Tower Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 20:48:32 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a6tmn0flp1@news.hawaii.edu>
Source record: 36851

Greetings,

Does anyone out there have a spare TT Case, dead TT, Tower, or ideas where I can find something to house this renegade TT motherboard that I have in storage? Your suggestions would be greatly appreciated.

Thanks!

2299. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 20:52:06 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <1%sk8.67714$Yd.4119662@e3500-atl1.usenetserver.com>
Source record: 36849
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.graphics,comp.sys.amiga.misc

<sluna2@earthlink.net> wrote in message
news:3C900178.7030804@earthlink.net...
> I have come into the possession of an Atari SC1224 color monitor.
> Being fresh out of Commodore 1084 monitors (they've all died), I was
> wondering if it was possible to connect the Atari monitor to my Amiga?

BLASPHEMY!!!

:)

>
> I did a little web digging and got some pinouts. Here's what I
> figured out, but I am not sure how correct this is:
>
> Atari ST video connector (13 pin DIN): Amiga RGB connector (D-23):
>
> 1 AO Audio Out ------------------
> 2 CVIDEO Composite Video ------------
> 3 CS Clock Select ---------------
> 4 MD Monochrome Detect/Clock In - 15 c1* (clock out)
> 5 AI Audio In -------------------
> 6 G Green ---------------------- 4 green (analog green)
> 7 R Red ----------------------- 3 red (analog red)
> 8 +12V +12 VDC (520ST has GND) ---- 22 +12v (+12 volts power)
> 9 HSYNC Horizontal Sync ------------ 11 hsync* (horizontal sync)
> 10 B Blue ---------------------- 5 blue (analog blue)
> 11 MVIDEO Monochrome Video -----------
> 12 VSYNC Vertical Sync -------------- 12 vsync* (vertical sync)
> 13 GND Ground --------------------- 16-20 gnd (ground)
>
>
>
> Another source I got off the web says that pin 8 is audio ground,
> so I'm not even sure if I should bother connecting this pin. I'm also
> not at all sure about the clock lines. Also, were the RGB lines for
> the Atari analog or digital? Any insight would be appreciated. Thanks!
>

2300. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 21:35:14 UTC
From: Karsten Lüdersen <karsten@kalue.de>
Message-ID: <3C926912.D988C96B@kalue.de>
Source record: 36853

> IIRC System Solutions\Atari Workshop released a TOS loader program for
> use with MagicPC so you could make TOS 2.06 available for it?

You donï¿½t need any TOS loader program for MagiC PC.

If You want to run MagiC PC with any single TOS You just have to replace the file "Magic_PC.os". If You name any TOS Image as MagiC_PC.os the emulator will run this in place of the MagiC OS.

The MagiC PC compiler donï¿½t work with Single TOS. Also MagiC PC with Single TOS canï¿½t write on windows-drives. So You only can use the container drives.

Karsten

--
http://www.kalue.de/

2301. Re: Closed websites?

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 22:01:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016291280.15086.0@iapetus.uk.clara.net>
Source record: 36865

Hi Mark

That would fail the first time someone deleted everything just because his server was problematic.

| You could always offer a reader maintained links page where if someone
| finds an outdated link, they could change it automatically. It might
| be subject to abuse but I think the benefits would outweigh the risks
| in our case.

--

Steve. S.

2302. Re: Which system software for aranym was: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-15 23:09:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a6tuvpptn1@snipp.uninett.no>
Source record: 36854

Ludwig Maetzke <Ludwig.Maetzke@triaton.de> wrote:

> That means it is impossible to access ext2- or minix partitions without
> MinT? Isn't possible with plain TOS only?

Correct, you need MiNT to access these partitions. But why not use FAT32
partitions instead? Both MagiC and MiNT will access these.

> For me the problem with MinT is that PurePascal and perhaps some other
> programs don't run with it.

What's the problem with Pure Pascal? I don't have it myself and have never
tested it with MiNT.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2303. ACE MIDI v1.01 released.

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 01:50:26 UTC
From: Daniel Hedberg <nospam@thank.you>
Message-ID: <Cxxk8.25372$n4.4981883@newsc.telia.net>
Source record: 36855

After the initial release of ACE MIDI (version 1.0) a
few problems were discovered. These have all
been corrected in the new release.

ACE MIDI is a soft-synthesizer for Atari Falcon030
compatible computers. Download a demo version
from http://newbeat.atari.org

All the best,
Daniel Hedberg
New Beat

2304. Re: TT Case or Tower Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 06:51:18 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.3.96-MiNT.1020316064826.209A-100000@localhost>
Source record: 36856

On 15 Mar 2002, John Perez wrote:

> Greetings,
>
> Does anyone out there have a spare TT Case, dead TT, Tower, or ideas where
> I can find something to house this renegade TT motherboard that I have in
> storage? Your suggestions would be greatly appreciated.

Hi,

Well im designing a tower case for Falcon for upcoming CT60 (or plain machine) and i dont see much problems accepting TT motherboard as well... Ask me in next weeks, ill know more. I have problems with material cost and already was forced to make few compromises...

Janez

2305. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 07:07:38 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u95rv7qh0q2ndc@corp.supernews.com>
Source record: 36857

Steve Sweet wrote:

> Hi Mark
>
> | that cannot be the case. My Falcon has been tested using Harmon Kardon
> | speakers, my Denon stereo system a pair of sony studio quality
> | headphones,
> | a set of cambridge soundworks speakers. Tons of speakers that work fine
> | for anything and everything don't work for my falcon. I definately the
> | think the falcon is suspect.
>
> Something tells me you are a Vinyl buff. 8-)
>
>
> --
>
>
> Steve. S.

What are you trying to say steve? ;)

Mark

2306. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 07:15:41 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u95sefsr8b89c9@corp.supernews.com>
Source record: 36858

Steve Sweet wrote:

> Hi Mark
>
> | that cannot be the case. My Falcon has been tested using Harmon Kardon
> | speakers, my Denon stereo system a pair of sony studio quality
> | headphones,
> | a set of cambridge soundworks speakers. Tons of speakers that work fine
> | for anything and everything don't work for my falcon. I definately the
> | think the falcon is suspect.
>
> Something tells me you are a Vinyl buff. 8-)
>
>
> --
>
>
> Steve. S.
>

Steve,

Just so there's no confusion the audio equipment hooked to the falcon consists of Paradigm Titan version 2 speakers with 60Hz - 20Khz frequency response, a Denon AVR-75 receiver while I can't do the extreme lows (20-60Hz) I think my audio equipment is quite satisfactory.. and no I'm not a vynil buff. I don't know what crack whoever is on who wants to make fun of me but audiophiles everywhere give high marks to the Denon AVR-75 and EXTREMELY high marks to the paradigm titans.

Mark

2307. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 07:57:20 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u95usehfm57hcd@corp.supernews.com>
Source record: 36859

Ctirad Fertr wrote:

>> I don't have any warbly sound though, in fact the
>> reproduction sounds flawless aside from crackles at high spots (drum hits
>> etc). The beginnings and ends of songs where it is fairly quiet tend
>> to produce no crackles. Sounds like maybe I have some other problem?
>
> It seems like a distortion on the analog side rather than a SDMA problem.
> Are the creckles still present when you lower the volume (volume are "+"
> and
> "-" keys) in Aniplayer ?
>
> Ctirad

Ctirad,

I tested the SDMA using the floppy method. Works perfectly, the large zip is not corrupt. What's weirder? I just figured out how to fix it thanks to some suggestions by Didier himself. In aniplay 2.19, I load up an mp3 and begin playback. The crackling exists. If I select "Good quality mp3" the crackling stops. At this point if I close the mp3 and start playing mp2's whatever state selecting that option left the DSP in or whatnot solves playback problems for mp2 playback ALSO. Regardless of what is going on with aniplay or my falcon, I have a smile on my face and am listening to music crystal clear on my falcon under aniplay. We''ll see just how good my clock patch is though once the CT60 arrives ;)

Thanks for all of your help guys, I guess this is between me and Didier now.

Best Regards,
Mark
http://atari-source.com

2308. Toronto Atari users

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 08:01:00 UTC
From: Jess LaFleur <maria.lafleur@sympatico.ca>
Message-ID: <3C92FBBC.73D06D69@yahoo.com>
Source record: 36860

Hey everybody, My name is Jess LaFleur, some of you people here
already know me and some don't I run the Atari Computer Database
located at http://acd.atari.org

anyways back to my topic subject thing

How many people HERE that post HERE
live in ontario that are somewhat close (2h drive north/1hour south
drive max)

Ive tried to email the TAF but no one seems tor reply...

I just wanted to know for future plans/ideas/thingins

thanks,

Atari-Jess

2309. Re: Toronto Atari users

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 08:02:12 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C92FC04.2BDE15CE@yahoo.com>
Source record: 36861

and if you want to email me please send it to atari_jess@yahoo.com

2310. Byte wide simms

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 12:07:39 UTC
From: yves.rogne@free.fr
Message-ID: <3c93358b$0$29552$626a54ce@news.free.fr>
Source record: 36862

Hello everybody,

I heard that some SIMMs ram are 'byte wide' and some other arn't ?

What's that ?
It was not so easy to recognise EDO from FPM, but how to recognise 'byte wide' ones ?

Regards

M�gamodeste

2311. Re: TT Case or Tower Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 13:58:21 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <GaIk8.12834$W82.358709317@news.inreach.com>
Source record: 36863

Well, you could check your local 2nd hand shops, most of them have old pc's
towers, I've got two towers sitting here that where thrown away.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"John Perez" <jhperez@uhunix1.its.hawaii.edu> wrote in message
news:a6tmn0flp1@news.hawaii.edu...
> Greetings,
>
> Does anyone out there have a spare TT Case, dead TT, Tower, or ideas where
> I can find something to house this renegade TT motherboard that I have in
> storage? Your suggestions would be greatly appreciated.
>
> Thanks!
>

2312. Re: TT Case or Tower Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 14:00:08 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <5955_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36864

```
In uno strano messaggio del 15 Mar 02 jhperez@uhunix1.its.hawaii.edu
(2:333/608.1) scrisse al povero All :
j> Does anyone out there have a spare TT Case, dead TT, Tower, or ideas
j> where I can find something to house this renegade TT motherboard that I
j> have in storage? Your suggestions would be greatly appreciated.

I have it. I have my TT in a Lighthouse Tower case, and keep also the
original TT case, I can give you one of the two, the problem is I am in Italy.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

2313. Re: Toronto Atari users

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 17:10:16 UTC
From: fried@dragon.achilles.net
Message-ID: <slrna96u6c.f9r.fried@dragon.achilles.net>
Source record: 36866

Hi there, I live in Ottawa, not that close, but still in the same Province!
Cheers, Mark

In article <3C92FBBC.73D06D69@yahoo.com>, Jess LaFleur wrote:
> Hey everybody, My name is Jess LaFleur, some of you people here
> already know me and some don't I run the Atari Computer Database
> located at http://acd.atari.org
>
> anyways back to my topic subject thing
>
> How many people HERE that post HERE
> live in ontario that are somewhat close (2h drive north/1hour south
> drive max)
>
> Ive tried to email the TAF but no one seems tor reply...
>
> I just wanted to know for future plans/ideas/thingins
>
> thanks,
>
> Atari-Jess
>

2314. Re: PowerUp2 Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 18:21:28 UTC
From: "Derryck Croker"
Message-ID: <1016373150-53869AEicMi@ntlworld.com>
Source record: 36888

From: Neil Chester <neil@adel6.freeserve.co.uk>
Date: Wed, 13 Mar 2002 22:41:54 GMT

>> Also there is a small program in the AUTO folder of
>> this machine, called MAGTOROM.PRG by Uwe Seimet,
>what
>> does this do?

I installed this patch and forgot about it, until I noticed that jinnee
insisted on installing an icon for Drive R on the desktop!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2315. Re: TOS 2.06 and printing (and PRINTER.CPX) - Printer Test

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 18:29:28 UTC
From: "Derryck Croker"
Message-ID: <1016373154-54601AEicMi@ntlworld.com>
Source record: 36889

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Sat, 16 Mar 2002 00:07:28 GMT

>> Print out the screen? Do you mean "do a screen dump"? The Atari routine
>> only works with pin printers.
>
>I managed to do both the graphic screen dump printing
>(<Alternate><Help>) and printing out an ASCII index listing of the
>active (top) window on the desktop (pressing the > key) with a Canon
>BJ-10ex inkjet printer.

I have to say that I doubted the original statement that it was possible
to print an ASCII listing of a window via this method though!

>I didn't pay too much attention to how the graphic printout looked like,
>but I believe the resolution was wrong or something, so maybe it doesn't
>do it quite right. But at least it didn't print a load of garbage.

The thought came through my mind that there might be some sort of 9 pin
emulator in the printer, but I'm probably talking rubbish as usual!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2316. Re: TOS 2.06 and printing (and PRINTER.CPX) - Printer Test

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 18:57:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a704i6ope1@thorium.cix.co.uk>
Source record: 36867

In message <1f92bv8.1fqe84y1mlbmk0N%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no said:

>I managed to do both the graphic screen dump printing
>(<Alternate><Help>) and printing out an ASCII index listing of the
>active (top) window on the desktop (pressing the > key) with a Canon
>BJ-10ex inkjet printer.
>
>I didn't pay too much attention to how the graphic printout looked like,
>but I believe the resolution was wrong or something, so maybe it doesn't
>do it quite right. But at least it didn't print a load of garbage.

I suspect that the BJ-10ex was switched to Epson emulation mode,
which is why it printed graphics from the desktop. But as you say
it's likely to give smaller images due to the higher print
resolution.

Regards, /Peter/

2317. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 19:03:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200203162003.a43260@su2.maus.de>
Source record: 36810

S>Being fresh out of Commodore 1084 monitors (they've all died), I was
S>wondering if it was possible to connect the Atari monitor to my Amiga?
Why not?

I've been using a Commodore 1084 with my 1040 for a lot of time.

2318. Re: Toronto Atari users

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 19:55:18 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C93A326.EF08B958@yahoo.com>
Source record: 36868

Thanks for replying!

Mark Friedman wrote:

> Hi there, I live in Ottawa, not that close, but still in the same Province!
> Cheers, Mark

2319. Re: Toronto Atari users

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 20:23:02 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C93A9A5.2BE61DE7@yahoo.com>
Source record: 36869

```
>
> How many people HERE that post HERE
> live in ontario that are somewhat close (2h drive north/1hour south
> drive max)

TO toronto that is, just basically close to the area,

Thanks, Atari-Jess
```

2320. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 21:16:04 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a70cj3$2uj5$1@news.vol.cz>
Source record: 36870

> I tested the SDMA using the floppy method. Works perfectly, the large zip
> is not corrupt.

Seems that your SDMA is OK.

> In aniplay 2.19, I load up an mp3
> and begin playback. The crackling exists. If I select "Good quality mp3"
> the crackling stops. At this point if I close the mp3 and start playing
> mp2's whatever state selecting that option left the DSP in or whatnot
> solves playback problems for mp2 playback ALSO.

Hmmm, interesting. Perhaps a bug in the Aniplayer ? Anyway, I allways used
the "good quality mode".....

Ctirad

2321. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 22:46:24 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <a70i00$n2s$6@dos.canit.se>
Source record: 36871
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.graphics,comp.sys.amiga.misc

In comp.sys.amiga.misc sluna2@earthlink.net wrote:
: I have come into the possession of an Atari SC1224 color monitor.
: Being fresh out of Commodore 1084 monitors (they've all died), I was
: wondering if it was possible to connect the Atari monitor to my Amiga?

: I did a little web digging and got some pinouts. Here's what I
: figured out, but I am not sure how correct this is:

: Atari ST video connector (13 pin DIN): Amiga RGB connector (D-23):

: 1 AO Audio Out ------------------

This is where you connect your Amiga stereo leads.

: 2 CVIDEO Composite Video ------------

The Amiga 2000 (possibly not the C or D models) has only got monochrome
composite video, unless you use an RF modulator. Leave this pin be.

: 3 CS Clock Select ---------------

Leave be.

: 4 MD Monochrome Detect/Clock In - 15 c1* (clock out)

Leave mono detect be. An Atari mono monitor will ground that pin, but it
is useless in our case, and probably not even connected. Also, leave the
clock signals be, they're for genlocks and other special requirements.

: 5 AI Audio In -------------------

Leave be.

: 6 G Green ---------------------- 4 green (analog green)
: 7 R Red ------------------------ 3 red (analog red)

Right.

: 8 +12V +12 VDC (520ST has GND) ---- 22 +12v (+12 volts power)

Not sure what this is for.

: 9 HSYNC Horizontal Sync ------------ 11 hsync* (horizontal sync)
: 10 B Blue ---------------------- 5 blue (analog blue)

Right.

: 11 MVIDEO Monochrome Video -----------

Not relevant for the SC1224.

: 12 VSYNC Vertical Sync ---------- 12 vsync* (vertical sync)

Right.

: 13 GND Ground ---------- 16-20 gnd (ground)

Aren't there several kinds of ground on the Amiga video connector?
Someone?

: Another source I got off the web says that pin 8 is audio ground,
: so I'm not even sure if I should bother connecting this pin. I'm also
: not at all sure about the clock lines. Also, were the RGB lines for
: the Atari analog or digital?

The Atari monitors were analogue.

--
/Iggy, the irregular regular

2322. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-16 22:57:20 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a70ikl$8e6$1@news6.svr.pol.co.uk>
Source record: 36872

I am using Ghost link at present (I have it working under Win2K), you can map your PCs drives to your ST. It is stable and can reconnect at any point.

I have tried Parcp and it looks good and much quicker, however one does need to make a new cable.

There is also Para2000 but I have never managed to find it, I would hope it could use a standard Laplink cable which would make things easier.

Elliot...

"Christoph Geisse" <Ch.Geisse@fz-juelich.de> wrote in message news:a6n7f0$8bs3$1@zam602.zam.kfa-juelich.de...
> Hello,
> I would like to transfer some directories (incl. Files) from my ATARI ST
> 1040 (Tos 1.4) to my PC. What is the easiest (cheapest?) way to do it (if
> possible via RS232)?
>
> Thanks!
> Christoph
>
>
>
>

2323. Current Notes magazine

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 03:27:04 UTC
From: wvejumper@aol.com
Message-ID: <20020316222704.12029.00001800@mb-fz.aol.com>
Source record: 36873

Was one of the best out there. I have a huge collection I'm selling from my garage, years 1990-1995. Check it out!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1525028691

You can email me any offers or whatehaveya: trey at armory dot com

2324. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 03:48:56 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C941227.B8E0EBCF@yahoo.com>
Source record: 36874

with the null modem cable ill need a DB 25 pin female for the ST modem port
and a 9 pin female for the PC serial port right?

2325. Display HELP!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 04:08:03 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C9416A3.E698B085@yahoo.com>
Source record: 36875

On my 520STfm the display is VERY dim

I cant even see it on a TV the monitor version can only be seen when the
lights
are off. whats wrong with it?

2326. MIDI network

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 06:03:15 UTC
From: jdplace@prodigy.net
Message-ID: <DkWk8.645$RI4.76957739@newssvr15.news.prodigy.com>
Source record: 36876

Has anyone here set up a successful MIDI network between STs? If so, what software do you use. I've tried MEDNET, MIDICOM and another program that I don't recall the name of, and haven't achieved positive results yet.

2327. Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 08:08:30 UTC
From: markat@zetnet.co.uk
Message-ID: <3c944efd$0$29606$4c56ba96@master.news.zetnet.net>
Source record: 36877

I have difficulty getting onto some websites that do not have the
'www' in the URL. Cab (2.7) on my Falcon tells me the site is blocked
but if I use PC it has no problem displaying the site.
Can anyone explain for me?

While I'm here, Anyone got an Eclipse for sale?

Martin

2328. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 09:05:13 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203170959040.50-100000@easymint>
Source record: 36878

On 17 Mar 2002, Martin Holmes wrote:

> I have difficulty getting onto some websites that do not have the
> 'www' in the URL. Cab (2.7) on my Falcon tells me the site is blocked
> but if I use PC it has no problem displaying the site.
> Can anyone explain for me?
>
I'm not sure if it makes any difference, but how exactly did you spell
those URLs ? For example http://yseditor.atari.org should work, but
yseditor.atari.org may not. (Just guessing)

Martin

2329. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 09:45:26 UTC
From: sluna2@earthlink.net
Message-ID: <3C94664E.8040407@earthlink.net>
Source record: 36879
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.graphics,comp.sys.amiga.misc

Iggy Drougge wrote:

>
> : 9 HSYNC Horizontal Sync ------------ 11 hsync* (horizontal sync)
>
> Right.
>
> : 12 VSYNC Vertical Sync -------------- 12 vsync* (vertical sync)
>
> Right.

I was wondering, since the sync lines on the Amiga RGB pinout diagram had an asterisk by them if I did not need to run those lines through an inverter before I sent them to the Atari monitor?

> : 13 GND Ground ---------------------- 16-20 gnd (ground)
>
> Aren't there several kinds of ground on the Amiga video connector?
> Someone?

The Amiga RGB port pinout diagram I have does note a ground return line for the clock signal on pin 13. Otherwise, lines 16 through 20 are simply labeled 'ground'.

Also, I guess there would be no point in connecting the +12 volt line. Unless the Atari monitor required it for something? I wouldn't know what.

2330. Re: Byte wide simms

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 10:25:33 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a71r7l$n58$1@news5.svr.pol.co.uk>
Source record: 36882

"M�gamodeste" <yves.rogne@free.fr> wrote in message
news:3c93358b$0$29552$626a54ce@news.free.fr...
> Hello everybody,
>
> I heard that some SIMMs ram are 'byte wide' and some other arn't ?
>
> What's that ?
> It was not so easy to recognise EDO from FPM, but how to recognise 'byte
> wide' ones ?
>
> Regards
>
> M�gamodeste

```
I did not think any SIMMS were "byte wide".

32 pin simms are 16 bits wide,(2 bytes)
72 pin simms are 32 bits wide.(4 bytes)
DIMMS are 72 bits wide.

And as far as I know all allow a single byte to be written.
```

2331. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 10:29:07 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a71r7n$n58$2@news5.svr.pol.co.uk>
Source record: 36881

"Elliot" <stuff@recycledsteel.co.uk> wrote in message
news:a70ikl$8e6$1@news6.svr.pol.co.uk...
>
> I am using Ghost link at present (I have it working under Win2K), you can
> map your PCs drives to your ST. It is stable and can reconnect at any
> point.
>
> I have tried Parcp and it looks good and much quicker, however one does
need
> to make a new cable.
>
> There is also Para2000 but I have never managed to find it, I would hope
it
> could use a standard Laplink cable which would make things easier.
>

I think the reason you need a special cable is that the ST printer port is
such a
minimal implementation (i.e. many signals on a PC port are not available on
the ST),
LAPLink cables are useless. And I see the latest version
of ParCP will work under NT/2K, must download and try it.

> Elliot...
>
>
>
> "Christoph Geisse" <Ch.Geisse@fz-juelich.de> wrote in message
> news:a6n7f0$8bs3$1@zam602.zam.kfa-juelich.de...
> > Hello,
> > I would like to transfer some directories (incl. Files) from my ATARI ST
> > 1040 (Tos 1.4) to my PC. What is the easiest (cheapest?) way to do it
(if
> > possible via RS232)?
> >
> > Thanks!
> > Christoph
> >
> >
> >
> >
>
>

2332. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 10:32:35 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f96s34.10fee1uh4d5zkN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 36880

Ctirad Fertr <phanatic@NOSPAMvolny.cz> wrote:

> > I tested the SDMA using the floppy method. Works perfectly, the large zip
> > is not corrupt.
>
> Seems that your SDMA is OK.
>
> > In aniplay 2.19, I load up an mp3
> > and begin playback. The crackling exists. If I select "Good quality mp3"
> > the crackling stops. At this point if I close the mp3 and start playing
> > mp2's whatever state selecting that option left the DSP in or whatnot
> > solves playback problems for mp2 playback ALSO.
>
> Hmmm, interesting. Perhaps a bug in the Aniplayer ? Anyway, I allways used

Hi Ctirad,

Not really, you know it's not easy to play all mp3 with a DSP at 32 MHz,
especially joint-stereo 44,1KHz. When quality is removed, there are lot
of tests for reduce DSP load (you can see the load of each CPU with
CTRL-I after playing). Now, sorry for some technical words...

There are 2 instructions for run loops inside the DSP chip:
- The 'do' instruction who uses the stack, is a true loop.
- The 'rep' instruction repeat the next instruction, this 'rep' cannot
be interrupted, so it's possible than out samples from DSP are dalayed
or forgotten.

This famous instruction 'rep' is used when Quality is removed.
This subroutine is also uded for MP2.
When 'DMA->DSP tranfers' is used it's the DSP who send samples to
output, otherwise it's the 68030 who take samples from host port and
send the result to DMA sound chip. So it's normal that the sound is good
without 'DMA->DSP transfers'.
For resolve the problem, you can set the 'Quality mp3' during playing
and save the config. But it's possible in this conditions (a DSP at
32MHz) than some files are played in mono, there are a test of DSP load
inside the DSP MP3 program.

> the "good quality mode".....

The 'quality mp3' option is separated of 'quality' option since V2.15,
this line appears in the menu when the file is played.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2333. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 10:47:26 UTC
From: sluna2@earthlink.net
Message-ID: <3C9474DD.7010405@earthlink.net>
Source record: 36883

John Oyler wrote:

> Should work nicely, except for having to come up with 2 of the most
> difficult plugs to find in the world. Not trying to be an asshole, but
> unless you've got existing cables to chop, it's just not gonna be
> possible.
>
> John
>

Actually, I just checked for 13 pin DINs. I found this:

http://209.3.61.141/cgi-bin/iec/framefly?;DN13M

Not bad I think! Though, I don't think I will even bother
searching for D-23 connectors.

2334. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 10:53:43 UTC
From: sluna2@earthlink.net
Message-ID: <3C947657.3090901@earthlink.net>
Source record: 36885

sluna2@earthlink.net wrote:

> Actually, I just checked for 13 pin DINs. I found this:
>
> http://209.3.61.141/cgi-bin/iec/framefly?;DN13M
>
> Not bad I think! Though, I don't think I will even bother searching
> for D-23 connectors.
>
>

I spoke too soon. I was able to find those as well. =P

http://www.connectworld.net/cgi-bin/instacab/PCDB23F?DbhqxqBN;;32

2335. Re: Byte wide simms

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 10:55:08 UTC
From: J�r�me Ginestet <ginestet.jerome@wanadoo>
Message-ID: <3c947564$0$3195$626a54ce@news.free.fr>
Source record: 36884

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> a �crit
dans le message news: a71r7l$n58$1@news5.svr.pol.co.uk...
>
> "M�gamodeste" <yves.rogne@free.fr> wrote in message
> news:3c93358b$0$29552$626a54ce@news.free.fr...
> > Hello everybody,
> >
> > I heard that some SIMMs ram are 'byte wide' and some other arn't ?
> >
> > What's that ?
> > It was not so easy to recognise EDO from FPM, but how to recognise 'byte
> > wide' ones ?
> >
> > Regards
> >
> > M�gamodeste
>
> I did not think any SIMMS were "byte wide".

```
The 30 pin simms used in STEs and older PCs are byte-wide.
That is why they are used in pairs on STEs.
PCs required 9 bit-wide for parity checking.

> 32 pin simms are 16 bits wide,(2 bytes)

Never seen those.

--
```

J�r�me

2336. Re: Display HELP!!

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 13:38:00 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a726d3nsj1@newsreader.mailgate.org>
Source record: 36886

A shot in the dark: (sorry :) Test the PSU for 12v. It may be missing.

Jess LaFleur <atari_jess@yahoo.com> wrote in message
news:3C9416A3.E698B085@yahoo.com...
> On my 520STfm the display is VERY dim
>
> I cant even see it on a TV the monitor version can only be seen when the
> lights
> are off. whats wrong with it?
>

2337. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 14:41:07 UTC
From: markat@zetnet.co.uk
Message-ID: <3c94ab02$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 36887

On 17 Mar 2002 10:05:13 , Martin Tarenskeen wrote:
>On 17 Mar 2002, Martin Holmes wrote:
>
>> I have difficulty getting onto some websites that do not have the
>> 'www' in the URL. Cab (2.7) on my Falcon tells me the site is blocked
>> but if I use PC it has no problem displaying the site.
>> Can anyone explain for me?
>>
>I'm not sure if it makes any difference, but how exactly did you spell
>those URLs ? For example http://yseditor.atari.org should work, but
>yseditor.atari.org may not. (Just guessing)
>
It dosn't matter if I enter it manually or click on a link the result
is the same. I have also tried different OVL files for CAB but that
don't seem to make much difference either.

Martin
either

2338. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 16:36:10 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203171733370.43-100000@easymint>
Source record: 36891

On 17 Mar 2002, Martin Holmes wrote:

> >On 17 Mar 2002, Martin Holmes wrote:
> >
> >> I have difficulty getting onto some websites that do not have the
> >> 'www' in the URL. Cab (2.7) on my Falcon tells me the site is blocked
> It dosn't matter if I enter it manually or click on a link the result
> is the same. I have also tried different OVL files for CAB but that
> don't seem to make much difference either.
>
Can you give an example of a problematic URL ?
Did you try CAB 2.8 (working demo, downloadable on ASH site) ?

2339. Re: Folderxxx/Cachexxx -patches for TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 16:47:54 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203171737300.43-100000@easymint>
Source record: 36892

On Sun, 17 Mar 2002, Hallvard Tangeraas wrote:

> I'm wondering if the following patches are meant to fix bugs in TOS
> 2.06, or if they're just used for older TOS versions?:
>
> FOLDRxxx
> CACHExxx
>
> (where "xxx" is the size of the folder/cache).
>
> I don't know the details around these programs, but for the first one
> (FOLDRxxx) -wasn't there a bug in TOS which only allowed you to open a
> certain number of windows on the desktop, and if you exceeded that
> number you had to reboot? As I see it, increasing the number of open

The problem wasn't the maximum number of open windows. This was limited -
but harmless. There was a bug that caused strange problems when you had
too many folders on your (hard)disk. I don't remember how many. With
FOLDRxxx you could increase that number. AFAIK the bug was supposed to be
fixed after TOS 1.04, but wasn't completely. I never quite understood if
the bug was or wasn't fixed after that. Anyone ?

You don't need FOLDRxxx if you use HDDRIVER, which has a similar bugfix
built in.

Martin

2340. SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 16:53:50 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203171748420.43-100000@easymint>
Source record: 36894

Can anyone give me a short introduction on SLB (Shared Library) files ?
I found some when I downloaded Aniplayer but have no idea what they do,
how to install, and how to use them. I have understood it was originally
something for Magic, that also works with newer MiNT versions. I use MiNT.

Martin

2341. ResourceMaster & Icon Extract

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 17:04:27 UTC
From: Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk>
Message-ID: <a72iep$jv0$1@newsg4.svr.pol.co.uk>
Source record: 36895

Any advice on the following.

After converting resource files with Icon Extract the files are viewed in
resource master.

When viewed in resource master the files are displayed in 4 bit plane, after
selecting a individual icon that icon is then opened up in 1 bit plane.
The 8 bit resolution has to be then selected to view the icon so that the
palette is not corrupt.

The palette does not corrupt if the icon file is viewed in another resource
viewer eg RSCView " from Phillip Donze http://home.tiscalinet.ch/donze

regards

Thomas

Falcon 14mb, Eclipse graphics card, MagiC 6.01, Jinnee 2.5
& lots of registered shareware

2342. Re: Byte wide simms

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 17:04:46 UTC
From: yves.rogne@free.fr
Message-ID: <3c94ccae$0$3202$626a54ce@news.free.fr>
Source record: 36893

�I did not think any SIMMS were "byte wide".
�And as far as I know all allow a single byte to be written.

Thanks for replying.
I read in Had�s's doc that simms with 'byte wide' were allowed, but after reading you I think the writter just forgot '32'.

Regards

2343. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 19:35:20 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6006_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36796

In uno strano messaggio del 16 Mar 02 stuff@recycledsteel.co.uk (2:333/608.1)
scrisse al povero All :
s> I have tried Parcp and it looks good and much quicker, however one does
s> need to make a new cable.

That is VERY easy to do, simply put a stright flat cable with two db25
connectors crimped, just crossing STROBE with BUSY, I made one such cable
years ago with a switch to cross/uncross STROBE and BUSY with three
connectors, so I was able to leave two computers and one printer connected
and print from both and transfer files without moving cables.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2344. Re: MIDI network

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 19:35:22 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6007_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36797

```
In uno strano messaggio del 17 Mar 02 jdplace@prodigy.net (2:333/608.1)
scrisse al povero All :
j> Has anyone here set up a successful MIDI network between STs? If so,
j> what software do you use. I've tried MEDNET, MIDICOM and another program
j> that I don't recall the name of, and haven't achieved positive results
j> yet.

You may have seen my own MikeNet, but it can only link two STs at a time and
does not work with magic or MiNT (at least I thing so).
It was really I nice program to share drives at MIDI speed, transparent to
TOS and you could redirect any drive letter to another, local or remote.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

2345. Re: Graphic cards for MegaST4?

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 19:43:22 UTC
From: Ken Seumas <k_seumas@sympatico.ca>
Message-ID: <1103_1016394202@news1.on.sympatico.ca>
Source record: 36798

I'm sorry.
I thought he was asking about a MegaSTe?
my mistake
ken

On Mon, 4 Feb 2002 05:15:38 -0000, "Simon \(PNC\)" <pnc@mail.portland.co.uk>
wrote:
>
> "Ken Seumas" <k_seumas@sympatico.ca> wrote in message
> news:1103_1012796844@news1.on.sympatico.ca...
> > goto http://gem.win.co.nz/mb/atarihw/galaxy.html
>
> That only works on VME systems. AFAIK, the original mega didnt have VME but
> Megabus.
>
> You can either use a Crazy dots or a Panther Chris, the Panther is still
> available but I think it's in kit form.
>
> Si
>
k_seumas@sympatico.ca - www3.sympatico.ca/k_seumas
Toronto Atari Federation - TAF.atari.org - welcome.to/taf
16MHz Falcon4MB-32MHzNemesisFalcon16MB-50MHzCT2Falcon68MB

2346. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 20:01:10 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a72smb$f2e$1@newsg3.svr.pol.co.uk>
Source record: 36799

Depending on the PC end, yes.

"Jess LaFleur" <atari_jess@yahoo.com> wrote in message
news:3C941227.B8E0EBCF@yahoo.com...
>
> with the null modem cable ill need a DB 25 pin female for the ST modem
port
> and a 9 pin female for the PC serial port right?
>

2347. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 20:02:32 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a72sot$f3v$1@newsg3.svr.pol.co.uk>
Source record: 36800

If I remember, there is some problem with spikes on that cable no, you need
to run some program at boot to stop normal signals going down.

"Mike De.Petris" <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote
in message news:6006_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it...
> In uno strano messaggio del 16 Mar 02 stuff@recycledsteel.co.uk
(2:333/608.1)
> scrisse al povero All :
> s> I have tried Parcp and it looks good and much quicker, however one
does
> s> need to make a new cable.
>
> That is VERY easy to do, simply put a stright flat cable with two db25
> connectors crimped, just crossing STROBE with BUSY, I made one such cable
> years ago with a switch to cross/uncross STROBE and BUSY with three
> connectors, so I was able to leave two computers and one printer connected
> and print from both and transfer files without moving cables.
>
> Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
>
> --
> Ti sento, bellissima statua sommersa.... mi ami o nooooo ?
>
> --
>
> Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2348. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 20:07:30 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <1016395650.8875.0.nnrp-13.9e983130@news.demon.co.uk>
Source record: 36801

On 17 Mar 2002 14:41:07 , Martin Holmes wrote:
>On 17 Mar 2002 10:05:13 , Martin Tarenskeen wrote:
>>On 17 Mar 2002, Martin Holmes wrote:
>>
>>> I have difficulty getting onto some websites that do not have the
>>> 'www' in the URL. Cab (2.7) on my Falcon tells me the site is blocked
>>> but if I use PC it has no problem displaying the site.
>>> Can anyone explain for me?
>>>
>>I'm not sure if it makes any difference, but how exactly did you spell
>>those URLs ? For example http://yseditor.atari.org should work, but
>>yseditor.atari.org may not. (Just guessing)
>>

I think if you use the URL without the http:// prefix CAB automatically
adds http://www. to the entry.

Mike Bedford

2349. Re: Folderxxx/Cachexxx -patches for TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 20:24:13 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a72u1d$70d$1@thorium.cix.co.uk>
Source record: 36802

In message <Pine.MNT.4.31.0203171737300.43-100000@easymint>, nospam@zonnet.nl said:

>The problem wasn't the maximum number of open windows. This was limited -
>but harmless. There was a bug that caused strange problems when you had
>too many folders on your (hard)disk. I don't remember how many.

Not quite right. It wasn't the number of folders on the hard disk,
but the number that you opened. ISTR that TOS didn't release
buffer memory properly, which is why the problem arose if you
opened more than 40 folders. Also the Malloc() function had a
similar limit in TOS 1.0 and 1.2; fixed in 1.4, though as you say
this introduced another bug (which was overcome by POOLFIX3.PRG).

There is a long description of this under 'Forty folder bug' in
Mark Baines' /The Atari A to Z/.

BTW, not just HDDRIVER fixed this - ICD Utils also had a method of
setting a higher number of folders. Not sure about AHDI - think
not.

Regards, /Peter/

2350. Re: TOS 2.06 patches (German list)

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 20:24:13 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a72u1d$70e$1@thorium.cix.co.uk>
Source record: 36804

In message <1f97582.llulw6nzwscN%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no said:

>Anyone?

Hi Halvard!

Sure!!!

TOS 2.06/3.06

VDI-FIX 1.10 by Karsten Isakovic: In all TOS versions apart from
1.02, 3.06 and the KAOSes there is an error in the VDI that can
lead to wrong handles being returned with 'v_opnwk' and
'v_opnvwk'. This error is due to incorrect management of the
internal list of VDI workstations if workstations are repeatedly
opened and closed. This can lead to faulty graphics display and
crashes.

ARROWFIX 1.5: Arrowfix tackles several AES errors in GEM 3.2 of TOS
2.06/3.06, namely the scrolling errors with the two WM_ARROWED
messages; in addition with some messages a wrong value is entered
for the over-length of a message, and furthermore when clicking on
an ARROW element in some circumstances in Accessories a wrong
method is used for sending the message. Due to this the execution
of an event only occurs after a delay (e.g. ST-GUIDE).
However for its work Arrowfix requires a GEM to be in RAM. In
order to get the TOS from ROM into RAM, an additional program is
required: For instance GEMRAM by Martin Osieka, or ROMRAM by
Alexander Herzlinger on the TT. These programs copy the TOS or GEM
from ROM into RAM and see to it that they are executed from there.
Naturally this costs some memory space, but with ROMRAM it also
gives a speed increase as the TOS is copied into FASTRAM from
which it executes faster.

FLOP-FIX by Harun Scheutzow: Flop-Fix remedies problems in the
floppy disk management of TOS 2.06/3.06/4.0x. These problems
concern the recognition of disk changes when using two disk
drives, and allow correct access to floppies with only one FAT. For
this the complete Getbpb Bios routine is replaced, Also an error
is remedied that can lead to the VDI font information being
destroyed. This can occur because the floppy routines and the VDI use
the same temporary buffer. In addition Flop-Fix allows the use of
ED disks with 12bit and 16-bit FATs.

SERFX20 ... ... by Bill Penner, just like CTSPATCH and TURBOCTS
from the same author, removes the RTS/CTS problem of the serial
port, though for all TOS versions from 1.0 to 4.0x.

SHBUFxx by Martin Osieka: From TOS 2.05 onwards the AES and the
desktop permit the saving of their configuration in the file
NEWDESK.INF (formerly DESKTOP.INF). At switch-on this file is loaded
and evaluated. GEM uses static buffers for internal management of the
file, whose size has not kept pace with the growing capabilities of
the desktop, particularly the icon rules. Thus it can easily happen
that on launching a program one gets the following message: "Can't
allocate enough memory!". With shbuf the size of this buffer can be
increased. If you rename shbuf to shbuf10 and copy it into the AUTO
folder, then a 10KB buffer will be created.
Here too the GEM must lie in RAM, see Arrowfix. Shbuf however is
also able to create a TOS image file from TOS that can then be
burned into EPROMs.

SEEKUP by Martin Koehiing: Seekup switches off the doubling of the
seek-rate on STs under TOS 2.06. This makes the floppy work more
quietly.
>-------------------- end ---------------------

This has been a public service announcement of DDP.

Regards, /Peter/

2351. Re: "Undelete" program doesn't work!

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 20:24:14 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a72u1e$70f$1@thorium.cix.co.uk>
Source record: 36803

In message <1f97dyg.1ttpbz3wladxaN%northstar2010@yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no said:

>I've found a program called "undelete", which should do as the name
>implies: recover files you've accidently deleted from your drive.
>
>But when I start the program I get an error message saying "Can't
>allocate enough memory". What does this mean?
>I've certainly got enough memory (4 Mbytes), and have rebooted the
>machine (Mega STe) just to be sure nothing has interefered with it.

Do you mean UNDELETE.PRG? I have had the same problems with this on my
14 MB Falcon, with and without MagiC (i.e. even only the TOS 4.0x
desktop loaded asnd nothing else!), so it seems to be a programming
error. Pity, because it looks like it's easy to use (not as easy as
Diamond Edge, but that doesn't work with large partitions).

There is also HiSoft's UNDEL.TTP, but I don't quite know what should
be put on the command line. The drivename alone is not enough.

Regards, /Peter/

2352. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 22:35:06 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C951A1A.7C1F2BBC@yahoo.com>
Source record: 36805

how do i use ghostlink?

the txt file isn't helping me any....

2353. Atari Online News, Etc. #04-11

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 23:05:32 UTC
From: danap8@aol.com
Message-ID: <20020317180532.15978.00001913@mb-fy.aol.com>
Source record: 36806

```
A-ONE #0411 03/15/02

~ Hang Loose Online Anew ~ People Are Talking! ~ EasyMiNT Update!
~ xTOS Developers Meet! ~ CCAG 2002 Show News! ~ TOPP Updated!
~ AOL To Revive Netscape ~ AEX for the Falcon! ~ MyAtari News!
~ DX Android Released! ~ EtherNEA Package Out! ~ AtarICQ Upgraded!

-* Court Shuts Down Dot-USA Scam *-
-* Spyware More Prevalent Than Thought *-
-* Yahoo Details New GeoCities Price Hikes! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2354. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 23:20:02 UTC
From: markat@zetnet.co.uk
Message-ID: <3c9524a1$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 36807

On 17 Mar 2002 17:36:10 , Martin Tarenskeen wrote:
>>
>Can you give an example of a problematic URL ?
>Did you try CAB 2.8 (working demo, downloadable on ASH site) ?
>
Yep, http://perso.wanadoo.fr/didierm is a good example where CAB
tells me the site is blocked. Just tried it on a PC and had no problem
with access. It seems to be the URLs that exclude the 'WWW' that cause
the problem.

Havn't tried Cab 2.8 demo - I'll give that a go

Martin

2355. Re: MIDI network

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 23:54:33 UTC
From: ebaiz@skyenet.net
Message-ID: <Z0al8.1568$0_3.1821389@newsfeed.slurp.net>
Source record: 36808

On 17 Mar 2002 06:03:15 , Joseph D. Place wrote:
>Has anyone here set up a successful MIDI network between STs? If so, what
>software do you use. I've tried MEDNET, MIDICOM and another program that I
>don't recall the name of, and haven't achieved positive results yet.

Yes, I did that between my Hades and my STe. What was good about this
setup was that on my Hades a partition icon was produced.
Double-clicking on the icon produced folders, each representing the
partitions on my STe. I could copy, delete and even run the programs.
It was neat running a program on he STe and having it come up on my
Hades. However, if I tried to access the Hades using the STe, the
program crashed probably due to the Hades. Below is the text file
included with the program.

==========

The network uses the MIDI port to allow disk sharing between
two ST's that are both running MX2NET. The remote
drives can be used just like your local drives but they will of
course be slower because of the transfer of the data through the
MIDI ports.

The remote drives are defined in the MX2NET.INF file. This is a
ascii file with the drive parameters all on one line. For example
if you have cfr,dgr,eow in your file.
||| |
/ | \ \
/ | \ \
remote local read write
drive drive access access

You will be able to access remote drive C as your local drive F
read-only. Remote drive D will be G and remote drive E will be O
with write access. If you wish to change the drives simply edit
the MX2NET.INF file, reboot your ST and rerun the MX2NET.PRG.
A max of 14 drives can be defined with P being the highest. If
there is no MX2NET.INF file no drives will be defined locally but
a remote machine still can access your drives.

The MX2NET.OPT file defines program options. It is an ascii file
with all option characters in lower case. Current options are:

t : Get GEMDOS date and time from remote ST.
Normally your "HOST" ST would not have this option
set.

o : Mask over existing drives. If this option is set
it is possible to overlay a networked drive ID
over a real drive on the local ST by assigning
it's ID in the MX2NET.INF file. If this option
is not set a cold-boot is needed before restarting
MX2NET.

m : Allow memory transfers to and from remote ST.
Enables shared memory and remote operation.

5 : Remote ST is 520ST. Screen physical memory is
found at 78000 HEX.

Be sure to cross connect the midi cables ie... the MIDI out to
the MIDI in on the other ST and vice verse.

midi in ___ ___ midi in
ST 1 \/ ST 2
HOST midi out ___/___ midi out REMOTE

The MX2NET.PRG is a standalone network driver that runs from
the DESKTOP or another GEM program. It should NOT be installed
in an AUTO folder. If ST 1 is the HOST it should be started
first then start the program on ST 2.

Drive 31 is a special ID that MX2NET uses for network function
calls. Use the rwabs bios call to access these functions.

A call to this ID to read sector 0 will return the local network
status into the buffer.
Sector 1 will return the remote network status.

A write to sector 2 will send the buffer into the keyboard buffer
in the remote ST. Location 0 in the buffer contains the count
while location 1 is the start of the string. The buffer is an array
0..63 of longs.

A read to sector 3 will return in the buffer an array of checksums
of the remote physical screen memory.
Any read or write of a sector more that 3 will read that 512 byte
section(s) of memory to or from the rwabs buffer.

NOTE:

mx2neta.prg : RS-232 port version.
netstat.prg : read local network stat's.
netstatr.prg : read remote network stat's.
netview.prg : View remote ST's screen
memory. Use the Undo key
to exit.
status record structure

stat = RECORD
inpackets : LONGCARD;
outpackets : LONGCARD;

```
retrys : LONGCARD;
checksumerrors : LONGCARD;
timeouts : LONGCARD;
rwabsreqs : LONGCARD;
resets : LONGCARD;
END;
```

PS It is recommended that this program be used for read-only access
to your remote drives. It is possible to scramble the FAT if
both machines try to write to the disk at the same time.

==========

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2356. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-17 23:55:30 UTC
From: ebaiz@skyenet.net
Message-ID: <S1al8.1570$0_3.1821472@newsfeed.slurp.net>
Source record: 36809

On 17 Mar 2002 08:08:30 , Martin Holmes wrote:
>I have difficulty getting onto some websites that do not have the
>'www' in the URL. Cab (2.7) on my Falcon tells me the site is blocked
>but if I use PC it has no problem displaying the site.
>Can anyone explain for me?
>
>While I'm here, Anyone got an Eclipse for sale?

Which Cab ovl are you using? You should have the newest version.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2357. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 01:49:22 UTC
From: lp <gfa@basic.net>
Message-ID: <B8BAB1D2.2FE8%gfa@basic.net>
Source record: 36811

in article Pine.MNT.4.31.0203171748420.43-100000@easymint, Martin Tarenskeen
at nospam@zonnet.nl wrote on 3/17/02 11:53 AM:

> Can anyone give me a short introduction on SLB (Shared Library) files ?
> I found some when I downloaded Aniplayer but have no idea what they do,
> how to install, and how to use them. I have understood it was originally
> something for Magic, that also works with newer MiNT versions. I use MiNT.

Aniplayer will attempt to load these SLB files when you do certain things.
I found that they must be in the same dir as Aniplayer or whatever feature
that SLB provides will be disabled.

Lonny Pursell

2358. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 03:25:36 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C955E2F.3085A46C@yahoo.com>
Source record: 36812

figured it all out ignore my plea for help about ghostlink

2359. Re: MIDI network

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 06:38:50 UTC
From: jdplace@prodigy.net
Message-ID: <_Xfl8.1434$ji3.263081060@newssvr15.news.prodigy.com>
Source record: 36813

>
>You may have seen my own MikeNet, but it can only link two STs at a time and
>does not work with magic or MiNT (at least I thing so).
>It was really I nice program to share drives at MIDI speed, transparent to
>TOS and you could redirect any drive letter to another, local or remote.
>
>Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
>--
>Y el sol brilla brilla brilla...
>
>--
>
>Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
>.
Thanks, I'll give it a try. Can I find it at a particular FTP site?

2360. Re: MIDI network

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 06:42:31 UTC
From: jdplace@prodigy.net
Message-ID: <q%fl8.1436$WA3.264286466@newssvr15.news.prodigy.com>
Source record: 36814

On 17 Mar 2002 23:54:33 , Edward S. Baiz Jr. wrote:
>Yes, I did that between my Hades and my STe. What was good about this
>setup was that on my Hades a partition icon was produced.
>Double-clicking on the icon produced folders, each representing the
>partitions on my STe. I could copy, delete and even run the programs.
>It was neat running a program on he STe and having it come up on my
>Hades. However, if I tried to access the Hades using the STe, the
>program crashed probably due to the Hades.
>==========
> > > The network uses the MIDI port to allow disk sharing between >
two ST's that are both running MX2NET. The remote > drives
can be used just like your local drives but they will of > course be
slower because of the transfer of the data through the > MIDI ports.
>
..snip....

Thanks, I'll give it at try.

2361. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 07:08:22 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3C959266.977A3536@ndh.net>
Source record: 36815

Hi Martin,

> Can anyone give me a short introduction on SLB (Shared Library) files ?
> I found some when I downloaded Aniplayer but have no idea what they do,
> how to install, and how to use them.
Put the .slb files in any folder you want, and set environment variable
"setenv SLBPATH /your-slb-path/" in MINT.CNF

Bye

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

2362. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 07:20:09 UTC
From: markat@zetnet.co.uk
Message-ID: <3c959528$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 36816

On 17 Mar 2002 23:55:30 , Edward S. Baiz Jr. wrote:
>On 17 Mar 2002 08:08:30 , Martin Holmes wrote:
>>I have difficulty getting onto some websites that do not have the
>>'www' in the URL. Cab (2.7) on my Falcon tells me the site is blocked
>>but if I use PC it has no problem displaying the site.
>>Can anyone explain for me?
>>
>>While I'm here, Anyone got an Eclipse for sale?
>
>Which Cab ovl are you using? You should have the newest version.
>

I'm using version 1.4401 by Dan Ackerman

Martin

2363. Re: "Undelete" program doesn't work!

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 08:38:30 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a7490fhea1@pegasus.csx.cam.ac.uk>
Source record: 36817

Hallvard Tangeraas wrote in message
<1f97dyg.1ttpbz3wladxaN%northstar2010@_I-hate-spam_yahoo.no>...
>I've found a program called "undelete", which should do as the name
>implies: recover files you've accidently deleted from your drive.

< cut >

>I have "Diamond Edge" myself for this sort of thing, but as the program
>is no longer sold and I'm talking about undeleting files in my TOS 2.06
>user-guide it would be very nice to give a reference to this program.
>Alternatively, are there other similar programs that work?
>

You could try ST Tools, I find it very useful, it allows you to check a the
file structure of a disk, it repairs any damage, can optimise (de-fragment)
a disk, has an inbuilt disk editor and Undelete files among other things.
It was shareware, I dont know what its status is now.

Stephen Moss

2364. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 12:34:22 UTC
From: mduckworth@atari-source.com
Message-ID: <u9bnmek66n717f@corp.supernews.com>
Source record: 36818

On 17 Mar 2002 20:49:22, lp wrote:
>in article Pine.MNT.4.31.0203171748420.43-100000@easymint, Martin Tarenskeen
>at nospam@zonnet.nl wrote on 3/17/02 11:53 AM:
>
>> Can anyone give me a short introduction on SLB (Shared Library) files ?
>> I found some when I downloaded Aniplayer but have no idea what they do,
>> how to install, and how to use them. I have understood it was originally
>> something for Magic, that also works with newer MiNT versions. I use MiNT.
>
>Aniplayer will attempt to load these SLB files when you do certain things.
>I found that they must be in the same dir as Aniplayer or whatever feature
>that SLB provides will be disabled.
>
>-------------
>Lonny Pursell

lp,

I have found that under MagiC, you can put them in C:\gemsys\magic\xtension
and it will also load whatever the extension the .slb provides from there.
I really hope we get ld.so support for mint at some point. and swap fs.

mark
http://atari-source.com

2365. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 14:49:40 UTC
From: <>
Message-ID: <1016465806-164897AEicMi@ntlworld.com>
Source record: 36820

From: mike@mbedford.demon.co.uk (M.Bedford)
Date: Sun, 17 Mar 2002 20:07:30 GMT

>I think if you use the URL without the http:// prefix CAB automatically
>adds http://www. to the entry.

You might think so after reading the readme that comes with CAB, however
it will successfully open a URL of the form
"homepage.ntlword.com/whoever" without grumbling.

If you're using a version of CAB below 2.5d you're on your own...

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2366. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 14:54:04 UTC
From: <>
Message-ID: <1016465804-164573AEicMi@ntlworld.com>
Source record: 36821

From: mduckworth@atari-source.com (Mark Duckworth)
Date: Mon, 18 Mar 2002 12:34:22 -0000

>>Aniplayer will attempt to load these SLB files when you do certain things.
>>I found that they must be in the same dir as Aniplayer or whatever feature
>>that SLB provides will be disabled.
>>
>>-------------
>>Lonny Pursell
>
>lp,
>
>I have found that under MagiC, you can put them in C:\gemsys\magic\xtension
>and it will also load whatever the extension the .slb provides from there.

Yep, but you must also list the SLBs in the magx.inf file viz:

#_SLB 0 LAME_ENC.SLB
#_SLB 0 OPENDIVX.SLB
#_SLB 0 VORBIS.SLB

Users of Appline/MagiC6.20 will then find these SLBs listed as running apps
in Appline (possibly also in similar utilities).

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2367. Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 16:32:17 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8BB6505.1F7EC%nameerf@flash.net>
Source record: 36819

Hi!

I was going through my AUTO, ACC, and CPX files trying to get Magic stable on my Falcon (turns out there was an insignificant CPX that was causing all my problems, which I've now disabled). But now that Magic is stable, another strange problem has cropped up. When I boot up, my serial port setup seems fine. I can use Connect to dial into my ISP and see what my login script should be. But once I run STiNG (which then refuses to properly see the login prompts given by the ISP), exit it, and run Connect again, all I get is jumbled random characters instead of the login prompts.

Is STiNG messing up my serial port settings somehow? I've gone through all my files and settings, and can't find anything. When I was messing with files, I changed nothing in my serial or STiNG settings, and I was only disabling files and re-enabling them one at a time (using the .PRG to .PRX renaming method), and the running order doesn't seem to have changed. What can I check to help figure this out? For now I can't connect to the Internet at all with my Falcon, so I can't send anyone any DEFAULT.CFG, etc. files to check unless I type them into my Mac by hand :(~. So if anyone could help, it would be greatly appreciated! Thanks!

Mike Freeman
nameerf@flash.net

2368. Milan audio device problems

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 17:40:30 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3C96268E.FE2CEBBA@boeing.com>
Source record: 36822

Hi,

I found the source for audiodev.xdd version 0.9 and I'm trying to hack
it so it works on my Milan. After changing the MFP addresses and
finding the right compiler parameters, I got it to install itself.
But when I try to play a sample, it crashes the using application with
a bus error at 0xffff8901. This address is the Falcon DMActl register.
The funny thing is that the driver is able to set this to zero during
installation of the driver without problems. I can run the actrl
program to set volume, etc., without problems. Any ideas on what I am
missing here?

Milton Horst
Seattle, USA

2369. Re: Milan audio device problems

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 18:04:36 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a75a7kuuc1@draco.stochastik.rwth-aachen.de>
Source record: 36823

In article <3C96268E.FE2CEBBA@boeing.com>,
Milton Horst <milton.a.horst@boeing.com> wrote:
>But when I try to play a sample, it crashes the using application with
>a bus error at 0xffff8901. This address is the Falcon DMActl register.

The Milan hardware does not have that register, so even if the access would
work, you would achieve nothing.

You have to use the documented X-Bios calls for the soundcard. Mapping the
direct accesses would not work with different types of soundcards.

cu
Michael

2370. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 18:57:56 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.5e67fbc3.3e784a82.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 36834

Dans le message <3c9524a1$0$29609$4c56ba96@master.news.zetnet.net>
Martin Holmes a ï¿½crit:
>On 17 Mar 2002 17:36:10 , Martin Tarenskeen wrote:
>>>
>>Can you give an example of a problematic URL ?
>>Did you try CAB 2.8 (working demo, downloadable on ASH site) ?
>>
>Yep, http://perso.wanadoo.fr/didierm is a good example where CAB
IIRC, I can perfectly access it with CAB 2.8 and O. Booklage's OVL.

J.-Luc

--
ï¿½Les femmes aiment surtout chez
les hommes les caractï¿½res sexuels
secondaires : la voiture, le
portefeuille, la villa.ï¿½
(- ? -)

2371. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 18:59:38 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.60f5c551.3ee64a82.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 36835

Dans le message <1016465804-164573AEicMi@ntlworld.com>
derryck@.NOSPAMCRAPcix.co.uk a ï¿½crit:
>From: mduckworth@atari-source.com (Mark Duckworth)
>Date: Mon, 18 Mar 2002 12:34:22 -0000

>>>Aniplayer will attempt to load these SLB files when you do certain things.
>>>I found that they must be in the same dir as Aniplayer or whatever feature
>>>that SLB provides will be disabled.
>>>
>>>-------------
>>>Lonny Pursell
>>
>>lp,
>>
>>I have found that under MagiC, you can put them in C:\gemsys\magic\xtension
>>and it will also load whatever the extension the .slb provides from there.

>Yep, but you must also list the SLBs in the magx.inf file viz:

>#_SLB 0 LAME_ENC.SLB
DON'T do so! I had problems because of this line : when attempting to
save in MP? mode, AniPlayer returned "Can't use Lame_enc.SLB"!
It took a long time before I could find the cause, thanks to Didier's
help. So, the best is just to copy the SLBs in the Xtension folder,
or in the one set in #_ENV SLBPATH=..., and to deactivate at least
the Lame_enc.SLB in Magic.inf!

>#_SLB 0 OPENDIVX.SLB
>#_SLB 0 VORBIS.SLB

J.-Luc

--
ï¿½Les femmes aiment surtout chez
les hommes les caractï¿½res sexuels
secondaires : la voiture, le
portefeuille, la villa.ï¿½
(- ? -)

2372. ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 19:15:50 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C963CE5.536D8356@yahoo.com>
Source record: 36824

Hello. After successfully connecting my PC to my ST I would now like to try my
ST to another ST using a serial null modem cable can someone recommend some software?

thanks!

2373. AEX Page updated: New Falcon and Steem versions

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 19:27:18 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0203181127.34d55449@posting.google.com>
Source record: 36825

Hi All

Just updated my AEX page with all the new versions of AEX and also a more detailed description which (IMHO) can be printed and used as a manual for AEX.

http://tamw.atari-users.net/aex.htm

The new Falcon version as well as a NEW STEEM COMPATABLE version have been added.

Also, the ST and TT-HI versions have updates as well....so if you have the old version...Time to UPGRADE to the next. Things like TRANSPOSITION while AEX is playing , plus more CC controls are available.

Also the DR just uploaded some Icons (aex.rsc) to the main DIR of the Atari-MIDI archives site. I need to add it to the page as well.

Some new stuff in development in AEX just around the corner however...so hold onto your MIDI cords!

Remember...This is FREEWARE, so HATS OFF to Dr Ambient (our own Guido!) for coding us some great stuff!!!

TimC

2374. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 19:38:57 UTC
From: yves.rogne@free.fr
Message-ID: <3c964251$0$24008$4d4eb98e@read.news.fr.uu.net>
Source record: 36826

�Is STiNG messing up my serial port settings somehow? I've gone through all

```
Hello Mike and Nicole,

Is your HSmodem config correct ?

Regards
```

2375. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 19:40:37 UTC
From: yves.rogne@free.fr
Message-ID: <3c9642b4$0$24008$4d4eb98e@read.news.fr.uu.net>
Source record: 36827

�ST to another ST using a serial null modem cable can someone recommend
�some software?

```
Starcall 3 !

Regards
```

2376. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 19:50:48 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C964518.1E3B6327@yahoo.com>
Source record: 36828

Thanks!

and also, is there a way I can use a PC's modem for the ST?

2377. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 19:51:50 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8BB93CA.1FBC9%nameerf@flash.net>
Source record: 36829

in article 3c964251$0$24008$4d4eb98e@read.news.fr.uu.net, Mï¿½gamodeste at yves.rogne@free.fr wrote on 3/18/02 11:38 AM:

> ï¿½Is STiNG messing up my serial port settings somehow? I've gone through all
>
> Hello Mike and Nicole,
>
> Is your HSmodem config correct ?

I think it is. It worked fine before, I didn't change it, and it looks about the same as it did before (although I've never been technically saavy enough to know for sure what the settings should be, so maybe that's part of the problem?) Also, it's only when I run STiNG that the problem occurs. After that, accessing the serial port with a Terminal program (like Connect) shows problems that weren't there before running STiNG. Wouldn't an HSmodem problem be there whether I run STiNG or not?

Mike Freeman
nameerf@flash.net

2378. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 19:53:15 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C9645AB.3883BD1F@yahoo.com>
Source record: 36830

also, this just occured to me, where can I get a copy?

"M□gamodeste" wrote:

> ¯ST to another ST using a serial null modem cable can someone recommend
> ¯some software?
>
> Starcall 3 !
>
> Regards

2379. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 19:55:22 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C96462A.86C53EB1@yahoo.com>
Source record: 36831

i might have found starcall...

2380. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 19:57:54 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C9646C2.73C1B5B6@yahoo.com>
Source record: 36832

will version 2.1q work?

Jess LaFleur wrote:

> also, this just occured to me, where can I get a copy?
>
> "M□gamodeste" wrote:
>
> > ¯ST to another ST using a serial null modem cable can someone recommend
> > ¯some software?
> >
> > Starcall 3 !
> >
> > Regards

2381. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 20:00:04 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C964744.33006E0C@yahoo.com>
Source record: 36833

it seems to be too large to transfer to my ST via diskette
and in french... this isn't working how id like it to... :(

Jess LaFleur wrote:

> also, this just occured to me, where can I get a copy?
>
> "M□gamodeste" wrote:
>
> > ¯ST to another ST using a serial null modem cable can someone recommend
> > ¯some software?
> >
> > Starcall 3 !
> >
> > Regards

2382. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 20:19:01 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C964BB5.91905BC7@yahoo.com>
Source record: 36838

geez im seinding too many posts....

anyways, what kind of modem (ext of course) can be used on a ST?
anykind?

2383. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 20:20:01 UTC
From: vdjole@EUnet.yu
Message-ID: <a75i5d$9qa$1@news.eunet.yu>
Source record: 36746

On 15 Mar 2002 13:41:12 , "Ctirad Fertr" wrote:
>> Btw. it has been asked some time ago / by me :) / whether Aranym would
>> work with the ill-fated TOS4.92 (the one having the multitasking AES)
[...]

>That's OK. Aranym checks if the image is TOS4.04, so you cannot use other
>TOS *instead* a primary TOS. You still can use it inside Aranym same way as
>on real Falcon, though.
>BTW, don't know very much about TOS4.92. Is it a complete standalone TOS ?
>Is it 68040 friendly ? Can it be ditributed freely ? Is it fully usable ?
>If the answers for all these questions are "yes", we should support it as a
>primary TOS image.

Ah, I would like to be enlightened on those matters myself! As far as I know,
TOS4.92 is a beta-test-version which has been floating around for quite
a while and which is the origin of AES4.1. I assume that its legal status
is probably similar to that of other TOSes, i.e. somewhat dubious. On the
other hand maybe it was meant to be distributed for evaluation and testing?
besides, a lot of people have used and widely distributed AES4.1 which is
said to have originated from TOS4.92 so in reality it may be hairsplitting
do discuss now the matter of distribution rights. I don't know.
I have no information on '040 compatibility and as for usability I only
have a very terse text mentioning that its DESKICON.RSC file is not
compatible with that of TOS4.01.

My idea was that, as it is practically available from many places on the
net, together with Mint it might make an instant (not perfect, of course)
multitasking environment in Aranym... I only wish that Mint developers
were willing to create a "single tasking" mode of running programs in
Mint- some important programs need it, and besides, other two multitasking
options for Atari (Magic and Geneva) provide singletasking mode without
any problems- it does not seem proper that it should not be available
in Mint, too... (off topic, sorry)...

>> I would appreciate some info on the "comming mini Linux" for Aranym
>> which has been mentioned here... is this a minimum set of Linux to be used
>> just to launch Aranym?
>
>Yes. The whole "minilinux" should be fitted onto one or two floppies.
>
>> What are the chances of Aranym developers
>> preparing a kit for complete installation and configuration of Aranym
>> and underlying OS for instant creation of a "SoftAtari" on a clean PC?
>
>The chance is very big, because this is the main goal of the whole Aranym

>project.

Nice, the project is moving exactly in the direction which I like :)

cu;

2384. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 20:34:50 UTC
From: yves.rogne@free.fr
Message-ID: <3c964f69$0$29540$626a54ce@news.free.fr>
Source record: 36843

�geez im seinding too many posts....

Hello post addict (-;

�anyways, what kind of modem (ext of course) can be used on a ST?
�anykind?

Any kind as long they are s�rial.
My advice : Elsa microlink is cheap, is fax/data/voice and is the one I know
to be capable of 230400. I'm very happy with mine. German modem : heavy duty.

Note that ST can't outrun 57600 I think.

Regards

M�gamodeste

2385. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 20:36:18 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203182133300.64-100000@easymint>
Source record: 36747

On 17 Mar 2002, Martin Holmes wrote:

> On 17 Mar 2002 17:36:10 , Martin Tarenskeen wrote:
> >>
> >Can you give an example of a problematic URL ?
> >
> Yep, http://perso.wanadoo.fr/didierm is a good example where CAB
> tells me the site is blocked. Just tried it on a PC and had no problem

I've tried that URL with CAB 2.8 / MiNTNET CAB.OVL v1.8604.
No problem connecting here.

Martin

2386. Starcall

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 20:38:37 UTC
From: yves.rogne@free.fr
Message-ID: <3c96504c$0$29540$626a54ce@news.free.fr>
Source record: 36844

For Starcall, try www.icc-computer.de : I think there is an english version.

You can reach the Starcall BBS too : (+49) 236 355 661.

Regards

M�gamodeste

2387. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 20:50:28 UTC
From: baldrick <baldrick@netset.com>
Message-ID: <3c965285$0$35577$6d5eecc5@news.eurekanet.com>
Source record: 36845

Martin Holmes wrote in message
<3c959528$0$29608$4c56ba96@master.news.zetnet.net>...
>On 17 Mar 2002 23:55:30 , Edward S. Baiz Jr. wrote:
>>On 17 Mar 2002 08:08:30 , Martin Holmes wrote:
>>>I have difficulty getting onto some websites that do not have the
>>>'www' in the URL. Cab (2.7) on my Falcon tells me the site is blocked
>>>but if I use PC it has no problem displaying the site.
>>>Can anyone explain for me?
>>>
>>>While I'm here, Anyone got an Eclipse for sale?
>>
>>Which Cab ovl are you using? You should have the newest version.
>>
>
>I'm using version 1.4401 by Dan Ackerman
>
>Martin

Something is strange since I can get to sites like this with no problem.
Try http://highwire.atari-users.net/ and see if that works for you. I can
get there
with no problems using the following setup

TT030
STiK2
Cab 2.8
OVL 1.4401

Dan Ackerman
aka baldrick

2388. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 21:00:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6041_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36840

In uno strano messaggio del 17 Mar 02 stuff@recycledsteel.co.uk (2:333/608.1)
scrisse al povero All :
s> If I remember, there is some problem with spikes on that cable no, you
s> need to run some program at boot to stop normal signals going down.

Yes that' the par_in little program but it's not something crucial, I've
never had hardware problems connecting printers, PCs and Ataris with those
cable, only problem was no communication with too long flat (unshielded)
cables.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2389. Re: MIDI network

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 21:00:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6042_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36842

In uno strano messaggio del 18 Mar 02 jdplace@prodigy.net (2:333/608.1)
scrisse al povero All :
(MikeNet)
j> Thanks, I'll give it a try. Can I find it at a particular FTP site?

Maybe it's 10 years now, but I think you can find it on some Atari ftp sites,
don't know where exactly sorry. I still have backups around so tell me if you
need it attached.

Last public release was 1.3d so you should look for MKNT13D.ZIP or similar
archive.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

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COBOL - Completely Obsolete Business Oriented Language

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Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2390. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 21:00:54 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6047_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36839

In uno strano messaggio del 17 Mar 02 stuff@recycledsteel.co.uk (2:333/608.1)
scrisse al povero All :
s> If I remember, there is some problem with spikes on that cable no, you
s> need to run some program at boot to stop normal signals going down.

Yes that' the par_in little program but it's not something crucial, I've
never had hardware problems connecting printers, PCs and Ataris with those
cable, only problem was no communication with too long flat (unshielded)
cables.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2391. Re: MIDI network

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 21:00:54 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6048_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36841

In uno strano messaggio del 18 Mar 02 jdplace@prodigy.net (2:333/608.1)
scrisse al povero All :
(MikeNet)
j> Thanks, I'll give it a try. Can I find it at a particular FTP site?

Maybe it's 10 years now, but I think you can find it on some Atari ftp sites,
don't know where exactly sorry. I still have backups around so tell me if you
need it attached.

Last public release was 1.3d so you should look for MKNT13D.ZIP or similar
archive.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

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Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2392. Re: "Undelete" program doesn't work!

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 21:06:56 UTC
From: ebaiz@skyenet.net
Message-ID: <QFsl8.102$Rs4.84856@newsfeed.slurp.net>
Source record: 36748

Hello,

I found a program called chkdsk.prg and it is by Atari. It has an
undelete option and it works great without a hitch. I have used it many
times on my Hades.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2393. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 21:11:52 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6053_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36836

In uno strano messaggio del 17 Mar 02 stuff@recycledsteel.co.uk (2:333/608.1)
scrisse al povero All :
s> If I remember, there is some problem with spikes on that cable no, you
s> need to run some program at boot to stop normal signals going down.

Yes that' the par_in little program but it's not something crucial, I've
never had hardware problems connecting printers, PCs and Ataris with those
cable, only problem was no communication with too long flat (unshielded)
cables.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2394. Re: MIDI network

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 21:11:52 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6054_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36837

In uno strano messaggio del 18 Mar 02 jdplace@prodigy.net (2:333/608.1)
scrisse al povero All :
(MikeNet)
j> Thanks, I'll give it a try. Can I find it at a particular FTP site?

Maybe it's 10 years now, but I think you can find it on some Atari ftp sites,
don't know where exactly sorry. I still have backups around so tell me if you
need it attached.

Last public release was 1.3d so you should look for MKNT13D.ZIP or similar
archive.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

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COBOL - Completely Obsolete Business Oriented Language

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Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2395. Lots of floppy disks

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 21:28:15 UTC
From: Ade <aumhur@deadpizza.free-online.co.uk>
Message-ID: <gXsl8.8013$OP.258438@stones>
Source record: 36749

Hello to all,
I have just been sorting out some things and found all my old atari floppy disks. Unfortuanetly I no longer have an ST/STe to use them on. They all died and were scrapped a few years ago now. But some one may want all or some of the disks there is a lot of them. Offer me any silly amount, but remember I need to cover the postage at least.

If you want to see what I have
http://www.deadpizza.free-online.co.uk/atari.htm

Okay I'll go back to lurking and wait for the turtles to take over the world.

Emailing me is probably best, but I do read the group regulary.

Ade.

2396. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 21:33:54 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a75mg1$h7d$1@news.tpi.pl>
Source record: 36750

On 18 Mar 2002 19:51:50 , Michael and Nicole Freeman wrote:
> in article 3c964251$0$24008$4d4eb98e@read.news.fr.uu.net, M�gamodeste at
> yves.rogne@free.fr wrote on 3/18/02 11:38 AM:
>
> > > Is STiNG messing up my serial port settings somehow? I've gone through all
> > >
> > > Hello Mike and Nicole,
> > >
> > > Is your HSmodem config correct ?
>
> I think it is. It worked fine before, I didn't change it, and it looks about
> the same as it did before (although I've never been technically saavy enough
> to know for sure what the settings should be, so maybe that's part of the
> problem?) Also, it's only when I run STiNG that the problem occurs. After
> that, accessing the serial port with a Terminal program (like Connect) shows
> problems that weren't there before running STiNG. Wouldn't an HSmodem
> problem be there whether I run STiNG or not?

I suppose you have to "disable" STing with the STING.CPX module
in Control Panel before using *any* application that accesses serial
port.

BTW if you use MagiC, why not install MagX-Net? With GlueStik it
is (almost) compatible with STing, and *much* better suited for
multitasking.

--
Grzegorz Pawlik
http://marijuana.atari.org/

2397. Re: Starcall

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 21:37:31 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C965E1B.C04BCDF7@yahoo.com>
Source record: 36751

The site is in german which sadly I am unable to read, I don't know where I am supposed to look...

"M□gamodeste" wrote:

> For Starcall, try www.icc-computer.de : I think there is an english version.
>
> You can reach the Starcall BBS too : (+49) 236 355 661.
>
> Regards
>
> M□gamodeste

2398. Re: EtherNE: Ethernet, STing, MagiCNet, MINTNet, with ROM port and ACSI adapter

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 22:22:18 UTC
From: Thomas Redelberger <redetho@gmx.de>
Message-ID: <3c966ac0_1@news.arcor-ip.de>
Source record: 36752

Dear Atari users!

Due to my mistake the three STing drivers in the EtherNE package have been
garbage.
I have uploaded a corrected zip-archive to my web site.

http://home.nexgo.de/thomas.redelberger/prj/atari/download/etherne.zip

Sorry for the inconvenience caused.

Cheers
Thomas

--
Dr. Thomas Redelberger
E-mail: redetho@gmx.de
Fax: +49 6023 999410
----- Original Message -----
From: "Thomas Redelberger" <redetho@gmx.de>
Newsgroups: comp.sys.atari.st
Sent: Tuesday, March 12, 2002 12:07 AM
Subject: EtherNE: Ethernet, STing, MagiCNet, MINTNet, with ROM port and ACSI
adapter

> Dear Atari fans
>
> If you are looking for ethernet access for your Atari (Mega) ST, STE, TT,
> Falcon please have a look at my web site and download the new EtherNE
> package
>
> http://home.nexgo.de/thomas.redelberger/prj/atari/download/etherne.zip
>

2399. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-18 23:57:51 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016561261.18867.0@eurus.uk.clara.net>
Source record: 36779

Hi Lonny

| > Can anyone give me a short introduction on SLB (Shared Library) files ?
| > I found some when I downloaded Aniplayer but have no idea what they do,
| > how to install, and how to use them. I have understood it was originally
| > something for Magic, that also works with newer MiNT versions. I use
MiNT.
|
| Aniplayer will attempt to load these SLB files when you do certain things.
| I found that they must be in the same dir as Aniplayer or whatever feature
| that SLB provides will be disabled.

They will live quite happily in the system SLB folder providing that you
edit magx.inf to point to them.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.338 / Virus Database: 189 - Release Date: 14/03/02

2400. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 00:14:36 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3c96932e4c4cbd0@europe-shareware.org>
Source record: 36758

Hello,

in article <1f968zi.1w7baw41hqeepsN%northstar2010@_I-hate-spam_yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Sun 17-03-2002 13:46 (GMT):

["arrows" bug]

> I understand, though I can't say I've noticed this bug myself. A couple
> of questions:

Do you have ST-Guide installed? This program have an option in it's inf
file to fix this bug.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

2401. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 00:16:46 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3c96932e4c4cbd1@europe-shareware.org>
Source record: 36759

Hello,

in article <1f967ie.1cgws4k165y6zgN%northstar2010@_I-hate-spam_yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Sun 17-03-2002 13:46 (GMT):

> Anyone know what the difference between UK and USA TOS is?

.../...

> Any keyboard layout differences perhaps? .../...

I guess that's the correct answer.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

2402. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 00:20:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203181620.7c028ad7@posting.google.com>
Source record: 36753

Jess LaFleur <atari_jess@yahoo.com> wrote in message news:<3C963CE5.536D8356@yahoo.com>...
> Hello. After successfully connecting my PC to my ST I would now like to
> try my
> ST to another ST using a serial null modem cable can someone recommend
> some software?
Any terminal program should work provided you are able to press the
upload command on one computer and the download command on the other
computer within a few seconds.

Galen

2403. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 00:23:32 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203181623.6ae4d7b8@posting.google.com>
Source record: 36754

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:<B8BB93CA.1FBC9%nameerf@flash.net>...
> > Is your HSmodem config correct ?
>
> I think it is. It worked fine before, I didn't change it, and it looks about
> the same as it did before (although I've never been technically saavy enough
> to know for sure what the settings should be, so maybe that's part of the
> problem?) Also, it's only when I run STiNG that the problem occurs. After
> that, accessing the serial port with a Terminal program (like Connect) shows
> problems that weren't there before running STiNG. Wouldn't an HSmodem
> problem be there whether I run STiNG or not?

Did you perchance reinstall STing lately? I had quite a bit of
trouble when I tried to use one version's CPX with another version's
dialer.

Galen

2404. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 00:40:53 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C968915.34C8D214@yahoo.com>
Source record: 36755

what are some of those programs that are small enough to fit on a disk?
Galen wrote:

> Jess LaFleur <atari_jess@yahoo.com> wrote in message
news:<3C963CE5.536D8356@yahoo.com>...
> > Hello. After successfully connecting my PC to my ST I would now like to
> > try my
> > ST to another ST using a serial null modem cable can someone recommend
> > some software?
> Any terminal program should work provided you are able to press the
> upload command on one computer and the download command on the other
> computer within a few seconds.
>
> Galen

2405. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 00:41:59 UTC
From: vdjole@EUnet.yu
Message-ID: <a761ghfug1@news.eunet.yu>
Source record: 36756

On 16 Mar 2002 11:37:36 , Hallvard Tangeraas wrote:

>> If it can't find TOS image, maybe you should check whether it looks
>> for it in the AUTO folder or in the root directory (more likely, IMO).

>Thanks! It worked!
>The docs said that the TOS image files should be in the same folder as
>SELTOS.PRG, but apparently this didn't apply for AUTO folder booting.

If I remember correctly, while AUTO folder programs are executed,
current (default) directory is not AUTO but root. So if the loader
searches for a file in the current directory, in 99% of cases it would
be the same flolder as that of the program- and behaviour during AUTO
startup is consistent with this.

>AUTO booting works fine, but after selecting the TOS image, the machine
>reboots, then runs SelTOS again, so this time I have to cancle any
>selections so that it doesn't reload TOS once again. A bit cumbersome
>-is there a way around this?

If that is a program to SELECT a TOS (as its name suggests), then I think
that this is the only way it should work- i.e. a program can not divine
telepathically when the user wants to select another image and when he
does not. But is it perhaps possible anyway to pre-configure it somehow
to just load a certain image- is there anything in the docs?

Btw. loader named AUTO_206.PRG from TOSPATCH suite checks whether
TOS2.06 has already been installed and does nothing in that case, i.e.
it behaves like what you want.

>Anyone know what the difference between UK and USA TOS is? I would image
>that the UK TOS has things like "color" spelt "colour", but that's not
>the case as the "view" menu on the desktop has the US spelling.
>Any keyboard layout differences perhaps? The Pound sign etc.

Regarding keyboard- US Atari keyboard has one key less than other
keyboard layouts! Left Shift key is longer (covers the place for
the "\|" key of the UK keyboard), "\|" key is to the right of the
Return key, and "#" sign is in place of the Pound sign.

cu;

2406. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 00:42:02 UTC
From: vdjole@EUnet.yu
Message-ID: <a761gofug2@news.eunet.yu>
Source record: 36757

On 17 Mar 2002 13:46:33 , Hallvard Tangeraas wrote:
>Hmmmmm... anyone know if it's possible to modify TOS 2.06 with all the
>bug-fixes and enhancements, and *include NVDI* with all of this, for
>burning into EPROM chips?

I would be interested to know this, too. Btw. I have never understood why
ASH who, AFAIK, holds the right to both Magic and NVDI, have not made
the effort to integrate NVDI with Magic (and in that case it would have
been possible to put it into EPROMs). So, Magic loads into RAM with
a VDI-equivalent of its own, and practically every user promptly replaces
it with NVDI, wasting the RAM occupied by original Magic's routines.

cu;

2407. Re: Starcall

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 05:44:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200203190644.a29545@wun.maus.de>
Source record: 36780

Hallo Jess!

JL>The site is in german which sadly I am unable to read, I don't know
JL>where I am supposed to look...

try this:
http://www.icc-computer.de/starcall/index_e.htm

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2408. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 06:17:55 UTC
From: yves.rogne@free.fr
Message-ID: <3c96d813$0$3183$626a54ce@news.free.fr>
Source record: 36760

> > Hello Mike and Nicole,
> > Is your HSmodem config correct ?
> I think it is. It worked fine before, I didn't change it, and it looks about
../...
I suppose you have to "disable" STing with the STING.CPX module
in Control Panel before using *any* application that accesses serial port.

Grzegorz found the right solution, I fully agree with it.

Regards

2409. Re: Starcall

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 08:23:36 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c96f589$0$23201$626a54ce@news.free.fr>
Source record: 36761

hi
"Jess LaFleur" <atari_jess@yahoo.com> a crit dans le message de news:
3C965E1B.C04BCDF7@yahoo.com...
>The site is in german which sadly I am unable to read, I don't know
>where I am supposed to look...

http://www.icc-computer.de/starcall/index_e.htm

SeeU

2410. Re: Extracting ".ST" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 08:27:53 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c96f68b$0$23202$626a54ce@news.free.fr>
Source record: 36762

hi,

with jaymsa you could view and extract files from a *.st and *.msa

http://www.inf.upol.cz/~opichals/jay/files/jaymsa17.lzh

SeeU

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> a crit dans le
message de news:
1f99j45.1w0mpf13c5nfaN%northstar2010@_I-hate-spam_yahoo.no...
> I've come across some .ZIP files, when decompressed leaves me with a
> single file with the ".ST" extension
> I understand that these are disk image files primarily created for Atari
> emulators on PCs.
>
> I've found out that I can extract the data from these with the Magic
> Shadow Archiver (MSA), but this is a huge job for me as I have to do it
> as follows:
>
> 1) Download the files from the Internet (usually .zip compressed)
> 2) Decompress the file(s)
> 3) Run them through MSA, storing the data on a floppy disk
> 4) Copy the contents of the floppy back to the hard disk
>
> In addition, as I use my Mac to go online I have to transfer the files
> back/forth between the two computers (and I can't use MSA or any other
> disk-related software within MagiCMac either, as this crashes the
> machine. Probably because it calls some hardware specific routines which
> the Mac doesn't have).
>
> And I haven't found a way of MSA to extract the data to the hard disk
> -it needs a floppy disk for this.
>
> Are there other ways of extracting the data from an .ST file?
>
>
> Today I also downloaded lots of stuff from the ST format cover-disk page
> (http://audio.ecs.soton.ac.uk/stformat/).
>
> After unzipping them I was left with a single ".ST" file from each
> archive, but I *wasn't* able to decompress them using MSA!!! What gives?
>
>
>

> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

2411. Hard drive box

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 08:59:29 UTC
From: Ade <aumhur@deadpizza.free-online.co.uk>
Message-ID: <L6DI8.7927$51.223376@wards>
Source record: 36763

Me again,
Yup! Don't post for years then two in les than 24 hours.

I have also found the box that used to hold my atari's hard drive.
Complete with scsi to atari adaptor.
I will even look for the lead to go between HD & ST tonight.
Any offers?

TTFN
Ade.

2412. Re: Extracting ".ST" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 09:02:44 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a76ups$b7a$1@pegasus.csx.cam.ac.uk>
Source record: 36764

Hallvard Tangeraas wrote in message
<1f99j45.1w0mpf13c5nfaN%northstar2010@_I-hate-spam_yahoo.no>...
>I've come across some .ZIP files, when decompressed leaves me with a
>single file with the ".ST" extension
>I understand that these are disk image files primarily created for Atari
>emulators on PCs.
>
>I've found out that I can extract the data from these with the Magic
>Shadow Archiver (MSA), but this is a huge job for me as I have to do it
>as follows:

< cut >

>Are there other ways of extracting the data from an .ST file?
>
>
>Today I also downloaded lots of stuff from the ST format cover-disk page
>(http://audio.ecs.soton.ac.uk/stformat/).
>
>After unzipping them I was left with a single ".ST" file from each
>archive, but I *wasn't* able to decompress them using MSA!!! What gives?

There is another program the create/restores .ST files called Makedisk
unlike MSA, Makedisk does not compress the images it produces, its possilbe
that these files were created using it and thats why MSA won't decompress
them. Fortunatly Makedisk will also compress to/decompress from MSA files so
it might be worth getting a copy, however it is a DOS program so I don't
know if it will work on your Mac. If you can't find one I have a copy
somewhere.
Unfortunatly neither program will restore directly to a HD.

Stephen Moss

2413. Re: emulator for PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 09:08:59 UTC
From: John Whitelock <johnfw@netspace.net.au>
Message-ID: <a76v54$22r8$1@otis.netspace.net.au>
Source record: 36765

Ctirad Fertr wrote:

> Try http://aranym.atari.org
>
> Ctirad

Many thanks for the place to go - I must have spelt it wrong before because
I got some Indian philosophy before this reply of yours!

Steem have just replied to my concerns about their program and recommended
Aranym - so here we go.

Thanks for the help

JohnW

2414. TT Malfunction Help

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 09:09:48 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a76v8sjqe1@news.hawaii.edu>
Source record: 36766

Greetings,

I've recently been trying to set up another TT030 from the parts that I have, and have been experiencing unexplained crashes. Unfortunately, I don't know what could be causing this, as the problems seem to occur with each STram board, TTram board, and motherboard that I try. It occurs with a clean boot, or when booting from floppy. The crashes seem random, but happen much, much too frequently for any Atari computer - if this was Windows I would attribute the problems to a corrupted OS installation.

In any case, I would greatly appreciate any recommendations as to software that I might be able to use to diagnose the problems. I don't know if the TT030 diagnostic cart would be of use in this situation, or if there are other Stram and TTram tests that I should seek out.

Any help would be greatly appreciated.

John Perez

2415. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 09:38:03 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203191030100.38-100000@easymint>
Source record: 36649

On Mon, 18 Mar 2002, Marc-Antón Kehr wrote:

> Hi Martin,
>
> > Can anyone give me a short introduction on SLB (Shared Library) files ?
> > I found some when I downloaded Aniplayer but have no idea what they do,
> > how to install, and how to use them.
> Put the .slb files in any folder you want, and set environment variable
> "setenv SLBPATH /your-slb-path/" in MINT.CNF
>

Does it make any difference if I use

setenv SLBPATH /my-slb-path/

or

setenv SLBPATH u:\my-slb-path\

?

I remember occasions where a unix (/) notation wasn't recognized by a GEM
app, and a dos\tos notation (drive:\) wasn't recognized by a mint/unix
type of program. Or am I talking nonsense now ?

Martin

2416. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 10:26:46 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C971266.A9D2CD5C@Triaton.de>
Source record: 36767

Hi Djordje,

> I only wish that Mint developers
> were willing to create a "single tasking" mode of running programs in
> Mint- some important programs need it, and besides, other two multitasking
> options for Atari (Magic and Geneva) provide singletasking mode without
> any problems- it does not seem proper that it should not be available
> in Mint, too...
yes, IMO a singletasking mode is still important. Perhaps a single
tasking mode is necessary to switch color depth when using an older
application, f. e. a game?

> >> What are the chances of Aranym developers
> >> preparing a kit for complete installation and configuration of Aranym
> >> and underlying OS for instant creation of a "SoftAtari" on a clean PC?
> >The chance is very big, because this is the main goal of the whole Aranym
> >project.
> Nice, the project is moving exactly in the direction which I like :)
that's exactly how I feel.

regards, Ludwig

2417. Re: TT Malfunction Help

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 11:22:14 UTC
From: yves.rogne@free.fr
Message-ID: <3c971f66$0$3174$626a54ce@news.free.fr>
Source record: 36768

>I've recently been trying to set up another TT030 from the parts that I
>have, and have been experiencing unexplained crashes. Unfortunately, I

How much bombs ?

>don't know what could be causing this, as the problems seem to occur with
>each STram board, TTram board

Defective MMU ? Misplugged ?

Regards

2418. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 11:38:16 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a7791t$2617$1@news.vol.cz>
Source record: 36769

```
> I only wish that Mint developers
> were willing to create a "single tasking" mode of running programs in
> Mint- some important programs need it,
```

Which ones ? I never needed such "single tasking" thing on my F030. I have
one Mint+N_AES set for a normal work, one set with plain TOS for demos,
games,
nonGEM audio software like DigitalHomeStudio, ACE, trackers; and finally one
set with TOS+NVDI+Videlity for software like Cubase, Digitape, Expand,
etc...
All sets managed by Xboot. As you see, this is mostly a Falcon specific
software which will never work under Aranym. In addition I think, that on a
real Atari machine is much better and safer to use TOS for such software
than any "single tasking" mode in a MagiC/Geneva.
Don t get me wrong. I have nothing against the old software, but I really
think there is no any important application which is able to run on Aranym
or other TOS clone and is not able to run under multitasking.

```
Ctirad
```

2419. Blitter and 256 colors

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 13:10:38 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <3C9738CE.33D03E67@uci.agh.edu.pl>
Source record: 36770

I have one simple question ?

In 256 colors on my Falcon I can't run blitter in CPX. In 16 colors
everything is ok
Is it good ?

best regards

Piotr Mietniowski

2420. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 13:25:49 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C973C5D.EC21323B@Triaton.de>
Source record: 36771

Hi Ctirad,

> > I only wish that Mint developers
> > were willing to create a "single tasking" mode of running programs in
> > Mint- some important programs need it,
> Which ones ? I never needed such "single tasking" thing on my F030.
The PurePascal Debugger crashes in multitasking mode.

> I have
> one Mint+N_AES set for a normal work, one set with plain TOS for demos,
> games,
> nonGEM audio software like DigitalHomeStudio, ACE, trackers; and finally one
> set with TOS+NVDI+Videlity for software like Cubase, Digitape, Expand,
The apps which you run in the last two sets, are they incompatible with
MinT or with NAES?
The disadvantage of such a configuration is that you have to reboot if
you want to run a game or other
critical app.

regards, Ludwig

2421. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 14:39:34 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna9ej6n.228.atari@core.preferuje.luzik.pl>
Source record: 36772

```
>> > I only wish that Mint developers
>> > were willing to create a "single tasking" mode of running programs in
>> > Mint- some important programs need it,
>> Which ones ? I never needed such "single tasking" thing on my F030.
> The PurePascal Debugger crashes in multitasking mode.

In single-tasking operating systems on Atari debugging is made using Traps
(#4 or #5 I do not remember correctly), and under multitasking systems (eg.
FreeMiNT) this way is no longer valid, you need proper debbugers that make
use of unix signals to work. There are only few that can do it for example
GDB (GNU DeBugger) and there are mostly C debuggers.

Adam Klobukowski
atari@gabo.pl
```

2422. New on TAMW

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 15:09:22 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0203190709.5a68bdce@posting.google.com>
Source record: 36773

New on TAMW:(Tims Atari MIDI World)

"Making of a Atari Musician"

http://tamw.atari-users.net/musician.htm
(might make enjoyable reading)

Steem Page Updated:

http://tamw.atari-users.net/steem.htm
(basically my article from MyAtari but in TAMW format:-)

Download page updated:

http://tamw.atari-users.net/dwnloads.htm

Added the DX-Android download as well as LIVE PLUS! an excellent cubase like sequencer.Also fixed some links.

AEX Page updated (per previous post)

http://tamw.atari-users.net/aex.htm

I am now working on an Electronic Cow page

TimC

http://tamw.atari-users.net

2423. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 16:12:36 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8BCB1E6.1FC05%nameerf@flash.net>
Source record: 36774

in article a75mg1$h7d$1@news.tpi.pl, Grzegorz Pawlik at
gregory@_SPAMMING_is_A_SIN_.atari.pl wrote on 3/18/02 1:33 PM:

> On 18 Mar 2002 19:51:50 , Michael and Nicole Freeman wrote:
>> in article 3c964251$0$24008$4d4eb98e@read.news.fr.uu.net, Mï¿½gamodeste at
>> yves.rogne@free.fr wrote on 3/18/02 11:38 AM:
>>
>>> ï¿½Is STiNG messing up my serial port settings somehow? I've gone through all
>>>
>>> Hello Mike and Nicole,
>>>
>>> Is your HSmodem config correct ?
>>
>> I think it is. It worked fine before, I didn't change it, and it looks about
>> the same as it did before (although I've never been technically saavy enough
>> to know for sure what the settings should be, so maybe that's part of the
>> problem?) Also, it's only when I run STiNG that the problem occurs. After
>> that, accessing the serial port with a Terminal program (like Connect) shows
>> problems that weren't there before running STiNG. Wouldn't an HSmodem
>> problem be there whether I run STiNG or not?
>
> I suppose you have to "disable" STing with the STING.CPX module
> in Control Panel before using *any* application that accesses serial
> port.

It is "disabled" in the CPX.

> BTW if you use MagiC, why not install MagX-Net? With GlueStik it
> is (almost) compatible with STing, and *much* better suited for
> multitasking.

Tried that. Couldn't figure out quite how to set it up for just a basic
Internet connection. Same with MintNet, although MagXNet looks a little
easier - waiting for the GEM-based setup program to be released before I try
again. Of course, I have to have STiNG working to download anything for
MagXNet... :(

Mike Freeman
nameerf@flash.net

2424. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 16:15:31 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8BCB294.1FC06%nameerf@flash.net>
Source record: 36775

in article 926a9946.0203181623.6ae4d7b8@posting.google.com, Galen at ekaljuma@mtsac.edu wrote on 3/18/02 4:23 PM:

> Michael and Nicole Freeman <nameerf@flash.net> wrote in message
> news:<B8BB93CA.1FBC9%nameerf@flash.net>...
>>> Is your HSmodem config correct ?
>>
>> I think it is. It worked fine before, I didn't change it, and it looks about
>> the same as it did before (although I've never been technically saavy enough
>> to know for sure what the settings should be, so maybe that's part of the
>> problem?) Also, it's only when I run STiNG that the problem occurs. After
>> that, accessing the serial port with a Terminal program (like Connect) shows
>> problems that weren't there before running STiNG. Wouldn't an HSmodem
>> problem be there whether I run STiNG or not?
>
> Did you perchance reinstall STing lately? I had quite a bit of
> trouble when I tried to use one version's CPX with another version's
> dialer.

Nope. All I did was rename everything from ".PRG" to ".PRX" (same for ACC's and CPX's) and then rename them back one at a time. Don't have any clue what might have caused this. I'm sure it's some small thing I overlooked or something, but it's really irritating.

Mike Freeman
nameerf@flash.net

2425. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 16:16:31 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8BCB2D4.1FC07%nameerf@flash.net>
Source record: 36776

in article 3c96d813$0$3183$626a54ce@news.free.fr, Mï¿½gamodeste at
yves.rogne@free.fr wrote on 3/18/02 10:17 PM:

> ï¿½> > Hello Mike and Nicole,
> ï¿½> > Is your HSmodem config correct ?
> ï¿½> I think it is. It worked fine before, I didn't change it, and it looks
> about
> ../...
> ï¿½I suppose you have to "disable" STing with the STING.CPX module
> ï¿½in Control Panel before using *any* application that accesses serial port.
>
> Grzegorz found the right solution, I fully agree with it.

Unfortunately not... see other reply.

Mike Freeman
nameerf@flash.net

2426. Re: Extracting ".ST" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 16:57:49 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c976e0e$0$3174$626a54ce@news.free.fr>
Source record: 36777

Hi
> There is another program the create/restores .ST files called Makedisk
> unlike MSA, Makedisk does not compress the images it produces, its
possilbe
> that these files were created using it and thats why MSA won't decompress
> them. Fortunatly Makedisk will also compress to/decompress from MSA files
so
> it might be worth getting a copy, however it is a DOS program so I don't
> know if it will work on your Mac. If you can't find one I have a copy
> somewhere.
> Unfortunatly neither program will restore directly to a HD.
>

your wrong, they have one for atari computeur not for pc or mac
jaymsa do it

> Stephen Moss
>
>

SeeU

2427. Re: New on TAMW

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 17:29:25 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <a77sgb$it9$1@news6.isdnet.net>
Source record: 36778

Hello Tim :-)

> I am now working on an Electronic Cow page

Me too :-)
I try to make my page in french too :-)

Any french ATARI users like your Web site :-)

Read you soon ;-)

--
Paul CAILLET.
http://music-atari.org

2428. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 19:59:49 UTC
From: markat@zetnet.co.uk
Message-ID: <3c9798b3$0$29607$4c56ba96@master.news.zetnet.net>
Source record: 36781

On 18 Mar 2002 21:36:18 , Martin Tarenskeen wrote:
>On 17 Mar 2002, Martin Holmes wrote:
>
>> On 17 Mar 2002 17:36:10 , Martin Tarenskeen wrote:
>> >>
>> >Can you give an example of a problematic URL ?
>> >
>> Yep, http://perso.wanadoo.fr/didierm is a good example where CAB
>> tells me the site is blocked. Just tried it on a PC and had no problem
>
>I've tried that URL with CAB 2.8 / MiNTNET CAB.OVL v1.8604.
>No problem connecting here.
>
Hi

Thanks for your responses....
Everyone who says they can connect to my problem sites seem to be
using CAB 2.8 so I got the demo version and there was no problem.
Can only conclude that the problem is CAB 2.7!
Thanks

Martin

2429. HP // scanner

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 20:39:40 UTC
From: yves.rogne@free.fr
Message-ID: <3c97a20b$0$29556$626a54ce@news.free.fr>
Source record: 36782

Hello everybody,

I would like to buy an HP prarallel scanner, but is it a software on our computer that can use it ?

My good epson 300 ppp become a bit outdated but I'm not sure at all that his drivers would work with the HP...

Regards

Megamodeste

2430. Re: HP // scanner

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 21:20:08 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a78a2b$8jt$1@news6.svr.pol.co.uk>
Source record: 36783

Nova Scan will do many HP scanners and long with a few other programs,
however I do not think any of them support parallel printers, i.e. I think
they need to be SCSI.

Elliot...

"M,gamodeste" <yves.rogne@free.fr> wrote in message
news:3c97a20b$0$29556$626a54ce@news.free.fr...
> Hello everybody,
>
> I would like to buy an HP prarallel scanner, but is it a software on our
> computer that can use it ?
>
> My good epson 300 ppp become a bit outdated but I'm not sure at all that
> his drivers would work with the HP...
>
> Regards
>
> Megamodeste

2431. Re: Blitter and 256 colors

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 21:23:50 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a78a9a$7h1$1@news8.svr.pol.co.uk>
Source record: 36784

The Blitter in the Falcon is a bit pants, my belief is that it is there simply for backwards compatibility as the CPU can do most functions quicker.

If my theory is right then there would be no need for it to run in 256 mode (as STE only had a 16 colour mode) or the blitter simply does not work well with the 256 memory map.

I do not think there is anything wrong with it, I do not think it is used much in the Falcon for the above reasons.

Elliot...

"Piotr Mietniowski" <mietniow@uci.agh.edu.pl> wrote in message news:3C9738CE.33D03E67@uci.agh.edu.pl...
> I have one simple question ?
>
> In 256 colors on my Falcon I can't run blitter in CPX. In 16 colors
> everything is ok
> Is it good ?
>
> best regards
>
> Piotr Mietniowski
>

2432. Re: Blitter and 256 colors

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 21:31:28 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna9fbb1.2m4.atari@core.preferuje.luzik.pl>
Source record: 36785

W artykule <a78a9a$7h1$1@news8.svr.pol.co.uk> Elliot napisaï¿½(a):
>
> The Blitter in the Falcon is a bit pants, my belief is that it is there
> simply for backwards compatibility as the CPU can do most functions quicker.
>
> If my theory is right then there would be no need for it to run in 256 mode
> (as STE only had a 16 colour mode) or the blitter simply does not work well
> with the 256 memory map.
>
> I do not think there is anything wrong with it, I do not think it is used
> much in the Falcon for the above reasons.

In the begginig, Falcon was designet to have 68000 CPU and such blitter
would be resonable then. A quick rechack to 68030 made blitter ussage much
more less resonable.

In general it is resonable to use blitter for vdi/gem if you do not have
nvdi installed, as original system functionms are slow. But if you have NVDI
you should swith blitter off, as it only slows things down.

Adam Klobukowski
atari@gabo.pl

2433. Re: TT Malfunction Help

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 21:32:32 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a78apj$7v3$1@news8.svr.pol.co.uk>
Source record: 36786

Yes agreed, I would recommend reseating all chips, ROM, MMU, etc and anything else that is socket'd, just push down on them, any "ticking" from movement is not a problem as it normally means it was hanging out.

If the crashes starts after some time then maybe you should look at something overheating, when it starts to crash just touch a chip here and there being careful not to burn yourself. This includes the PSU, but do not touch anything in there, this is a method I have heard off but never tried (i.e. do not blame me if it goes wrong); if you suspect the PSU is overheating, browning, etc then you can spray Freezer de-icer onto it, any fizzing indicates a overheating component - can anyone confirm this?

Elliot...

"M,gamodeste" <yves.rogne@free.fr> wrote in message news:3c971f66$0$3174$626a54ce@news.free.fr...
> I've recently been trying to set up another TT030 from the parts that I
> have, and have been experiencing unexplained crashes. Unfortunately, I
>
> How much bombs ?
>
> don't know what could be causing this, as the problems seem to occur with
> each STram board, TTram board
>
> Defective MMU ? Misplugged ?
>
> Regards

2434. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 21:54:26 UTC
From: vdjole@EUnet.yu
Message-ID: <a78c2fcot1@news.eunet.yu>
Source record: 36790

On 19 Mar 2002 12:38:16 , "Ctirad Fertr" wrote:
>> I only wish that Mint developers
>> were willing to create a "single tasking" mode of running programs in
>> Mint- some important programs need it,
>
>Which ones ? I never needed such "single tasking" thing on my F030.

For example:
* DynaCADD- the only more-less usable CADD program for Atari;
* Megapaint- a quite powerful bitmap + vector tech graphic program
* Other stuff which has been mentioned here, such as debuggers,
music programs, etc.

Btw. both DynaCADD and Megapaint run (singleTOS) on at least some of
Atari emulators (DynaCADD is more picky).

>Don't get me wrong. I have nothing against the old software, but I really
>think there is no any important application which is able to run on Aranym
>or other TOS clone and is not able to run under multitasking.

If a singletasking mode in Mint were available, the number of "runnable"
programs would be increased, for sure- a lot or just a little- I will not
try to quantify. But, by good or by worse, singletasking software is the
heritage of Atari computers and, as I said, Magic and Geneva have provisions
for that. Why not Mint, too? Or, perhaps, some utility might be designed
for launching such singletasking programs? (to suspend Mint multitasking
temporarily and run a program in single mode- would that be possible?)

cu;

2435. Re: Extracting ".ST" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 21:54:30 UTC
From: vdjole@EUnet.yu
Message-ID: <a78c2jcot2@news.eunet.yu>
Source record: 36791

On 18 Mar 2002 22:35:38 , Hallvard Tangeraas wrote:
>I've come across some .ZIP files, when decompressed leaves me with a
>single file with the ".ST" extension
>I understand that these are disk image files primarily created for Atari
>emulators on PCs.
>
>I've found out that I can extract the data from these with the Magic
>Shadow Archiver (MSA), but this is a huge job for me as I have to do it
>as follows:
>[...]
>Are there other ways of extracting the data from an .ST file?

There is a program somewhere on the Net, named ST2DISK, which restores
a floppy disk from a .ST file.

There is also a very nice accessory, named DIMFILE, by an Atarian from
Croatia (I think it is the same person who created the ASCII-to-GFA code
convertor) which creates a RAM disk into which it can load a disk image file-
*.ST, *.DIM (E-copy and Fastcopy) or *.MSA, and then you can copy from
the RAM disk to the hard disk. It was able to unpack for me some .ST files
on which ST2DISK was not successful. The accessory can be configured to
subsititute floppy disk A: or B: - but only when a disk-image is loaded,
so that the drives are usable otherwise. It is even supposed to be able to
execute the boot sector of a loaded disk image. Look for it on the Net on
"Croatian Atari page" or something like that.

However, neither of those utilities will much reduce the amount of work
you have to do, because they have to be operated manually, with a ceratin
amount of mouse-pointing and clicking. You would probably need a command-line
driven utility which might be used in a batch job together with UNZIP
or something similar- but I do not know that such a thing exists- though
it should not be too dificult to code- just read blocks from the .ST
file and write them onto floppy sectors in sequence.

Note that it is not possible to copy the contents of all .ST files to a
hard disk- the image may be of a floppy which is not file-structured
(i.e. some game disk).

cu;

2436. Re: "Undelete" program doesn't work!

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 22:25:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a78ds0$72b$1@thorium.cix.co.uk>
Source record: 36787

In message <a7490fhea1@pegasus.csx.cam.ac.uk>, sgm23@eng.cam.ac.uk said:

>You could try ST Tools, I find it very useful, it allows you to check a the
>file structure of a disk, it repairs any damage, can optimise (de-fragment)
>a disk, has an inbuilt disk editor and Undelete files among other things.
>It was shareware, I dont know what its status is now.

Hi Stephen!

How do you get ST Tools to show anything other than the partition
it is run from? Mine's version 1.93 by Stephen Cornio, but I have
no docs for it. Also, under MagiC, it doesn't redraw the screen on
quitting (you have to use MagiC's tidy up command).

Regards, /Peter/

2437. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 22:25:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a78ds0$72d$1@thorium.cix.co.uk>
Source record: 36788

In message <B8BB93CA.1FBC9%nameerf@flash.net>, nameerf@flash.net said:

>in article 3c964251$0$24008$4d4eb98e@read.news.fr.uu.net, M&#65533;gamodeste at
>yves.rogne@free.fr wrote on 3/18/02 11:38 AM:
>
>> &#65533;Is STiNG messing up my serial port settings somehow? I've gone through all
>>
>> Hello Mike and Nicole,
>>
>> Is your HSmodem config correct ?
>
>I think it is. It worked fine before, I didn't change it, and it looks about
>the same as it did before (although I've never been technically saavy enough
>to know for sure what the settings should be, so maybe that's part of the
>problem?) Also, it's only when I run STiNG that the problem occurs. After
>that, accessing the serial port with a Terminal program (like Connect) shows
>problems that weren't there before running STiNG. Wouldn't an HSmodem
>problem be there whether I run STiNG or not?

Mike,

Is the order in your AUTO folder correct? SCC and DRVIN must run
before STING. (Just a wild guess...)

Regards, /Peter/

2438. Re: TT Malfunction Help

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 22:25:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a78ds0$72e$1@thorium.cix.co.uk>
Source record: 36789

In message <a76v8sjqe1@news.hawaii.edu>, jhperez@uhunix2.its.hawaii.edu said:

>I've recently been trying to set up another TT030 from the parts that I
>have, and have been experiencing unexplained crashes. Unfortunately, I
>don't know what could be causing this, as the problems seem to occur with
>each STram board, TTram board, and motherboard that I try. It occurs with
>a clean boot, or when booting from floppy. The crashes seem random, but
>happen much, much too frequently for any Atari computer - if this was
>Windows I would attribute the problems to a corrupted OS installation.
>
>In any case, I would greatly appreciate any recommendations as to software
>that I might be able to use to diagnose the problems. I don't know if the
>TT030 diagnostic cart would be of use in this situation, or if there are
>other Stram and TTram tests that I should seek out.
>
>Any help would be greatly appreciated.

John,

Have you checked the output of the PSU? If this is low or
intermittent, it could cause the behaviour described.

Also make sure that all socketed chips (if any) are seated
properly - press them down carefully. Might also have oxidized
pins, in which case remove them, clean them carefully with glass
fibre pen and reinsert them, making sure they are the right way
round!

Regards, /Peter/

2439. Re: Folderxxx/Cachexxx -patches for TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 22:43:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016652047.6764.2@eurus.uk.clara.net>
Source record: 36670

Hi Pete

| >The problem wasn't the maximum number of open windows. This was limited -
| >but harmless. There was a bug that caused strange problems when you had
| >too many folders on your (hard)disk. I don't remember how many.

The problem was with the number of folders 'visited', so for instance if you opened a window that had a nested folder on it, then the opening of that folder would cause the tree below it to be visited also, adding to the visited folder count. So if this folder was in a tree 40 deep, opening this would freeze the system as the 40 folder limit was hit.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.338 / Virus Database: 189 - Release Date: 14/03/02

2440. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 22:53:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016652048.6764.3@eurus.uk.clara.net>
Source record: 36671

Hi Mark

| > | that cannot be the case. My Falcon has been tested using Harmon
Kardon
| > | speakers, my Denon stereo system a pair of sony studio quality
| > | headphones,
| > | a set of cambridge soundworks speakers. Tons of speakers that work
fine
| > | for anything and everything don't work for my falcon. I definately
the
| > | think the falcon is suspect.
| >
| > Something tells me you are a Vinyl buff. 8-)
| >
| >
| > --
| >
| >
| > Steve. S.
| >
|
| Steve,
|
| Just so there's no confusion the audio equipment hooked to the falcon
| consists of Paradigm Titan version 2 speakers with 60Hz - 20Khz frequency
| response, a Denon AVR-75 receiver while I can't do the extreme lows
| (20-60Hz) I think my audio equipment is quite satisfactory.. and no I'm
not
| a vynil buff. I don't know what crack whoever is on who wants to make fun
| of me but audiophiles everywhere give high marks to the Denon AVR-75 and
| EXTREMELY high marks to the paradigm titans.

I'm not poking fun at all, quiet the opposite in fact, I compliment your
choice, the spec of your equipment sounds like the typical spec of a Vinyl
junkie, Harmon Kardon would make CD's sound very harsh IMO, hence my
suspicion they were plugged into black plastic.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.338 / Virus Database: 189 - Release Date: 14/03/02

2441. Re: Falcon help PLEASE

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 22:54:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016652050.6764.4@eurus.uk.clara.net>
Source record: 36672

Hi Mark

| > | that cannot be the case. My Falcon has been tested using Harmon
Kardon
| > | speakers, my Denon stereo system a pair of sony studio quality
| > | headphones,
| > | a set of cambridge soundworks speakers. Tons of speakers that work
fine
| > | for anything and everything don't work for my falcon. I definately
the
| > | think the falcon is suspect.
| >
| > Something tells me you are a Vinyl buff. 8-)
| >
| >
| > --
| >
| >
| > Steve. S.
|
| What are you trying to say steve? ;)

Precisely what I've already said, your choice of equipment sounds like it
would suit a vinyl collection rather than Frisbees.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.338 / Virus Database: 189 - Release Date: 14/03/02

2442. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 23:04:38 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016652051.6764.5@eurus.uk.clara.net>
Source record: 36674

Hi Hallvard

| Anyone know what the difference between UK and USA TOS is? I would image
| that the UK TOS has things like "color" spelt "colour", but that's not
| the case as the "view" menu on the desktop has the US spelling.

The US machine would want to dominate any other machines it was near to
without actaully being able to take care of itself properly wheras the UK
machine would need an incentive to do anything at all. With a push the UK
machine would get the job done correctly wheras the US machine would only
half finish the job and would then need therapy.

| Any keyboard layout differences perhaps? The Pound sign etc.

The American keyboard is different, I think its got an extra key near one of
the shift keys and no British pound sign. That's a thought, I should now
really call the Pound a kilo following recent legal cases over here.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.338 / Virus Database: 189 - Release Date: 14/03/02

2443. Re: PowerUp2 Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 23:06:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016652052.6764.6@eurus.uk.clara.net>
Source record: 36675

Hi Derryck

| >> Also there is a small program in the AUTO folder of
| >> this machine, called MAGTOROM.PRG by Uwe Seimet,
| >what
| >> does this do?
|
| I installed this patch and forgot about it, until I noticed that jinnee
| insisted on installing an icon for Drive R on the desktop!

It never done that on my setup??.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.338 / Virus Database: 189 - Release Date: 14/03/02

2444. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 23:10:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016652053.6764.7@eurus.uk.clara.net>
Source record: 36673

Hi Djordje

| On 17 Mar 2002 13:46:33 , Hallvard Tangeraas wrote:
| >Hmmmmm... anyone know if it's possible to modify TOS 2.06 with all the
| >bug-fixes and enhancements, and *include NVDI* with all of this, for
| >burning into EPROM chips?
|
| I would be interested to know this, too. Btw. I have never understood why
| ASH who, AFAIK, holds the right to both Magic and NVDI, have not made
| the effort to integrate NVDI with Magic (and in that case it would have
| been possible to put it into EPROMs). So, Magic loads into RAM with
| a VDI-equivalent of its own, and practically every user promptly replaces
| it with NVDI, wasting the RAM occupied by original Magic's routines.

Careful or you'll re-light the rumours of the fabled magic 7, rumoured to
contain NVDI and some native networking capabilities that seems to sprung
off in its own direction..

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.338 / Virus Database: 189 - Release Date: 14/03/02

2445. Re: "Undelete" program doesn't work!

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 23:14:43 UTC
From: ebaiz@skyenet.net
Message-ID: <DDPl8.843$Rs4.574538@newsfeed.slurp.net>
Source record: 36792

On 18 Mar 2002 21:37:17 , Hallvard Tangeraas wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
>> I found a program called chkdsk.prg and it is by Atari. It has an
>> undelete option and it works great without a hitch. I have used it many
>> times on my Hades.
>
>The program name sounds familiar -is it part of the AHDI package?
>
>
>Hallvard

I am not sure. All I know is that it works. I tried to email it to you,
but my email cam back. If you would like me to send it to you, please
send me an email and I send it to you.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2446. Re: Starcall

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 23:14:57 UTC
From: ebaiz@skyenet.net
Message-ID: <RDPl8.844$Rs4.574113@newsfeed.slurp.net>
Source record: 36793

On 18 Mar 2002 20:38:37 , M&#65533;gamodeste wrote:
>For Starcall, try www.icc-computer.de : I think there is an english version.
>
>You can reach the Starcall BBS too : (+49) 236 355 661.

I have the registered version and I got it at:

http://www.icc-computer.de/starcall/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2447. Re: Filetransfer ST to PC

Newsgroup: comp.sys.atari.st
Date: 2002-03-19 23:15:06 UTC
From: ebaiz@skyenet.net
Message-ID: <_DPI8.845$Rs4.574711@newsfeed.slurp.net>
Source record: 36794

On 13 Mar 2002 11:03:49 , "Christoph Geisse" wrote:
>Hello,
>I would like to transfer some directories (incl. Files) from my ATARI ST
>1040 (Tos 1.4) to my PC. What is the easiest (cheapest?) way to do it (if
>possible via RS232)?

There is a program called Ghostlink which requires the PC and the ST to
be hooked together via a null modem cable.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2448. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 01:26:54 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8BD33D2.1FC5D%nameerf@flash.net>
Source record: 36795

in article a78ds0$72d$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at
xlator@cix.compulink.co.uk wrote on 3/19/02 2:25 PM:

> In message <B8BB93CA.1FBC9%nameerf@flash.net>, nameerf@flash.net said:
>
>> in article 3c964251$0$24008$4d4eb98e@read.news.fr.uu.net, Mï¿½gamodeste at
>> yves.rogne@free.fr wrote on 3/18/02 11:38 AM:
>>
>>> ï¿½Is STiNG messing up my serial port settings somehow? I've gone through all
>>>
>>> Hello Mike and Nicole,
>>>
>>> Is your HSmodem config correct ?
>>
>> I think it is. It worked fine before, I didn't change it, and it looks about
>> the same as it did before (although I've never been technically saavy enough
>> to know for sure what the settings should be, so maybe that's part of the
>> problem?) Also, it's only when I run STiNG that the problem occurs. After
>> that, accessing the serial port with a Terminal program (like Connect) shows
>> problems that weren't there before running STiNG. Wouldn't an HSmodem
>> problem be there whether I run STiNG or not?
>
> Mike,
>
> Is the order in your AUTO folder correct? SCC and DRVIN must run
> before STING. (Just a wild guess...)

Yep. First thing I checked, actually.

Mike Freeman
nameerf@flash.net

2449. AtariRC v1.23 released

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 02:58:27 UTC
From: lp <gfa@basic.net>
Message-ID: <B8BD6503.30AB%gfa@basic.net>
Source record: 36648

Some changes:
/away is more secure.
Identd connection phase tweaked.
DCC send works if you are behind a firewall.
"Check version" now works with my new ISP.

As always see docs for details.
I know I didn't include the URL, but you all know it by heart now right?
:o)

Lonny Pursell

2450. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 02:59:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203191859.1f41bb61@posting.google.com>
Source record: 36646

Jess LaFleur <atari_jess@yahoo.com> wrote in message news:<3C968915.34C8D214@yahoo.com>...
> what are some of those programs that are small enough to fit on a disk?
> Galen wrote:
>
> > Any terminal program should work provided you are able to press the
> > upload command on one computer and the download command on the other
> > computer within a few seconds.
> >
Storm, Flash, Gator. Try
http://www.umich.edu/~archive/atari/Telecomm/ for a few dozen.

Galen

P.S.: I had no idea that Umich still worked! What a pleasant
surprise!

2451. To Nicholas Harlow

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 03:31:11 UTC
From: James Krych <jwkrych@adelphia.net>
Message-ID: <3oTl8.8802$Zr3.2127594@news1.news.adelphia.net>
Source record: 36647

Hi Nick!

I got your email you sent to Fred Horvat. You email is bouncing back, so to get the info you need on CCAG 2002, this is our official website: www.ccagshow.com

See ya there again!

Regards,

Jim W. Krych

2452. Free Game Question #1

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 04:11:35 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203192011.5c7354c3@posting.google.com>
Source record: 36650

Typing Tutor with Word Invaders for the Atari ST, color and mono.
Includes disk for Amiga also. Box and manual. Just tested on a 1040ST,
kind of fun.
Academy Software San Rafael, Ca 1985

Sorry, US free shipping only. Overseas, if you really want it (and win
it), will have to pay for shipping.

Question:

What was the make, model and year of the car the Dave Small family
owned and was so proud of?

Winner is the first poster to answer correctly. Winner determined by
time mark of reply contained in Google Groups read on MY computer. My
answers are the correct ones (right or wrong:).
As I don't have an ISP newserver, i'll have to rely on Google Groups
to check for winner. My post take several hours to show up. I'll email
the winner, and ask for a mailing address to ship the package to.
Pretty simple, ehh? No arguing, more questions to be posted, more
games offered.
Mike

2453. Re: HP // scanner

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 06:32:15 UTC
From: yves.rogne@free.fr
Message-ID: <3c982cee$0$17768$626a54ce@news.free.fr>
Source record: 36651

�Nova Scan will do many HP scanners and long with a few other programs,
�however I do not think any of them support parallel printers, i.e. I think
�they need to be SCSI.

Thanks, I will look for a dealer close to me.

Regards

2454. Re: TT Malfunction Help

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 06:41:50 UTC
From: yves.rogne@free.fr
Message-ID: <3c982f2e$0$17768$626a54ce@news.free.fr>
Source record: 36652

> (i.e. do not blame me if it goes wrong); if you suspect the PSU is
> overheating, browning, etc then you can spray Freezer de-icer onto it, any
> fizzing indicates a overheating component - can anyone confirm this?

Dear Elliot and everybody outa the screen,

This advice is spread from bad technicians that don't want individuals to do the job by themselves.
NEVER PUT SOMETHING FREEZING ON SOMETHING HOT. Do you know dilatation and contraction ? When spraying freezer onto a hot chip you risk to contract the external side when the internal stay dilated, and that would result in a 'fissure' (component will break).

A bad techy told me to test capacitors with spraying freezer on it when they are hot, and if I did I might no be able to use my atari any more.

Regards

M gamodeste

2455. WTB TT Diagnostic cart

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 07:11:00 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a79cm4$gs4$1@news.hawaii.edu>
Source record: 36653

Anyone out there have a spare TT diagnostic cart? Please let me know if you would like to sell.

Aloha!

2456. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 07:38:28 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a79e9i$bs8$1@news.tpi.pl>
Source record: 36654

On 19 Mar 2002 12:38:16 , "Ctirad Fertr" wrote:
> > I only wish that Mint developers
> > were willing to create a "single tasking" mode of running programs in
> > Mint- some important programs need it,
>
> Which ones ? I never needed such "single tasking" thing on my F030. I have
> one Mint+N_AES set for a normal work, one set with plain TOS for demos,
> games,
> nonGEM audio software like DigitalHomeStudio, ACE, trackers; and finally one
> set with TOS+NVDI+Videlity for software like Cubase, Digitape, Expand,
> etc...
> All sets managed by Xboot. As you see, this is mostly a Falcon specific
> software which will never work under Aranym. In addition I think, that on a
> real Atari machine is much better and safer to use TOS for such software
> than any "single tasking" mode in a MagiC/Geneva.

But do you *really* think it is better to close all running
applications, save all the documents you're working with and
reboot the machine just to use a "single-tasking" application?
And then reboot again to return to your standard multitasking
environment?

--
Grzegorz Pawlik
http://marijuana.atari.org/

2457. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 08:19:29 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3C984611.1DB2D42D@ndh.net>
Source record: 36655

Hi Martin,

> Does it make any difference if I use
Yes.:)

> setenv SLBPATH u:\my-slb-path\
You should use this form in your MINT.CNF.

And donï¿½t forget to set UNIXMODE /brUs in your MINT.CNF

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

2458. MiNT and single-tasking mode (was: Which system software for aranym...)

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 08:26:13 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a79h34$6p2$1@news.tpi.pl>
Source record: 36656

On 19 Mar 2002 21:54:26 , Djordje Vukovic wrote:
> >Which ones ? I never needed such "single tasking" thing on my F030.
>
> For example:
> * DynaCADD- the only more-less usable CADD program for Atari;
> * Megapaint- a quite powerful bitmap + vector tech graphic program
> * Other stuff which has been mentioned here, such as debuggers,
> music programs, etc.

* GFA interpreter

> Btw. both DynaCADD and Megapaint run (singleTOS) on at least some of
> Atari emulators (DynaCADD is more picky).

So Atari emulators seem to be more Atari-compatible than original
Ataris with MiNT+N.AES ;-))

> If a singletasking mode in Mint were available, the number of "runnable"
> programs would be increased, for sure- a lot or just a little- I will not
> try to quantify. But, by good or by worse, singletasking software is the
> heritage of Atari computers and, as I said, Magic and Geneva have provisions
> for that. Why not Mint, too? Or, perhaps, some utility might be designed
> for launching such singletasking programs? (to suspend Mint multitasking
> temporarily and run a program in single mode- would that be possible?)

Since also GFA interpreter requires the single-tasking mode, an utility
to run it under MiNT in such a way was made. The only problem with
this utility (called BaSTard 3.2) is that it actually does not work
at all ;-)

I believe a direct support for single-tasking mode from the system
would be better solution than an external utility.

--
Grzegorz Pawlik
http://marijuana.atari.org/

2459. Re: "Undelete" program doesn't work!

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 08:29:14 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a79h6vpgu1@pegasus.csx.cam.ac.uk>
Source record: 36657

xlator@cix.compulink.co.uk wrote in message ...
>In message <a7490fhea1@pegasus.csx.cam.ac.uk>, sgm23@eng.cam.ac.uk said:
>

>Hi Stephen!
>
>How do you get ST Tools to show anything other than the partition
>it is run from? Mine's version 1.93 by Stephen Cornio, but I have
>no docs for it. Also, under MagiC, it doesn't redraw the screen on
>quitting (you have to use MagiC's tidy up command).
>

This is the version I have, the partitions should be shown at the bottom of screen on the left hand side under the directory window, just click on it with your mouse. If that does not work try holding down shift and clicking them though normally you only need to do that if your both booting up and running from the floppy on order to view the new floppy.
I dont think that MagiC was well established when ST Tools was written (1993?) and so there is AFAIK no support for it or any other replacement Desktop or OS this could be why the screen is not correctly redrawn upon and may also be why (if the above suggestions fail) you cannot access any other partitions.

Stephen Moss

2460. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 09:07:48 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna9gk4k.3d8.atari@core.preferuje.luzik.pl>
Source record: 36658

> * DynaCADD- the only more-less usable CADD program for Atari;

Have you tried ST-CAD?

> * Other stuff which has been mentioned here, such as debuggers,
> music programs, etc.

I understand your point, but I'm not the person that should do it ;) Try talking to FreeMiNT developers - Frank, Konrad, Guido. they seem very friendly and responsive (at least for me ;).

The problem of singletasking mode is not only FreeMiNT problem. FreeMiNT is just a GEMDOS compatibile (with lots of extensions) kernel. What you need too is AES, and for this moment there is no FreeMiNT friendly AES that would work with FreeMiNT, but... (yes there is alway but), long time ago FreeMiNT was able to work with AES present in ROM. This compability has been discontuined, but I think that it would be possible to restore it and produce a special singletasking kernel.

Just ask developers, try to convince them.

Adam Klobukowski
atari@gabo.pl

2461. Re: MiNT and single-tasking mode (was: Which system software for aranym...)

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 09:11:25 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna9gkbd.3d8.atari@core.preferuje.luzik.pl>
Source record: 36660

> So Atari emulators seem to be more Atari-compatible than original
> Ataris with MiNT+N.AES ;-))

If you will run FreeMiNT under emulators (it runs well under TosBox and
Stonx) you will get the same compability problems.

Emulators are not more compatibile - they run SingleTos. Most of emulators
are not capable of running FreeMiNT.

Adam Klobukowski
atari@gabo.pl

2462. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 09:12:11 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0203201006210.9-100000@freemint>
Source record: 36659

Hello!

> If a singletasking mode in Mint were available, the number of "runnable"
> programs would be increased, for sure- a lot or just a little- I will not
> try to quantify. But, by good or by worse, singletasking software is the

I don't think so. At least I'm very interested to hear what do you
understand under this single tasking mode. There is AFAIK no difference
inside the FreeMiNT kernel if only one appliaction is scheduled or several
applications. So I really want to know what should be the difference for
the so called single tasking mode (as every process have it's own address
space it's for the application absolutly not visible if there are other
processes or not; there are only some system calls for IPC that allow
communication but I'm sure the programs you speak of don't use that at
all).

The only thing I can imagine is that the AES behave different under the
single tasking mode of MagiC.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

2463. [GAME] pmdoom v0.28 (preversion 2)

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 10:02:01 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <pmm97a.289.ln@127.0.0.1>
Source record: 36661

Hello,

For those who did not visit my site 10 times a day, I made a new doom version (preversion 2). I added a SDL driver, so I removed gem, vdi, xbios drivers from the binary. You can still have them by recompiling the program. No need to pass parameters anymore, there is only SDL available (except for audio, still not coded).

For the sources part, I made a nice configure script, cleaner to make cross-compilations.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2464. Re: "Undelete" program doesn't work!

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 11:15:01 UTC
From: BMaedicke@t-online.de
Message-ID: <1f9ceyz.1xm35wl360tduN%BMaedicke@t-online.de>
Source record: 36662

<xlator@cix.compulink.co.uk> wrote:

> Mine's version 1.93 by Stephen Cornio, but I have
> no docs for it.

I have the version 1.95 here with docs.
I can send you the archiv.

Here are the changes since version 1.93:

--- cut ---

Version 1.95 of ST Tools adds the capability to save a listing of the
disk contents to a log file, which may then be printed. The fields
displayed in the file window is now selectable by the user. 3D buttons
will be used when running with the appropriate version of AES.

--- paste ---

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

2465. Free to an aspiring ST user in the D/FW area

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 13:54:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0051583b@fmlynet.org>
Source record: 36678

FamilyNet Newsgate

I will have some items to find a good home in the near future. If you live in the D/FW area or plan to visit soon, contact me at drclu@swbell.net.

Look forward to hearing from you,

Greg Goodwin / Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2466. AtarICQ 0.154 released

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 14:01:30 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0203200601.7ba960a5@posting.google.com>
Source record: 36663

Since a few things have been fixed/changed/added since last release,
there is a new update available. This time it is however a binary-only
release and you will thus need RSC and OVL from 0.153 package.

Summary of changes:

* The routine for creating the config (add new user) is working again
NOTE: It is still not possible to create a new UIN.

* Pressing CTRL+C when outgoing field was empty crashed aICQ (fixed)

* Removed a faulty which appeared if aICQ was set to display msg dates

* Changes to contact list sliders (seen when having few contacts)

* If a contact that is not present on aICQs local list (might happen
if it was added to server list by ICQ on PC/Mac) is reported as being
online, aICQ will add it to the local list.

* A missing fclose to close scrap.txt when pasting is added

* When resizing msg window to be smaller, empty rows in begining of
the text buffer are removed.

* Program will report if writing logfile to disk was not carried out ok.

* Msg/URL icon will appear in contact list on incoming messages as
long as aICQ sees them as unread

It might also be worth mentioning that AtarICQ is nominated as best
shareware application by readers of MyAtari, so I wish to say thank
you to anyone who nominated us! Whatever you wish to put your vote on,
do make sure to vote before April 7th.

http://aicq.atari-users.net

2467. Re: MiNT and single-tasking mode (was: Which system software for aranym...)

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 15:07:50 UTC
From: lp <gfa@basic.net>
Message-ID: <B8BE0FF6.345C%gfa@basic.net>
Source record: 36664

in article a79h34$6p2$1@news.tpi.pl, Grzegorz Pawlik at
gregory@_SPAMMING_is_A_SIN_.atari.pl wrote on 3/20/02 3:26 AM:

> Since also GFA interpreter requires the single-tasking mode, an utility
> to run it under MiNT in such a way was made. The only problem with
> this utility (called BaSTard 3.2) is that it actually does not work
> at all ;-)
>
> I believe a direct support for single-tasking mode from the system
> would be better solution than an external utility.

Actually you need get hold of the authors, bastard v3.3 which is not
released yet works. I now code in GFA at 1280x1024 in 256 colors
under MiNT+NAes on my Hades of all things. At this rez one can see a ton of
source all at once. ;o)

Version 3.2 has a problem, it also failed here too.

Lonny Pursell

2468. Browsing with CAB

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 15:32:23 UTC
From: Andreas Siegenthaler <Andreas.Siegenthaler@swisscom.com>
Message-ID: <01c1d024$4e075cf0$2792a8c0@u52576>
Source record: 36665

I'n not be able to open any website with CAB. I tried with both the Freeware Version 1.5 and with the Demo Version of CAB 2.8. When I enter to open an URL, then CAB count's down the default 120 seconds, but notthing happens. I only get a timeout.

I have the following configuration: Atari Falcon 030 with STinG installed and configured unter TOS. In the Dialer pinging another host works perfectly, so I think the configuration of STinG is OK. I also copied the CAB.OVL Module in the CAB directory. But CAB does'n work correctly

Can someone help me?
Andreas

2469. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 16:21:46 UTC
From: <>
Message-ID: <1016696678-93923AEicMi@ntlworld.com>
Source record: 36688

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 19 Mar 2002 16:12:36 GMT

>> BTW if you use MagiC, why not install MagX-Net? With GlueStik it
>> is (almost) compatible with STing, and *much* better suited for
>> multitasking.
>
>Tried that. Couldn't figure out quite how to set it up for just a basic
>Internet connection. Same with MintNet, although MagXNet looks a little

I found it fairly easy to set up, BUT you MUST unpack the /etc folder to a
partition with LFN enabled. Don't ask me how I know! ;-)

>easier - waiting for the GEM-based setup program to be released before I try
>again. Of course, I have to have STiNG working to download anything for

I have the feeling that that setup utility will be more for setting up
MagxNet in a network rather than as a simple dial-up, though I'm willing to
be proved wrong ;-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2470. Re: Browsing with CAB

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 17:49:16 UTC
From: baldrick <baldrick@netset.com>
Message-ID: <3c98c8d5$0$1416$6d5eecc5@news.eurekanet.com>
Source record: 36666

Andreas Siegenthaler wrote in message <01c1d024$4e075cf0$2792a8c0@u52576>...
>I'n not be able to open any website with CAB. I tried with both the
>Freeware Version 1.5 and with the Demo Version of CAB 2.8. When I enter
>to open an URL, then CAB count's down the default 120 seconds, but notthing
>happens. I only get a timeout.
>
>I have the following configuration: Atari Falcon 030 with STinG installed
>and configured unter TOS. In the Dialer pinging another host works
>perfectly, so I think the configuration of STinG is OK. I also copied the
>CAB.OVL Module in the CAB directory. But CAB does'n work correctly
>
>Can someone help me?
>Andreas
>

Have you tried putting the ovl in the Modules folder of the Cab folder?

Dan
aka baldrick

2471. Re: Free Game Question #1

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 18:03:55 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <uhjh9u0maohqnm594krqbtnbi32qo1ls2h@4ax.com>
Source record: 36667

On 19 Mar 2002 20:11:35 -0800, rustynutt@hotmail.com (rustynutt)
wrote:

>Typing Tutor with Word Invaders for the Atari ST, color and mono.
>Includes disk for Amiga also. Box and manual. Just tested on a 1040ST,
>kind of fun.
>Academy Software San Rafael, Ca 1985
>
>Sorry, US free shipping only. Overseas, if you really want it (and win
>it), will have to pay for shipping.
>
>Question:
>
>What was the make, model and year of the car the Dave Small family
>owned and was so proud of?
>
>Winner is the first poster to answer correctly. Winner determined by
>time mark of reply contained in Google Groups read on MY computer. My
>answers are the correct ones (right or wrong:).
>As I don't have an ISP newserver, i'll have to rely on Google Groups
>to check for winner. My post take several hours to show up. I'll email
>the winner, and ask for a mailing address to ship the package to.
>Pretty simple, ehh? No arguing, more questions to be posted, more
>games offered.
>Mike

Well... I really can't use the prize, so I won't post the actual
answers- although I don't remember the exact year of the car.

I do recall the story though- Dave went to the dealership parts
department for some chrome-reversed widgets and found they were having
a "sale" on the last few remaining Corvette LT-1 engines in stock...

and the rest, as they say, was... "Warp Drive"....!

Go Dave..! :)

BobR

2472. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 18:28:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200203201928.a29594@wun.maus.de>
Source record: 36699

Hallo Frank!

FN>The only thing I can imagine is that the AES behave different under
FN>the single tasking mode of MagiC.

That's for sure.

What I could imagine is:
- exclusive and/or low-level (BIOS) access to I/O devices
- explicit request for window handle #0 (or #1) and up

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2473. Re: "Undelete" program doesn't work!

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 18:43:32 UTC
From: BMaedicke@t-online.de
Message-ID: <1f9czu2.dgibk01nw9cecN%BMaedicke@t-online.de>
Source record: 36668

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote:

> Do you have the chance to upload it temporarily somewhere? Perhaps you
> have a website?

Yes, of course.
You can download this file here:

<http://home.t-online.de/home/BMaedicke/Backup/sttol195.lzh>

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

2474. Re: Browsing with CAB

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 19:18:45 UTC
From: tos4ever@pandora.be
Message-ID: <1f9d1l6.10zq4jc13uovroN%tos4ever@pandora.be>
Source record: 36669

baldrick <baldrick@netset.com> wrote:

> Andreas Siegenthaler wrote in message <01c1d024$4e075cf0$2792a8c0@u52576>...
> >I'n not be able to open any website with CAB. I tried with both the
> >Freeware Version 1.5 and with the Demo Version of CAB 2.8. When I enter
> >to open an URL, then CAB count's down the default 120 seconds, but notthing
> >happens. I only get a timeout.

>
> Have you tried putting the ovl in the Modules folder of the Cab folder?
>

I wonder which ovl he's using? I can't find this back in his posting.
The original cab.ovl doesn't work with Sting.

CU,
Martin

2475. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 19:30:18 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203202027240.42-100000@easymint>
Source record: 36676

On Wed, 20 Mar 2002, Marc-Antón Kehr wrote:

> Hi Martin,
>
>
> > Does it make any difference if I use
> Yes.:)
>
>
> > setenv SLBPATH u:\my-slb-path\
> You should use this form in your MINT.CNF.
>
> And don´t forget to set UNIXMODE /brUs in your MINT.CNF

Thanks.

Martin

2476. Re: Browsing with CAB

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 20:13:50 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c98ed86decf30@tripnet.se>
Source record: 36677

On Wed 20-03-2002 15:32 (GMT) Andreas Siegenthaler wrote:

>I'n not be able to open any website with CAB. I tried with both the
>Freeware Version 1.5 and with the Demo Version of CAB 2.8. When I enter
>to open an URL, then CAB count's down the default 120 seconds, but notthing
>happens. I only get a timeout.
>
>I have the following configuration: Atari Falcon 030 with STinG installed
>and configured unter TOS. In the Dialer pinging another host works
>perfectly, so I think the configuration of STinG is OK. I also copied the

Then CAB _should_ work.

>CAB.OVL Module in the CAB directory. But CAB does'n work correctly

Which CAB.OVL? With STinG I would recommend the one from:

http://www.netset.com/~baldrick/

Works quite well. There are other CAB.OVL files for different tcp/ip
stacks like IConnect and MinNet so you really must use a suitable STinG
compatible CAB.OVL .

Put the CAB.OVL in the \CAB\MODULES\ directory. Also note the latest
Ackermann OVL might not work with CAB 1.5 so check with CAB 2.8 first.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2477. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 21:24:54 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <ZtRG5wsm4Pm8EwJu@my-ste.demon.co.uk>
Source record: 36681

On Wed, 20 Mar 2002, Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote:-

>Megamodeste <yves.rogne@free.fr> wrote:
>
>> Note that ST can't outrun 57600 I think.
>
>And you're talking about a *modified* ST here!
>The ST/STF/STFM/STE/Mega ST computer can only go up to 19200 baud
>unmodified.
>I built and installed an "RSVE" circuit inside my STe, which made it
>possible to use a high-speed modem with it (I believe I had a 28.2K
>modem at the time).
>I'm not sure what the maximum speed of a modified ST is, but either
>38400 or 57600 bps.

I modified my STE so it could handle both 38400 and 57600 but found that 57600 was slower than 38400 when using Sting/Magic. This was mainly due to retransmission of packets dropped because the 8MHz STE just wasn't fast enough. On the other hand, when using GSZRZ for Zmodem transfers, with mouse interrupts turned off, the transfers were perfectly stable.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 11.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 64Mb SuSE 7.3

2478. Re: MiNT and single-tasking mode

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 21:34:38 UTC
From: yves.rogne@free.fr
Message-ID: <3c99006d$0$24006$4d4eb98e@read.news.fr.uu.net>
Source record: 36679

�Since also GFA interpreter requires the single-tasking mode, an utility
�to run it under MiNT in such a way was made. The only problem with
�this utility (called BaSTard 3.2) is that it actually does not work
�at all ;-)
�I believe a direct support for single-tasking mode from the system
�would be better solution than an external utility.

Working in single tasking mode under Mint is the only thing I do with that OS
and is, for me, the safer way to use it : I just put the PRG in the auto folder.

Regards

2479. Re: HP // scanner

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 21:45:52 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a7b07qnom1@newsg3.svr.pol.co.uk>
Source record: 36680

"M�gamodeste" <yves.rogne@free.fr> wrote in message
news:3c97a20b$0$29556$626a54ce@news.free.fr...
> Hello everybody,
>
> I would like to buy an HP prarallel scanner, but is it a software on our
> computer that can use it ?

I would guess not because the atari printer port is a minimal implementation
and it probably does not have enough lnterface lines implemented to drive
the
scanner.

Thats why you can't use many PC Printer Port devices such
as Network Adaptors and Zip Drives on the ST.

>
> My good epson 300 ppp become a bit outdated but I'm not sure at all that
> his drivers would work with the HP...
>
> Regards
>
> Megamodeste

2480. Re: "Undelete" program doesn't work!

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 21:58:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a7b0lkhck1@thorium.cix.co.uk>
Source record: 36682

In message <a79h6vpgu1@pegasus.csx.cam.ac.uk>, sgm23@eng.cam.ac.uk said:

>>How do you get ST Tools to show anything other than the partition
>>it is run from? Mine's version 1.93 by Stephen Cornio, but I have
>>no docs for it. Also, under MagiC, it doesn't redraw the screen on
>>quitting (you have to use MagiC's tidy up command).
>>
>
>This is the version I have, the partitions should be shown at the bottom of
>screen on the left hand side under the directory window, just click on it
>with your mouse. If that does not work try holding down shift and clicking
>them though normally you only need to do that if your both booting up and
>running from the floppy on order to view the new floppy.
>I dont think that MagiC was well established when ST Tools was written
>(1993?) and so there is AFAIK no support for it or any other replacement
>Desktop or OS this could be why the screen is not correctly redrawn upon and
>may also be why (if the above suggestions fail) you cannot access any other
>partitions.

Hi Stephen!

Under MagiC the partition icons are *not* shown, unfortunately.
I've tried it again and 1.93 works fine on the Falcon without MagiC.
With NVDI the tree symbols look a little strange and the drive icons
are not visible, but can still be clicked on blindly. With MagiC the
tree is almost unusable (though this could be solved by correct choice
of system font) but the drive symbols neither appear nor can they be
clicked on - as soon as you try and click outside the ST Tools window
the Thing desktop reacts. Ah well, I could live with that and run
with plain TOS when I want to use ST Tools...

Berndt has offered to mail me 1.95 with the docs, so perhaps that
will work better (though somehow I doubt it).

Regards, /Peter/

2481. Re: HP // scanner

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 22:42:36 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3c99159e33fc2d0@europe-shareware.org>
Source record: 36683

Hello,

in article <a7b07qnom1@newsg3.svr.pol.co.uk> (comp.sys.atari.st)
Dave Wade wrote on Wed 20-03-2002 21:45 (GMT):

> I would guess not because the atari printer port is a minimal implementation
> and it probably does not have enough lnterface lines implemented to drive
> the
> scanner.

I do not know for the HP // scanners but some of the Agfa // ones (if
not all, I do not own one myself) can be driven though the // port of
Ataris. Mï¿½gamodeste do have an old one btw.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

2482. Re: Browsing with CAB

Newsgroup: comp.sys.atari.st
Date: 2002-03-20 23:53:10 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203201553.56b6522d@posting.google.com>
Source record: 36684

"Andreas Siegenthaler" <Andreas.Siegenthaler@swisscom.com> wrote in message
news:<01c1d024$4e075cf0$2792a8c0@u52576>...
> I'n not be able to open any website with CAB. I tried with both the
> Freeware Version 1.5 and with the Demo Version of CAB 2.8. When I enter
> to open an URL, then CAB count's down the default 120 seconds, but notthing
> happens. I only get a timeout.
>
> I have the following configuration: Atari Falcon 030 with STinG installed
> and configured unter TOS. In the Dialer pinging another host works
> perfectly, so I think the configuration of STinG is OK. I also copied the
> CAB.OVL Module in the CAB directory. But CAB does'n work correctly
>
Which CAB.OVL? There are many, and they are stack specific. Please
try getting the latest from Dan Ackerman.

Galen

2483. Re: Free Game Question #1

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 01:12:48 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203201712.74fa3e5e@posting.google.com>
Source record: 36685

Bob Retelle <bobr1@provide.net> wrote in message
news:<uhjh9u0maohqnm594krqbtnbi32qo1ls2h@4ax.com>...
> On 19 Mar 2002 20:11:35 -0800, rustynutt@hotmail.com (rustynutt)
> wrote:
>
> >Typing Tutor with Word Invaders for the Atari ST, color and mono.
> >Includes disk for Amiga also. Box and manual. Just tested on a 1040ST,
> >kind of fun.
> >Academy Software San Rafael, Ca 1985
> >
> >Sorry, US free shipping only. Overseas, if you really want it (and win
> >it), will have to pay for shipping.
> >
> >Question:
> >
> >What was the make, model and year of the car the Dave Small family
> >owned and was so proud of?
> >
> >Winner is the first poster to answer correctly. Winner determined by
> >time mark of reply contained in Google Groups read on MY computer. My
> >answers are the correct ones (right or wrong:).
> >As I don't have an ISP newserver, i'll have to rely on Google Groups
> >to check for winner. My post take several hours to show up. I'll email
> >the winner, and ask for a mailing address to ship the package to.
> >Pretty simple, ehh? No arguing, more questions to be posted, more
> >games offered.
> >Mike
>
> Well... I really can't use the prize, so I won't post the actual
> answers- although I don't remember the exact year of the car.
>
> I do recall the story though- Dave went to the dealership parts
> department for some chrome-reversed widgets and found they were having
> a "sale" on the last few remaining Corvette LT-1 engines in stock...
>
> and the rest, as they say, was... "Warp Drive"....!
>
> Go Dave..! :)

Cool! Figured some of the "older", more diverse users might remember:)
The answer is "out there" somewhere, just have to do a little Atari
research to find it (which of course was the whole idea:).

Mike

> BobR

2484. FA:Los Angeles area: ATARI MEGA II, Monitors and extras

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 01:49:18 UTC
From: Bat <nospam_bat@cyberden.com>
Message-ID: <y_am8.27568$e33.27152@nwrddc01.gnilink.net>
Source record: 36686
Cross-posted to: comp.sys.atari.st,la.forsale,rec.music.makers.synth

For Sale on ebay:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2011436411

Pickup only - no shipping.

Santa Monica area.

2485. Doc RSC file

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 07:45:08 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3C998F84.8030004@club-internet.fr>
Source record: 36687

Hello,
Someone would have him of infos on differences between the RSC files of type 4 (AES 3.40 and more) and those generated by Interface. Indeed for one same RSC file, the size is bigger when it is generated by Interface 2.33. This is not true that at the time of the utilization of icons color. I perceived of it at the time of the debug of my version 1.3 of Icon Extract. At the time of a safeguard of two icons windows in 256 color, I generated a pure RSC file of type 4. In fashion TRUE COLOR, Interface 2.33 displays him to me of it false colors whereas RSM displays him to me correctly ! I did a to copy - paste to create therefore on Interface a similar and there surprised file, there are more 1500 bytes of difference! Thank you by advance of your help.
Florent
http://perso.club-internet.fr/lafabrie/index.html

2486. Re: [GAME] pmdoom v0.28 (preversion 2)

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 10:30:08 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c99a1fb@dnews.tpgi.com.au>
Source record: 36689

Where did you get a Falcon Hurfey? I have got it running on a CT2 Falcon, it is pretty slow on my standard beast. All you need are the Wad files and Patrice's doom engine;-).

Mark

Graham <hurfy@alphalink.com.au> wrote in message
news:3c993397$1@news.alphalink.com.au...
> Hi....imagine I am 10 yrs old and new to computers and want to play Doom
on
> my Falcon..what do I do..
>
> cheers
>
> gra :)
>
> --
>
> "Patrice Mandin" <pmandin@caramail.com> wrote in message
> news:pmm97a.289.ln@127.0.0.1...
> > Hello,
> >
> > For those who did not visit my site 10 times a day, I made a new doom
> > version (preversion 2). I added a SDL driver, so I removed gem, vdi,
> > xbios drivers from the binary. You can still have them by recompiling
the
> > program. No need to pass parameters anymore, there is only SDL
available
> > (except for audio, still not coded).
> >
> > For the sources part, I made a nice configure script, cleaner to make
> > cross-compilations.
> >
> > --
> > Patrice Mandin
> > WWW: http://membres.lycos.fr/pmandin/
> > Programmeur Linux, Atari
> > Sp&#65533;cialit&#65533;: D&#65533;veloppement, jeux
>
>

2487. Re: Free to an aspiring ST user in the D/FW area

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 11:32:28 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a7cgho$ia4$1@newsreader.mailgate.org>
Source record: 36690

WTF is D/FW?

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0051583b@fmlynet.org...
> FamilyNet Newsgate
>
> I will have some items to find a good home in the near future. If you
live
> in the D/FW area or plan to visit soon, contact me at drclu@swbell.net.

2488. Re: [GAME] pmdoom v0.28 (preversion 2)

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 14:10:08 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <0kpc7a.7e.ln@127.0.0.1>
Source record: 36691

Dans l'article <3c993397$1@news.alphalink.com.au>, "Graham"
<hurfy@alphalink.com.au> a tapoti¿½ avec ses petits doigts:

> Hi....imagine I am 10 yrs old and new to computers and want to play Doom
> on my Falcon..what do I do..

Well, I removed in the README files the lines saying you need the PC
version to play it. I will reput them for the next release. So basically:
1 - Get the pc version, unpack it in a directory
2 - Unpack the pmdoom doom archive, put the files in the same directory
3 - Run doom.gtp

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spi¿½cialiti¿½: Di¿½veloppement, jeux

2489. Re: FA:Los Angeles area: ATARI MEGA II, Monitors and extras

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 14:36:45 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <Zcmm8.94$Ja2.16432157@news.inreach.com>
Source record: 36692
Cross-posted to: comp.sys.atari.st,la.forsale,rec.music.makers.synth

Well, the price isn't bad at all, only I don't have a way to get down there from up here in Rosamond, otherwise I might try for it, it's only about 80 miles from here.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"Bat" <nospam_bat@cyberden.com> wrote in message
news:y_am8.27568$e33.27152@nwrddc01.gnilink.net...
> For Sale on ebay:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2011436411
>
>
> Pickup only - no shipping.
>
> Santa Monica area.
>
>
>

2490. Re: Free to an aspiring ST user in the D/FW area

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 14:41:04 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <yhmm8.172$C53.231501@newsfeed.slurp.net>
Source record: 36693

HTF should I know? ;)

"JT" <smeg_007@nospam.hotmail.com> wrote in message
news:a7cgho$ia4$1@newsreader.mailgate.org...
> WTF is D/FW?
>
> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0051583b@fmlynet.org...
> > FamilyNet Newsgate
> >
> > I will have some items to find a good home in the near future. If
you
> live
> > in the D/FW area or plan to visit soon, contact me at drclu@swbell.net.
>
>
>
>
>
>

2491. Re: Free to an aspiring ST user in the D/FW area

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 15:10:57 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0203210710.147d3eaa@posting.google.com>
Source record: 36694

D/FW = Dallas/Fort Worth, Texas (aka silicon prairie)

2492. Re: Free to an aspiring ST user in the D/FW area

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 15:40:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016821885.13513.2@eos.uk.clara.net>
Source record: 36725

Hi Greg

| I will have some items to find a good home in the near future. If you
live
| in the D/FW area or plan to visit soon, contact me at drclu@swbell.net.

And where the hell is this??.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.338 / Virus Database: 189 - Release Date: 14/03/02

2493. Re: TT Malfunction Help

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 15:47:16 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016821900.13513.3@eos.uk.clara.net>
Source record: 36726

Hi "M�gamodeste"

```
| Dear Elliot and everybody outa the screen,
|
| This advice is spread from bad technicians that don't want individuals to
do the
| job by themselves.
| NEVER PUT SOMETHING FREEZING ON SOMETHING HOT. Do you know dilatation and
| contraction ? When spraying freezer onto a hot chip you risk to contract
the
| external side when the internal stay dilated, and that would result in a
| 'fissure' (component will break).
|
| A bad techy told me to test capacitors with spraying freezer on it when
they are
| hot, and if I did I might no be able to use my atari any more.

This is a complete load of shitte, freezing a component is a valid method of
fault finding and has helped me on thousands of faults.

Your source of advise is a complete pratt.

--

Steve. S.

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.338 / Virus Database: 189 - Release Date: 14/03/02
```

2494. Re: Browsing with CAB

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 15:48:09 UTC
From: Andreas Siegenthaler <Andreas.Siegenthaler@swisscom.com>
Message-ID: <01c1d0ef$8c2ec100$2792a8c0@u52576>
Source record: 36695

Andreas Siegenthaler <Andreas.Siegenthaler@swisscom.com> schrieb im Beitrag
<01c1d024$4e075cf0$2792a8c0@u52576>...
> I'n not be able to open any website with CAB. I tried with both the
> Freeware Version 1.5 and with the Demo Version of CAB 2.8. When I enter
> to open an URL, then CAB count's down the default 120 seconds, but
notthing
> happens. I only get a timeout.
>
> I have the following configuration: Atari Falcon 030 with STinG
installed
> and configured unter TOS. In the Dialer pinging another host works
> perfectly, so I think the configuration of STinG is OK. I also copied the
> CAB.OVL Module in the CAB directory. But CAB does'n work correctly
>
> Can someone help me?
> Andreas
>
>

Yes I have installed it in the CAB Modules directory! I tried several
Versions of CAB.OVL
from Dan Ackerman (e.g. 1.4008 and 1.4401) and the CAB.OVL from Oliver
Booklage
which also won't work. I don't know what I schould do? The modules are
recognized
by CAB! But what about the port setting? I mean the TCP port for connecting
with HTTP?
It schould be 8080 per default. With CAB.OVL from O. Booklage, after the
timeout I get
an 'Access denied' message, on every webserver!! Could that be a problem
with
the port settings? Do I have to alter this setting in STing or CAB?

Andreas

2495. Re: Free to an aspiring STuser

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 16:05:31 UTC
From: sweepea@kickapoo.com
Message-ID: <a7d0cb$kt9$0@198.69.29.144>
Source record: 36696

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> I will have some items to find a good home in the near future. If you live
> in the Dallas/FortWorth (TX) area or plan to visit soon, contact me at drclu@swbell.net.

List items, then place in box, sift in peanuts, mail box to buyer.
Clu(es).

The unlived life is not worth examining.

2496. Re: Extracting ".ST" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 16:11:55 UTC
From: glitch@reboot.com
Message-ID: <3c9a0451.85935765@news-server.cinci.rr.com>
Source record: 36697

Does ST2DISK handle .ST files that are less than a full disk. One problem I've been having with MAKEDISK is that a lot of the .ST files are only 400k instead of being a full 720 or 800. Makedisk wants to format the floppy to 400k and when I let it do it my ST won't read the disks. Likewise if I force the formatting to 720 or 800 it then makes a garbage disk. I've been thinking of forcing makedisk to try to make a single sided disk but haven't tested that yet and wasn't sure if it would work anyways.

2497. Re: Browsing with CAB

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 16:12:41 UTC
From: Andreas Siegenthaler <Andreas.Siegenthaler@swisscom.com>
Message-ID: <01c1d0f3$19017200$2792a8c0@u52576>
Source record: 36698

Yes I have installed it in the CAB Modules directory! I tried several
Versions of CAB.OVL from Dan Ackerman (e.g. 1.4008 and 1.4401)
and the CAB.OVL from Oliver Booklage which also won't work.
I don't know what I schould do? The modules are recognized by
CAB! But what about the port setting? I mean the TCP port
for connecting with HTTP? It schould be 8080 per default. With
CAB.OVL from O. Booklage, after the timeout I get an 'Access denied'
message, on every webserver!! Could that be a problem with
the port settings? Do I have to alter this setting in STing or CAB?

Andreas

2498. Re: Extracting ".ST" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 18:23:46 UTC
From: BMaedicke@t-online.de
Message-ID: <1f9etql.1johza1cnkvurN%BMaedicke@t-online.de>
Source record: 36700

Glitch <glitch@reboot.com> wrote:

> Does ST2DISK handle .ST files that are less than a full disk. One
> problem I've been having with MAKEDISK is that a lot of the .ST files
> are only 400k instead of being a full 720 or 800. Makedisk wants to
> format the floppy to 400k and when I let it do it my ST won't read the
> disks.

You can try the program *Make_ST* from the demo crew The Removers.
Itï¿½s a small TOS program
<http://removers.free.fr/softs/archives/make_st.zip>

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

2499. what's this?

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 20:21:42 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <a7dfet$52edp$1@ID-108965.news.dfncis.de>
Source record: 36701

Hello

Can anybody tell me what's this:
http://cgi.es.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1340855323 ?

Thanks...

2500. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 20:42:59 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a7dh69vae1@newsg1.svr.pol.co.uk>
Source record: 36702

Could you not use the KA9Q TCP/IP software to link an ST and a PC via the
serial port.
I have never tried it, but I know that KA9Q stuff fits on a single floppy...

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:ZtRG5wsm4Pm8EwJu@my-ste.demon.co.uk...
> On Wed, 20 Mar 2002, Hallvard Tangeraas <northstar2010@_I-hate-
> spam_yahoo.no> wrote:-
>
> >Megamodeste <yves.rogne@free.fr> wrote:
> >
> >> Note that ST can't outrun 57600 I think.
> >
> >And you're talking about a *modified* ST here!
> >The ST/STF/STFM/STE/Mega ST computer can only go up to 19200 baud
> >unmodified.
> >I built and installed an "RSVE" circuit inside my STe, which made it
> >possible to use a high-speed modem with it (I believe I had a 28.2K
> >modem at the time).
> >I'm not sure what the maximum speed of a modified ST is, but either
> >38400 or 57600 bps.
>
> I modified my STE so it could handle both 38400 and 57600 but found that
> 57600 was slower than 38400 when using Sting/Magic. This was mainly due
> to retransmission of packets dropped because the 8MHz STE just wasn't
> fast enough. On the other hand, when using GSZRZ for Zmodem transfers,
> with mouse interrupts turned off, the transfers were perfectly stable.
>
>
> Regards,
> David Bolt
>
> --
> A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
> AMD Duron/900 512Mb WinXP |cracking keys at 11.2Mkeys/sec
> AMD Duron/650 64Mb SuSE 7.2 |
> AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/
> Intel Celeron/400 64Mb SuSE 7.3

2501. Re: Browsing with CAB

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 21:47:02 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203212242240.56-100000@easymint>
Source record: 36706

On Thu, 21 Mar 2002, Andreas Siegenthaler wrote:

>
>
> > I have the following configuration: Atari Falcon 030 with STinG
> installed
> > and configured unter TOS. In the Dialer pinging another host works
> > perfectly, so I think the configuration of STinG is OK. I also copied the
> > CAB.OVL Module in the CAB directory. But CAB does'n work correctly
> >
> > Can someone help me?
> > Andreas
> >
> >
>
> Yes I have installed it in the CAB Modules directory! I tried several
> Versions of CAB.OVL
> from Dan Ackerman (e.g. 1.4008 and 1.4401) and the CAB.OVL from Oliver
> Booklage
> which also won't work. I don't know what I schould do? The modules are

Did you try any other STiNG clients, like a mail program (Mymail, Newsie) ?

Did you try switching the proxy settings off in CAB?

Martin

2502. Re: Free Game Question #1

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 21:52:44 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <bhlk9ucjcvl8b4ostsh5rvh3kfqjn6luvi@4ax.com>
Source record: 36704

On 20 Mar 2002 17:12:48 -0800, rustynutt@hotmail.com (rustynutt)
wrote:

>> Well... I really can't use the prize, so I won't post the actual
>> answers- although I don't remember the exact year of the car.
>>
>> I do recall the story though- Dave went to the dealership parts
>> department for some chrome-reversed widgets and found they were having
>> a "sale" on the last few remaining Corvette LT-1 engines in stock...
>>
>> and the rest, as they say, was... "Warp Drive"....!
>>
>> Go Dave..! :)
>
>Cool! Figured some of the "older", more diverse users might remember:)
>The answer is "out there" somewhere, just have to do a little Atari
>research to find it (which of course was the whole idea:).
>
>
>Mike
>

I enjoy Dave Small stories- he's one of the few true geniuses I've
ever known.

I first met him when he came to a M.A.C.E. meeting (MichiganAtari etc)
to demonstrate his 8-bit parallel floppy disk drive. Absolutely
astounding..! Side by side systems set up with a standard floppy
drive on one and Dave's invention on the other- the normal system was
still beeep beeep beeeping long after Dave's had gone blip! and
loaded DOS.

(n.b.- Atari "also" invented a parallel floppy drive eventually, for
the 1450XLD which of course never saw the light of day.)

At an Atari show somewhere in the USA (we hit so many I forget
exactly where it was), Dave learned that I didn't have a Magic Sac Mac
emulator yet, so he gave me his last one. Over my protests that he
should sell the thing and make his costs back he gathered together the
discs and cartridge, found an "official" brown bag package and stapled
it together for me. I found out later he'd been up all night
soldering together as many cartridges as he could with the parts he'd
brought with him, but he still gave me his last one. (I wonder where
that brown bag is now- I'm sure it's around here somewhere.)

Then Dave came back years later to my area when WAUG (WashtenawAtari etc) and WAUG (WindsorAtari etc) co-sponsored an Atari show in Windsor, Ontario Canada. He'd rented a van and driven to the show and we all ended up driving around Windsor in the middle of the night in his van, looking for a store that still sold beer- Dave couldn't believe any country could be so regressive as to stop beer sales at midnight, so we finally had get him to go into the store himself and let the store manager convince him. THEN he wanted to drive back over the bridge into downtown Detroit at 1AM looking for beer- we had to tackle him and convince him that was NOT a good idea.

Very personable, very friendly, very intelligent guy.

When I later read his writeup of the "Warp Drive" car, I had really had to smile.

BobR

2503. Re: [GAME] pmdoom v0.28 (preversion 2)

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 22:02:49 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a7dla8$k96$1@news.tpi.pl>
Source record: 36705

On 20 Mar 2002 11:02:01 , "Patrice Mandin" wrote:
> For those who did not visit my site 10 times a day, I made a new doom
> version (preversion 2). I added a SDL driver, so I removed gem, vdi,
> xbios drivers from the binary. You can still have them by recompiling the
> program. No need to pass parameters anymore, there is only SDL available
> (except for audio, still not coded).

This version does not work :-(

At least when I tried to run it on my TT (previous versions *did*
work). It starts but does not display the graphics (just some disorted
pixels). I tried it with TOS, MiNT and MagiC, in all TT graphic modes.

It also does not restore the color palette properly: when I manage to
exit it (which is not easy since nearly nothing is visible on the
screen, so I must press ESC, up, Enter, Y and have hope it will work...)
in SingleTOS the graphic mode is changed (so I need to reboot anyway)
but in MagiC only the palette is wrong, but with Jinnee it is enough
to click anywhere on the Desktop to restore it.

Is version 0.28 Falcon-only?

--
Grzegorz Pawlik
http://marijuana.atari.org/

2504. MegaST and assortment value? (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 22:25:24 UTC
From: Ben <ben.godber.tinnedmeat@btinternet.com>
Message-ID: <a7dmkq$kadld$1@ID-85240.news.dfncis.de>
Source record: 36707

Hello

I have a 1990 Atari Mega ST, 4Mb RAM, keyboard, mouse, separate 250Mb SCSI hard drive (not in atari case, but it works with it and is contemporary), 2 Atari monitors (12"-ish, monochrome) and an Atari scanner. I was wondering if anyone knew an approximate value for these items, or would care to make me an offer. I am really not trying to spam the group, I have these items and they are of no use to me.

All equipment is immaculate, has manuals (except the scanner and monitors) and comes with ~80 floppies of software and an unboxed unused Atari BASIC package. I even have circuit diagrams for the ST. I also have a 520ST, but I don't think this is worth much so I may as well hang on to it for the occasional game session.

You can email me using (mangled for obvious usenet reasons) ben "usual symbol" webtedium "second usual symbol" com or reply to this post.

Thanks in anticipation
Ben Godber

2505. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 22:44:23 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C9A6247.5FDE6B46@yahoo.com>
Source record: 36708

Id like to try and see thats for sure, all i want is to use my PC
as my STs hardrive =P thats all I really want.

Dave Wade wrote:

> Could you not use the KA9Q TCP/IP software to link an ST and a PC via the
> serial port.
> I have never tried it, but I know that KA9Q stuff fits on a single floppy...

2506. Re: Free to an aspiring ST user in the D/FW area

Newsgroup: comp.sys.atari.st
Date: 2002-03-21 23:03:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0051a894@fmlynet.org>
Source record: 36714

FamilyNet Newsgate

Sorry... that would be "Dallas/Fort Worth".

(... Texas.. United States of America... Earth...Sol System... Sagitarius Spiral... Milky Way Galaxy... etc etc...)

My apologies.

Doctor Clu

> From: "JT" <smeg_007@nospam.hotmail.com>
> WTF is D/FW?
> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0051583b@fmlynet.org...
>> FamilyNet Newsgate
>>
>> I will have some items to find a good home in the near future. If you
> live
>> in the D/FW area or plan to visit soon, contact me at drclu@swbell.net.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2507. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 03:38:31 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203211934310.5084-100000@shell.pacifier.com>
Source record: 36709
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2508. Free Game Question #2

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 04:34:55 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203212034.238b028e@posting.google.com>
Source record: 36711

Cosmic Pirate for the Atari ST. Two disk (360k), requires joystick.
Just tested on a 1040ST. Mulit level mission game with astroids to
boot. Outlaw software, 1989. Box, disk and manuals.

Sorry, US free shipping only. Overseas, if you really want it (and win
it), will have to pay for shipping.

Question:
Here is an easy one;
In the United States, Atari Corp. purchased an electronic store chain.
What was the name of their television personality advertising mascot?

Winner is the first poster to answer correctly. Winner determined by
time mark of reply contained in Google Groups read on MY computer.
As I don't have an ISP newserver, i'll have to rely on Google Groups
to check for winner. My post take several hours to show up. I'll email
the winner, and ask for a mailing address to ship the package to.
Pretty simple, ehh? No arguing, more questions to be posted, more
games offered.
Mike

2509. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 04:36:00 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Pwym8.191943$uv5.16671810@bin6.nnrp.aus1.giganews.com>
Source record: 36710
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hey, why do auctions suck? Oh yeah...because people who sell at auctions
are dishonest and have shills. Thanks for clearing that up.
http://home.pacifier.com/~atari/auctions.htm

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0203211934310.5084-100000@shell.pacifier.com...
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service!

Unless you lose their e-mail addresses...
http://groups.google.com/groups?hl=en&ie=ISO-8859-1&oe=ISO-8859-1&selm=Pine.
BSO.4.33.0203072210520.6782-100000%40shell.pacifier.com

2510. CAB 2.7 questions

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 04:53:20 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c9ab8c1$0$1411$1dc6e903@news.corecomm.net>
Source record: 36712

Hi,

Is there an English Translation of the program TELNET
(Telnet Client for ICONNECT)
Relase 01, 18.05.1998

I looked on Ash's web site, but cannot seem to find.

Also, what version of Emailer would I use with CAB v2.7

Thank you

ken

2511. Re: Folderxxx/Cachexxx -patches for TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 06:00:35 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <7Mzm8.1653$Fe7.149607690@newssvr21.news.prodigy.com>
Source record: 36713

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f9eigm.1tjdsqk1q1r7xoN%northstar2010@_I-hate-spam_yahoo.no...

...

> ---
> This system can not create or access a folder
> this far down the directory tree.
> [OK]
> ---
>
> ... and this happens with only 13 folders (including the one at root
> level)!!!
> The path for this would be:
>
> D:\TEST\1\2\3\4\5\6\7\8\9\10\11\12\
>

I do not recall specifically, but I'm sure that there was a maximum depth
to a directory tree.

...

> It might seem like it has to do with how many folders I've opened in one
> session.

IIRC this is exactly what the limit refers to.

>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

2512. Aniplayer - mp3 decoding error

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 09:52:23 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a7eusmaps1@news.tpi.pl>
Source record: 36715

Hi,

I have come accross a mp3 file that cannot be converted to avr
using Aniplayer. It is played correctly on PC, it also seems to
be possible to play it directly by Aniplayer ("seems" because my
TT is a bit (6x) too slow to play mp3) but when I try to save
the sound in any format (avr, wav...) after 7 minutes 32 seconds
I get an alert box with "stream error" or something ;-)
What's going on? There is plenty of free space on the disk drive,
and it does not seem to be a memory problem since I tried it
with MagiC+NVDI (that takes much memory) and also with TOS to
make as much free memory available as possible - and this message
appeared always at this very point of the converted mp3 file... :-(

Why?

--
Grzegorz Pawlik
http://marijuana.atari.org/

2513. Re: Browsing with CAB

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 10:07:02 UTC
From: <>
Message-ID: <1016867696-73545AEicMi@ntlworld.com>
Source record: 36601

From: "Andreas Siegenthaler" <Andreas.Siegenthaler@swisscom.com>
Date: Thu, 21 Mar 2002 15:48:09 +0000 (UTC)

>by CAB! But what about the port setting? I mean the TCP port for
>connecting
>with HTTP?
>It schould be 8080 per default. With CAB.OVL from O. Booklage, after the
>timeout I get
>an 'Access denied' message, on every webserver!! Could that be a problem
>with
>the port settings? Do I have to alter this setting in STing or CAB?

Entering the HTTP_PROXY details in your default.cfg file for STinG should
be sufficient - make sure that they point to the address of your ISP's
proxy server. CAB should pick the details up itself automatically (you
might have to click on "default settings" in that dialog box).

I'd suggest commenting this entry out in your default.cfg file (and
clearing the entry in CAB, if you've set it) for a trial as you don't
really need it AFAICS.

HTH.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2514. Re: CAB 2.7 questions

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 10:18:48 UTC
From: <>
Message-ID: <1016867698-73897AEicMi@ntlworld.com>
Source record: 36602

From: Ken Kosut <kjcat@shell.voyager.net>
Date: Thu, 21 Mar 2002 22:53:20 -0600

>Is there an English Translation of the program TELNET
>(Telnet Client for ICONNECT)
>Relase 01, 18.05.1998

The author's web site should have DDP Translation's translation of this
program, however it is for the latest/last version 1.14. Maybe you can
update it there.

You'll find the URL in the "Info" box.

>Also, what version of Emailer would I use with CAB v2.7

Whichever one you like ;-)

2.3h is the latest and last, and as it fixes a bug with folder creation if
you install it from scratch is the one that I recommend.

Needless to say you'll find English translations for this and some earlier
versions on the DDP Translation's page, main URL in sig.

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2515. Looking for a game: ZOMBI

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 11:34:49 UTC
From: Piotr Adamiak <apjapj@wp.pl>
Message-ID: <3C9B16D9.A1365C18@wp.pl>
Source record: 36716

Hello,

Does anybody know a good download location for the game titled ZOMBI by
Ubisoft or Infogrammes ?

Thanks and all the best,

APJ

2516. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 12:45:08 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6327_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36728

In uno strano messaggio del 21 Mar 02 Dave Wade (2:333/608.1) scrisse al
povero All :
DW> Could you not use the KA9Q TCP/IP software to link an ST and a PC via
DW> the serial port.
DW> I have never tried it, but I know that KA9Q stuff fits on a single
DW> floppy...

Ho yes and it is still supported, see my home page at
www.interware.it/users/mike, it has a GEM interface now, tought a bit work in
progress as I do not receive feedback.

I use Atari GEM NOS (Ka9q) each day for my internet connections and I
alternate connection directly with a ISDN TA/modem and directly to a PC with
a nullmodem serial cable with Winroute software.

Just to go on, I implemented support for CAB in multitasking systems, but now
left in favor of HighWire, still in early development but will be included as
part of NOS if all goes well, so you will get an all-in-one system.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2517. Re: what's this?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 15:24:40 UTC
From: Glitch <glitch@reboot.com>
Message-ID: <cjim9uoolg8biin22b7ai050l1rbdhsv7f@4ax.com>
Source record: 36717

The text literally translates like this:

It is in perfect aesthetic state. I do not know what is nor for
which is worth. It takes two connectors in the later part, one more
length and another identical one to the one of the cable, reason why
this last one must follow to prolong the connector. The large
connector seems of type SCSI.

Based on the picture and the description I'd have to assume it's a
hard drive of some sort. At first I thought it might be a modem but
there would be no need to daisy chain a modem and there is no mention
of a telephone hookup.

On Thu, 21 Mar 2002 21:21:42 +0100, "johnny farragut"
<J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote:

>Hello
>
>Can anybody tell me what's this:
>http://cgi.es.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1340855323 ?
>
>Thanks...
>

2518. Re: what's this?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 15:31:15 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a7fio3qup1@snipp.uninett.no>
Source record: 36718

Glitch <glitch@reboot.com> wrote:

> Based on the picture and the description I'd have to assume it's a
> hard drive of some sort. At first I thought it might be a modem but

It looks like a controller for an Atari laser printer.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2519. Re: what's this?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 16:35:21 UTC
From: baldrick <baldrick@netset.com>
Message-ID: <3c9b5a7e$0$1411$6d5eecc5@news.eurekanet.com>
Source record: 36719

johnny farragut wrote in message ...
>Hello
>
>Can anybody tell me what's this:
>http://cgi.es.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1340855323 ?
>
>Thanks...
>
>

It's a SLM605 Atari Laser printer controller

Dan Ackerman
aka baldrick

2520. Re: Aniplayer - mp3 decoding error

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 17:02:52 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f9giab.pryisl164j0siN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 36720

Grzegorz Pawlik <gregory@_SPAMMING_is_A_SIN_.atari.pl> wrote:

> Hi,
>
> I have come accross a mp3 file that cannot be converted to avr
> using Aniplayer. It is played correctly on PC, it also seems to
> be possible to play it directly by Aniplayer ("seems" because my
> TT is a bit (6x) too slow to play mp3) but when I try to save
> the sound in any format (avr, wav...) after 7 minutes 32 seconds
> I get an alert box with "stream error" or something ;-)

Normally your mp3 file is corrupted, you can try with "without error"
selected in the menu. It's possible than the result is a clic at this
moment inside the wav file.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2521. Re: what's this?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 17:28:36 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <a7fr8u$ke25c$1@ID-108965.news.dfncis.de>
Source record: 36722

Thanks you all for the answers

I suppose it's a controller for a printer (it seemed to me like a HD drive too, but there's nothing about an input for the power, neither a power source), but without the printer. So I think I'm not going to bid... ;-D

Regards

"johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> escribi&#65533; en el mensaje news:a7dfet$52edp$1@ID-108965.news.dfncis.de...
> Hello
>
> Can anybody tell me what's this:
> http://cgi.es.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1340855323 ?
>
> Thanks...
>
>

2522. Re: Browsing with CAB

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 17:29:42 UTC
From: tos4ever@pandora.be
Message-ID: <1f9gljk.kl36tm1r9fvk0N%tos4ever@pandora.be>
Source record: 36721

Andreas Siegenthaler <Andreas.Siegenthaler@swisscom.com> wrote:

> Andreas Siegenthaler <Andreas.Siegenthaler@swisscom.com> schrieb im Beitrag
> <01c1d024$4e075cf0$2792a8c0@u52576>...

> Yes I have installed it in the CAB Modules directory! I tried several
> Versions of CAB.OVL from Dan Ackerman (e.g. 1.4008 and 1.4401) and the
> CAB.OVL from Oliver Booklage which also won't work. I don't know what I
> should do? The modules are recognized by CAB! But what about the port
> setting? I mean the TCP port for connecting with HTTP? It schould be 8080
> per default. With CAB.OVL from O. Booklage, after the timeout I get an
> 'Access denied' message, on every webserver!! Could that be a problem
> with the port settings? Do I have to alter this setting in STing or CAB?

Is there a change you use a proxy server? If so the right syntax is
(the proxy server I use) proxy.pandora.be:8080, thus without the leading
http://
The proxy server can be set in Cab, see 'options/proxy'

As I'm a MiNT-net user I'm not sure if you have to set this in sting's
default.cfg. Anyway I think it's safe to put a line like this into the
default.cfg
HTTP_PROXY = proxy.pandora.be
HTTP_PROXY_PORT = 8080

CU,
Martin

2523. Re: [GAME] pmdoom v0.28 (preversion 2)

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 17:46:14 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c9b6c04469470@madasafish.com>
Source record: 36703

Hi Patrice,

>Dans l'article <3c993397$1@news.alphalink.com.au>, "Graham"
><hurfy@alphalink.com.au> a tapotï¿½ avec ses petits doigts:
>
>> Hi....imagine I am 10 yrs old and new to computers and want to play Doom
>> on my Falcon..what do I do..
>
>Well, I removed in the README files the lines saying you need the PC
>version to play it. I will reput them for the next release. So basically:
>1 - Get the pc version, unpack it in a directory
>2 - Unpack the pmdoom doom archive, put the files in the same directory
>3 - Run doom.gtp

Wasn't it possible to use the Shareware WADs from IDs FTP site?

--
Lyndon Amsdon

2524. Re: Folderxxx/Cachexxx -patches for TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:22:27 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <DDKm8.3582$wn4.301153513@newssvr21.news.prodigy.com>
Source record: 36723

"Hallvard Tangeraas" <northstar2010@_I-hate-spam_yahoo.no> wrote in message
news:1f9gafu.1dg13lk90o4icN%northstar2010@_I-hate-spam_yahoo.no...
> Richard Anderson <richard_anderson@pacbell.net> wrote:
>
> > > It might seem like it has to do with how many folders I've opened in
one
> > > session.
> >
> > IIRC this is exactly what the limit refers to.
>
> Ouch!!!! Seeing how seldom the Atari ST crashes, opening/closing 40
> folders in one session wouldn't take too much effort to do!
> That "FOLDRxx" patch only expands that number, doesn't it? Isn't there a
> patch that *eliminates* this problem altogether?
>

Now that I have thought a little more, I believe that the "per session" part
of
the problem was only in the older OS's (pre 1.4?). There was a buffer
management error. The buffer management error was corrected, but the
buffer size still defaults to 40 directories. So, by 2.06, the problem was
no longer "per session".

What Steve said about the 40 folder depth sounds familiar. Why it
happened to you on folder 28, I do not know. Since you were getting
error messages starting on/after your 13th directory, I am not sure
how the system was operating at that time--there could be some
combination of effects at work. Another way you should be able
to generate the error, is to create your test directory with 4 folders
beneath it that each nest 10 deep. If you open a window down
to the deepest directory in each of the 4 trees, you should also
get the error.

The "FOLDRxx" adjusts the number of available buffers to reduce the
likelyhood of this happening.

>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

2525. Re: what's this?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:29:48 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a7ft6snfi2@nets3.rz.RWTH-Aachen.DE>
Source record: 36724

In article <a7dfet$52edp$1@ID-108965.news.dfncis.de>,
johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote:
>Hello
>
>Can anybody tell me what's this:
>http://cgi.es.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1340855323 ?

Looks like the controller for a SLM804 or SLM605 laser printer.

cu
Michael

2526. Re: MegaST and assortment value? (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:39:26 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <yTKm8.121276$gU5.782009@news.easynews.com>
Source record: 36727

```
"Ben" <ben.godber.tinnedmeat@btinternet.com> wrote in message
news:a7dmkq$kadld$1@ID-85240.news.dfncis.de...
> Hello
>
> I have a 1990 Atari Mega ST, 4Mb RAM, keyboard, mouse, separate 250Mb SCSI
> hard drive (not in atari case, but it works with it and is contemporary),
2
> Atari monitors (12"-ish, monochrome) and an Atari scanner. I was wondering
> if anyone knew an approximate value for these items, or would care to make
> me an offer. I am really not trying to spam the group, I have these items
> and they are of no use to me.
>
> All equipment is immaculate, has manuals (except the scanner and monitors)
> and comes with ~80 floppies of software and an unboxed unused Atari BASIC
> package. I even have circuit diagrams for the ST. I also have a 520ST, but
I
> don't think this is worth much so I may as well hang on to it for the
> occasional game session.
>
> You can email me using (mangled for obvious usenet reasons) ben "usual
> symbol" webtedium "second usual symbol" com or reply to this post.
>
> Thanks in anticipation
> Ben Godber
>
```

I sold an Atari MegaST 2 for £60 a few weeks ago.
I sold an Atari 520ST for £15.
If that is any help!

2527. Re: Extracting ".ST" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:45:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016896224-214107AEicMi@gmx.net>
Source record: 36620

Hi Hallvard,

>In addition, as I use my Mac to go online I have to transfer the files
>back/forth between the two computers (and I can't use MSA or any other
>disk-related software within MagiCMac either, as this crashes the
>machine. Probably because it calls some hardware specific routines which
>the Mac doesn't have).

Well then you're probably using an old incompatible version... a version of MSA which works perfectly under MagicMac should now be in your mailbox. It has been patched with FPUPATCH.TTP which is in the MagicMac tools folder. A lot of especially older programs which at first glance don't seem to work, run perfect once they're patched... if after being patched they still don't work try running them in single tasking mode.

>And I haven't found a way of MSA to extract the data to the hard disk
>-it needs a floppy disk for this.
>
>Are there other ways of extracting the data from an .ST file?

There's an application called JayMSA out there that can do this, but your Mac will need to run under minimum OS9 for this. For some reason JayMSA brings down the whole lot when MagiCmac runs on an older OS. IIRC you're using a Quadra 840? So MacOS9 is out of the question....

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2528. Re: Extracting ".ST" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:45:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016828644-136507AEicMi@gmx.net>
Source record: 36734

Hi Hallvard,

>In addition, as I use my Mac to go online I have to transfer the files
>back/forth between the two computers (and I can't use MSA or any other
>disk-related software within MagiCMac either, as this crashes the
>machine. Probably because it calls some hardware specific routines which
>the Mac doesn't have).

Well then you're probably using an old incompatible version... a version of MSA which works perfectly under MagicMac should now be in your mailbox. It has been patched with FPUPATCH.TTP which is in the MagicMac tools folder. A lot of especially older programs which at first glance don't seem to work, run perfect once they're patched... if after being patched they still don't work try running them in single tasking mode.

>And I haven't found a way of MSA to extract the data to the hard disk
>-it needs a floppy disk for this.
>
>Are there other ways of extracting the data from an .ST file?

There's an application called JayMSA out there that can do this, but your Mac will need to run under minimum OS9 for this. For some reason JayMSA brings down the whole lot when MagiCmac runs on an older OS. IIRC you're using a Quadra 840? So MacOS9 is out of the question....

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2529. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:45:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016896230-215295AEicMi@gmx.net>
Source record: 36622

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Tue, 19 Mar 2002 00:42:02 +0000 (UTC)

Hi Djorde,

>btw. I have never understood why ASH who, AFAIK, holds the right to both
>Magic and NVDI, have not made the effort to integrate NVDI with Magic (and
>in that case it would have been possible to put it into EPROMs).

ASH doesn't have any rights at all on neither Magic nor NVDI. ASH is only a
software publisher/distributor. They *sell* software... the rights to the
above mentioned programs belong to respectively Andreas Kromke and the
brother Behne. BTW, there's nothing stopping you to put Magic into EPROM's,
it's been done before....

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2530. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:45:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016828652-138027AEicMi@gmx.net>
Source record: 36736

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Tue, 19 Mar 2002 00:42:02 +0000 (UTC)

Hi Djorde,

>btw. I have never understood why ASH who, AFAIK, holds the right to both
>Magic and NVDI, have not made the effort to integrate NVDI with Magic (and
>in that case it would have been possible to put it into EPROMs).

ASH doesn't have any rights at all on neither Magic nor NVDI. ASH is only a
software publisher/distributor. They *sell* software... the rights to the
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brother Behne. BTW, there's nothing stopping you to put Magic into EPROM's,
it's been done before....

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2531. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:45:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016896226-214731AEicMi@gmx.net>
Source record: 36621

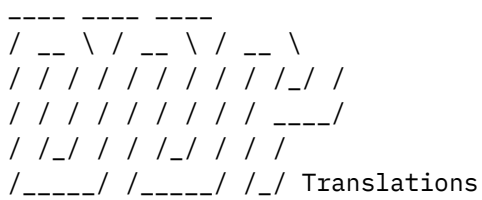
From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Mon, 18 Mar 2002 23:57:51 -0000

Hi Steve,

>They will live quite happily in the system SLB folder providing that you
>edit magx.inf to point to them.

To stop further confusion: the above given solution is the only one which willl work under any circumstance. *All* SLB's should be put in the MagiC Extension folder and have a proper reference in the magx.inf, the *only* correct syntax is i.e: #_SLB 0 EDITOBJC.SLB.
All other ways of trying to load SLB's are undocumented and will almost certainly lead to Magic not loading/seeing/recognising them.... To put it very politely: RTFM ;-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2532. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:45:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016828648-137399AEicMi@gmx.net>
Source record: 36735

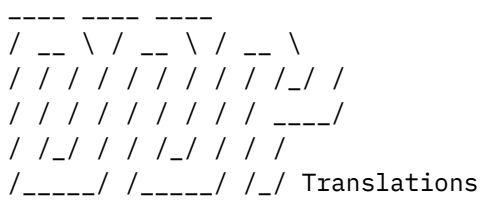
From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Mon, 18 Mar 2002 23:57:51 -0000

Hi Steve,

>They will live quite happily in the system SLB folder providing that you
>edit magx.inf to point to them.

To stop further confusion: the above given solution is the only one which willl work under any circumstance. *All* SLB's should be put in the MagiC Extension folder and have a proper reference in the magx.inf, the *only* correct syntax is i.e: #_SLB 0 EDITOBJC.SLB.
All other ways of trying to load SLB's are undocumented and will almost certainly lead to Magic not loading/seeing/recognising them.... To put it very politely: RTFM ;-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2533. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:46:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016896236-216475AEicMi@gmx.net>
Source record: 36624

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 19 Mar 2002 16:12:36 GMT

Hi Mike,

>Of course, I have to have STiNG working to download anything for
>MagXNet... :(

Why don't you try install IConnect which is included with CAB? And if you're able to go online with CAB using IConnect then at least you'll know that the problem lies with STiNG and not with the HSModem settings.
If it works do not delete IConnect, both IConnect and STiNG can be loaded in memory without any problems, you might even join the club and start using the IConnect OVL supplied with CAB to surf in the future.... the two STiNG alternative OVL's have been playing catch-up for years, and for the time being they still aren't as good as the original...

Cheers from Belgium
Dennis
--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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2534. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:46:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016828656-139119AEicMi@gmx.net>
Source record: 36738

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 19 Mar 2002 16:12:36 GMT

Hi Mike,

>Of course, I have to have STiNG working to download anything for
>MagXNet... :(

Why don't you try install IConnect which is included with CAB? And if you're able to go online with CAB using IConnect then at least you'll know that the problem lies with STiNG and not with the HSModem settings.
If it works do not delete IConnect, both IConnect and STiNG can be loaded in memory without any problems, you might even join the club and start using the IConnect OVL supplied with CAB to surf in the future.... the two STiNG alternative OVL's have been playing catch-up for years, and for the time being they still aren't as good as the original...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2535. Re: HP // scanner

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:46:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016896232-215895AEicMi@gmx.net>
Source record: 36623

From: yves.rogne@free.fr (Mï¿½gamodeste)
Date: 19 Mar 2002 20:39:40 GMT

Hi Yves,

>I would like to buy an HP prarallel scanner, but is it a software on our
>computer that can use it ?

Forget it....
The only available HP driver is the NovaScan driver which can only drive
scanners with a SCSI port.

>My good epson 300 ppp become a bit outdated but I'm not sure at all that
>his drivers would work with the HP...

The Epson and HP drivers are incompatible. But you could always try to
locate an Epson scanner somewhere ofcourse ;-)
All the GTxxx models up to the Epson 1240 will work with the existing Epson
drivers (GT Look and Epson GT). Unfortunately Epson stopped producing SCSI
scanners in favour for scanners with USB and/or Firewire interface so you'll
have to look for a second hand model...

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2536. Re: HP // scanner

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:46:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016828654-138578AEicMi@gmx.net>
Source record: 36737

From: yves.rogne@free.fr (Mï¿½gamodeste)
Date: 19 Mar 2002 20:39:40 GMT

Hi Yves,

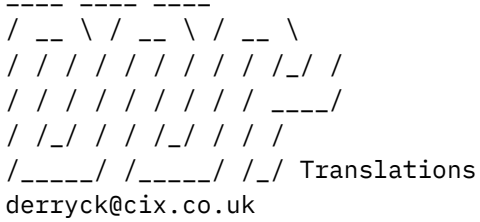
>I would like to buy an HP prarallel scanner, but is it a software on our
>computer that can use it ?

Forget it....
The only available HP driver is the NovaScan driver which can only drive
scanners with a SCSI port.

>My good epson 300 ppp become a bit outdated but I'm not sure at all that
>his drivers would work with the HP...

The Epson and HP drivers are incompatible. But you could always try to
locate an Epson scanner somewhere ofcourse ;-)
All the GTxxx models up to the Epson 1240 will work with the existing Epson
drivers (GT Look and Epson GT). Unfortunately Epson stopped producing SCSI
scanners in favour for scanners with USB and/or Firewire interface so you'll
have to look for a second hand model...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2537. Re: [GAME] pmdoom v0.28 (preversion 2)

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 18:54:23 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <vkuf7a.9c.ln@127.0.0.1>
Source record: 36730

Dans l'article <a7dla8$k96$1@news.tpi.pl>, "Grzegorz Pawlik"
<gregory@_spamming_is_a_sin_.atari.pl> a tapotï¿½ avec ses petits doigts:

> At least when I tried to run it on my TT (previous versions *did* work).
> It starts but does not display the graphics (just some disorted pixels).
> I tried it with TOS, MiNT and MagiC, in all TT graphic modes.

Could you give more information:

1 - SDL can use xbios or gem for video.
Which one do you use ? Read the README.SDL file for info.

2 - If you use gem for video, can you precise the VDI you use
(rom one, nvdi, other ?)

3 - I made a program giving info about VDI:
http://membres.lycos.fr/pmandin/download/vdi_info-0.2.tar.gz
(source and Atari binary included). Can you send me the output ?

4 - This is a preversion, so I was waiting for bug reports. The next
version has many corrections (in Doom code and in SDL code).

> Is version 0.28 Falcon-only?

It is compiled for 68020 and higher CPUs. So even Mega ST with a graphics
card and a 68030 board could run it.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2538. Re: HP // scanner

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 19:12:52 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a7fvnp$r26$1@newsg2.svr.pol.co.uk>
Source record: 36729

Actually a think you can drive a DE-600-e directly form the Falc P-port, I have not managed it yet.

In fact a have a couple of the adaptors if anyone is interested.

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in message news:a7b07qnom1@newsg3.svr.pol.co.uk...
>
> "M,gamodeste" <yves.rogne@free.fr> wrote in message
> news:3c97a20b$0$29556$626a54ce@news.free.fr...
> > Hello everybody,
> >
> > I would like to buy an HP prarallel scanner, but is it a software on our
> > computer that can use it ?
>
> I would guess not because the atari printer port is a minimal implementation
> and it probably does not have enough lnterface lines implemented to drive
> the
> scanner.
>
> Thats why you can't use many PC Printer Port devices such
> as Network Adaptors and Zip Drives on the ST.
>
> >
> > My good epson 300 ppp become a bit outdated but I'm not sure at all that
> > his drivers would work with the HP...
> >
> > Regards
> >
> > Megamodeste
>
>

2539. Re: Aniplayer - mp3 decoding error

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 19:40:37 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a7g1bkdbo1@news.tpi.pl>
Source record: 36731

On 22 Mar 2002 18:02:52 , Didier MEQUIGNON wrote:
> Normally your mp3 file is corrupted, you can try with "without error"
> selected in the menu. It's possible than the result is a clic at this
> moment inside the wav file.

Thanx! It worked!

--
Grzegorz Pawlik
http://marijuana.atari.org/

2540. Re: ST to ST via serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 19:50:29 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <Tj5k6KJFs4m8Ew5Q@my-ste.demon.co.uk>
Source record: 36732

On Thu, 21 Mar 2002, Dave Wade <dave.no.spam.please@spam.is.bad.dwade.fr
eeserve.co.uk> wrote:-

>Could you not use the KA9Q TCP/IP software to link an ST and a PC via the
>serial port.
>I have never tried it, but I know that KA9Q stuff fits on a single floppy...

I don't know. Initially I was using an STE to connect to the net and
didn't have a PC. This is how I found out 57600 was slower than 38400
for TCP/IP. A while later I got a PC and used 57600 to transfer files
larger than 1.44Mb each way.

Unfortunately, I no longer have a ST/STE so can't play about with it, so
can't say whether KA9Q would work. I can't see any reason why it
wouldn't connect to PPPD on a Linux box. Windows, on the other hand, is
a different matter...

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 11.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 64Mb SuSE 7.3

2541. Re: what's this?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 20:21:43 UTC
From: gemtoo <jpgui@noos.fr>
Message-ID: <3c9b92a7$0$4127$79c14f64@nan-newsreader-01.noos.net>
Source record: 36733

> >Hello
> >
> >Can anybody tell me what's this:
> >http://cgi.es.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1340855323 ?
>
> Looks like the controller for a SLM804 or SLM605 laser printer.
>
> cu
> Michael

Hi, hello, bonjour
> Porque no?
Why not?
I think it is "the diablo"
el diablo seem good spanish sound?
specific hardware for the laser atari
printer, isn't it?
But that really doesn't matter only 6 Euro:-)
Bye!

2542. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 21:00:36 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c9b9c024315de0@pandora.be>
Source record: 36739
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq154.zip
(63.634 bytes): GEM based ICQ client for STing/STik/Gluestik/Iffusion.
This package contains only the binairy. You need the aicq153 package aswell.

ftp://chapelie.rma.ac.be/atari/internet/atarirc-123.zip
(196.361 bytes): GEM bases IRC client for STing/STik/Gluestik.

**network**
ftp://chapelie.rma.ac.be/atari/network/ethernet/ne2000/etherne.zip
(233.208 bytes): to link your Atari (Mega) ST/TT/STE/Falcon to an ethernet network.
This package contains a set of circuit schematics and driver software including source
code. Both can be used under the GNU Public License.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/file_search/find_it-205.tos
(260.142 bytes): Nice and powerfull file search utility.
(French prog, with some English docs)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2543. Re: Free to an aspiring ST user in the D/FW area

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 22:33:05 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203221433.2aca856e@posting.google.com>
Source record: 36740

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1016821885.13513.2@eos.uk.clara.net>...
> >If you live in the D/FW area or plan to visit soon...
>
> And where the $%&^ is this??.

Kindly read the previous two messages in this thread.

Galen

2544. Re: what's this?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 22:41:52 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a7gbvgkfj1@nets3.rz.RWTH-Aachen.DE>
Source record: 36741

In article <3c9b92a7$0$4127$79c14f64@nan-newsreader-01.noos.net>,
gemtoo <jpgui@noos.fr> wrote:

>specific hardware for the laser atari
>printer, isn't it?
>But that really doesn't matter only 6 Euro:-)

6 Euro is a lot of money for a useless piece of hardware (and it is *really*
useless unless you have one of these printers!). And if you have such a
printer, you probably have the interface, too.

Only if you have a printer and no interface, then 6EUR would be a good deal
...

cu
Michael

2545. Re: Folderxxx/Cachexxx -patches for TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 22:43:44 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016885296.16380.0@iapetus.uk.clara.net>
Source record: 36613

Hi Hallvard

On re-reading this I realise that I meant to say

If I save an open window that contains a folder at the top of a tree 40 deep, and subsequently re-open that window, I have instantly visited 40 folders, hitting the limit.

| The problem was with the number of folders 'visited', so for instance if you
| opened a window that had a nested folder on it, then the opening of that
| folder would cause the tree below it to be visited also, adding to the
| visited folder count. So if this folder was in a tree 40 deep, opening this
| would freeze the system as the 40 folder limit was hit.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.342 / Virus Database: 189 - Release Date: 14/03/02

2546. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 22:48:18 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016885312.16380.1@iapetus.uk.clara.net>
Source record: 36614

Hi derryck

SP how do you know that then, just curious

| I found it fairly easy to set up, BUT you MUST unpack the /etc folder to a
| partition with LFN enabled. Don't ask me how I know! ;-)

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.342 / Virus Database: 189 - Release Date: 14/03/02

2547. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 23:18:13 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a7ge3jijd1@news.tpi.pl>
Source record: 36742

On 22 Mar 2002 19:46:02 , Dennis Vermeire wrote:
> From: Michael and Nicole Freeman <nameerf@flash.net>
> Date: Tue, 19 Mar 2002 16:12:36 GMT
>
> Hi Mike,
>
> >Of course, I have to have STiNG working to download anything for
> >MagXNet... :(
>
> Why don't you try install IConnect which is included with CAB? And if you're
> able to go online with CAB using IConnect then at least you'll know that the
> problem lies with STiNG and not with the HSModem settings.
> If it works do not delete IConnect, both IConnect and STiNG can be loaded in
> memory without any problems, you might even join the club and start using
> the IConnect OVL supplied with CAB to surf in the future.... the two STiNG
> alternative OVL's have been playing catch-up for years, and for the time
> being they still aren't as good as the original...

Er... what?

IConnect is the slowest TCP/IP stack ever made for Atari. It does
have one advantage, though: it's easy to install, as you don't need
to edit the scripts by hand, all the parameters are to be set using
an easy GEM-based setup application. However, the reason why all
those parameters are saved in a non-ASCII file that cannot be edited
in qed for example, is quite beyond me...

As far as the CAB.OVL for IConnect is concerned: I used it for some
time, and couldn't access some websites that worked OK with the
CAB.OVL for STing. The only thing I found good about it was the
non-blocking IP resolving.

I tried STiK, STiNG, Draconis, IConnect and MagX-Net. The best one
for me is the latter (MagX-Net), because it is the fastest (I don't
know exactly why, I just state the fact ;-)) and it works great in
multitasking.

I think you should remove STing and try to install MagXNet. It's
even easier to configure than STing - you don't need to change
almost anything in the scripts for dial-up. Just give your
DNS in resolv.conf, edit chat-script based on your STing cfg file
and change the first line in the options file so that points to
the modem port.

--
Grzegorz Pawlik

http://marijuana.atari.org/

2548. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-22 23:51:24 UTC
From: vdjole@EUnet.yu
Message-ID: <a7gg1o$k3p$1@news.eunet.yu>
Source record: 36596

On 20 Mar 2002 10:12:11 , Frank Naumann wrote:
>> If a singletasking mode in Mint were available,
>[...]
>I don't think so. At least I'm very interested to hear what do you
>understand under this single tasking mode. There is AFAIK no difference
>inside the FreeMiNT kernel if only one appliaction is scheduled or several
>applications. So I really want to know what should be the difference for
>the so called single tasking mode (as every process have it's own address
>[...]
>The only thing I can imagine is that the AES behave different under the
>single tasking mode of MagiC.

I am afraid that I can not answer this question with technical details
of what I think happens inside the OS kernel- if I could, I would probably
be able to solve the problem myself :) - but only with manifestations of
the issue: In the task manager of Geneva there is an option "Multitask"
which can be checked or not for particular applications, and in the
Aplications-configuring dialog of desktops usable in Magic (Jinnee, Thing,...)
there is a corresponding item (somewhere named "Run in signle mode",
somewhere named "Parallel"). For programs such as those that I mentioned
(DynaCADD, Megapaint) the "multitask" option has to be disabled in order
for them to work properly (or "Parallel" disabled in Jinnee, etc.).
I also noticed in some docs that there is a value (=101) of sh_wiscr argument
for shel_write OS function, meaning "run in single mode" in Magic- so this
option must mean -something-.

It is quite probable that programs like Megapaint, etc. do nasty things
which should not be done (i.e although they have a menu bar and look like
"normal" GEM programs at first sight, I suspect that they are not such
in reality- they can operate only fullscreen, their windows can not be
resized, it is not easy to call accessories from them, etc. etc.)- but
such is reality; Geneva comes with a list of preconfigured settings
for a considerable number of applications- and the number of those
for which "multitask" is disabled is not small. So, Magic and Geneva
support something called "Single mode", whatever it is, and I think that,
for for reasons of compatibility and software heritage, Mint should
have that too. I am aware that introducing such a thing might spoil
the elegance of the inner design of some details in Mint- but this
is not an ideal world...

Regards...

2549. FALCON SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 00:37:22 UTC
From: jdplace@prodigy.net
Message-ID: <67Qm8.826$i61.63129903@newssvr17.news.prodigy.com>
Source record: 36743

I just received my Falcon (yeah!) mounted in a Wizztronics Falcon rack. It has a Seagate ST11200N SCSI drive, but no cable to the main board. Is J16 a 50 pin SCSI connector, or do I need a host adaptor?

Joe Place
Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, 4 MB Atari 1040STe /|\
2.0 GB HD, QPS CD-RW
Geneva, NeoDesk, Extendos Gold

2550. [www] Atari Icon Library updated

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 01:26:24 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.qljernln@localhost>
Source record: 36744

Hi all,

Some new additions to the Atari Icon Library:

16 Plus4 icons, 4 hannukah icons (converted by Matthias Jaap)
15 hotrod icons (Digital Garage)
9+9 kosmoz icons (Digital Garage)
100 mini icons (Scrow)
27+27 glyphXP toolbar icons (Scrow)

http://aicq.atari-users.net

/Joakim

2551. Best Internet Solution

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 01:35:49 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a7gm5lmkr1@news.hawaii.edu>
Source record: 36745

Greetings,

Back before I had broadband, I tried a few different options with regard to Internet software for the Atari, but a lot has changed since then.

I want to ask for opinions as to the fastest and most stable TCP/IP stack and Internet software for Atari computers.

I intend to set up a NetBSD, Linux, or MiNT server on a TT030 with a Riebl Ethernet card attached to my network, which would server to feed TCP/IP to several computers via null modem on serial ports.

Alternatively, I could attach the TT030 directly to the network, although this would prevent any possibility of using a color video card for the TT (unless any of you know how to attach multiple VME devices.)

Here are some of the options that I am considering:

StiK
STinG
MiNTNet
MagiCNet

Draconis
WenSuite
Cab
Chimera

Please provide any feedback that you can.

Thanks,

John Perez

2552. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 05:36:20 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C162C8.1FE8A%nameerf@flash.net>
Source record: 36597

in article a7ge3jijd1@news.tpi.pl, Grzegorz Pawlik at
gregory@_SPAMMING_is_A_SIN_.atari.pl wrote on 3/22/02 3:18 PM:

> I think you should remove STing and try to install MagXNet. It's
> even easier to configure than STing - you don't need to change
> almost anything in the scripts for dial-up.

I disagree. I figured out STiNG no problem and had it up and running within
minutes. I still don't know what to do with MagXNet to make it work, and
I've been trying off and on for a couple weeks.

> Just give your
> DNS in resolv.conf, edit chat-script based on your STing cfg file
> and change the first line in the options file so that points to
> the modem port.

This is good to know, as that's not exactly plainly obvious in the
documentation (at least to me).

Could you give me a concrete example of this? In other words, do you have
some sample files you could send me that work perfectly for a basic dial-up
connection (with the passwords blanked out, of course)? Also let me know
exactly where I need to place these files. I personally couldn't
understand quite what to do with the files (both editting and placement),
even after reading through the documentation. Even though it was a little
clearer than the MintNet docs, it still contains some "programmer-eze" that
boggles me a bit (I'm a musician, not a programmer).

Both MintNet and MagXNet (as well as other similarly documented programs)
tend to think that everyone interested in installing them knows exactly what
syntax to use. Even if it's clear to them, it's not to everyone. I had a
discussion with a computer engineer friend of mine about this. I was working
on a project where I work, and in order to do something in MS Powerpoint
that I wanted to do, it required me to directly access slide code according
to "instructions" I got from an online source, but neither me nor anyone
else I work with knew what to do with it. He came in and was like, "It's
right there in black and white" and couldn't see what our difficulty was.
It's like asking someone who only speaks English why he can't understand
something written in plain French... There is too much assumption about the
knowledge a user has about the way things work.

Anyway, any help would be appreciated. Thanks!

Mike Freeman
nameerf@flash.net

2553. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 05:46:28 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C16529.1FE8B%nameerf@flash.net>
Source record: 36598

in article 1016828656-139119AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 3/22/02 10:46 AM:

> From: Michael and Nicole Freeman <nameerf@flash.net>
> Date: Tue, 19 Mar 2002 16:12:36 GMT
>
> Hi Mike,
>
>> Of course, I have to have STiNG working to download anything for
>> MagXNet... :(
>
> Why don't you try install IConnect which is included with CAB? And if you're
> able to go online with CAB using IConnect then at least you'll know that the
> problem lies with STiNG and not with the HSModem settings.
> If it works do not delete IConnect, both IConnect and STiNG can be loaded in
> memory without any problems, you might even join the club and start using
> the IConnect OVL supplied with CAB to surf in the future.... the two STiNG
> alternative OVL's have been playing catch-up for years, and for the time
> being they still aren't as good as the original...

That's a little difficult, as I don't have IConnect. I use the demo version
of CAB (although I don't use it much since I use my Mac for most of my
Internet work). I only use STiNG to download new software to the Falcon, and
to transfer files from computer to computer (between the Falcon, my Mac, and
the computer at work - all via E-mail until I can connect my Mac and Falcon
in a network).

Also, I discovered that my problem not only happens with STiNG, but with
STiK 2 as well. I doesn't with Connect or other Terminal software, but with
these two programs it does.

Finally, could someone send me some help for what the HS Modem settings
should be. I never changed them, but at this point I'm not going to rule it
out. If they somehow are causing this, I don't know what could have made
them do this now, when they always worked before.

So that everyone knows, I do have the HS Modem files (DRIVIN.PRG and
SCC.PRG) in the right order, and STiNG does run after them.

Thanks for your suggestion!

Mike Freeman
nameerf@flash.net

2554. Re: HP // scanner

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 06:11:54 UTC
From: yves.rogne@free.fr
Message-ID: <3c9c1ca9$0$853$626a54ce@news.free.fr>
Source record: 36599

Hi Dennis,

�Forget it....
�The only available HP driver is the NovaScan driver which can only drive
�scanners with a SCSI port.

So sorry)-:

�The Epson and HP drivers are incompatible. But you could always try to
�locate an Epson scanner somewhere ofcourse ;-)

Yes, but I think I won't find that resolution with slides capability for that price.

�All the GTxxx models up to the Epson 1240 will work with the existing Epson
�drivers (GT Look and Epson GT).

I have them.

>Unfortunately Epson stopped producing SCSI scanners in favour for scanners with
>USB and/or Firewire interface so you'll �have to look for a second hand model...

Sorry too !

So if anyone can help to find the commands of the scanner I will do the driver by myself for all of you.

Regards

M�gamodeste

2555. Re: FALCON SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 06:23:22 UTC
From: rsmac@t-online.de
Message-ID: <1f9hk0p.1at8bif16xqp8uN%rsmac@t-online.de>
Source record: 36600

Joseph D. Place <jdplace@prodigy.net> wrote:

> I just received my Falcon (yeah!) mounted in a Wizztronics Falcon rack. It
> has a Seagate ST11200N SCSI drive, but no cable to the main board. Is J16
> a 50 pin SCSI connector, or do I need a host adaptor?

Please do not connect anything like an hard drive to this port.
That is an internal expansions (CPU) port.

Falcon normaly do not have an internal SCSI port. Only some modified
models had an internal SCSI port nearly external SCSI port.

Hard drive standard internal is 2.5" IDE

You need a cable from external SCSI2 port to SCSI hard drive.
Some SCSI2 to flat cable adaptors around on Misco magazine.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

2556. Re: what's this?

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 08:52:12 UTC
From: <>
Message-ID: <1016870622-658684AEicMi@ntlworld.com>
Source record: 36605

From: "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Date: Fri, 22 Mar 2002 18:28:36 +0100

>I suppose it's a controller for a printer (it seemed to me like a HD drive
>too, but there's nothing about an input for the power, neither a power
>source), but without the printer. So I think I'm not going to bid... ;-D

It would be a complete waste of your money, but might be a life-saver for
anyone who needs a controller for either the SLM804 or 605 laser printers.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2557. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 08:57:43 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a7hg25$br4$1@news.tpi.pl>
Source record: 36604

```
On 23 Mar 2002 05:36:20 , Michael and Nicole Freeman wrote:
> Could you give me a concrete example of this? In other words, do you have
> some sample files you could send me that work perfectly for a basic dial-up
> connection (with the passwords blanked out, of course)? Also let me know
> *exactly* where I need to place these files. I personally couldn't
> understand quite what to do with the files (both editting and placement),
> even after reading through the documentation. Even though it was a little
> clearer than the MintNet docs, it still contains some "programmer-eze" that
> boggles me a bit (I'm a musician, not a programmer).

I will try to describe how to install it, or at least how I did
install it :-) Hope someone will correct me if anything is wrong...

1) Put SOCKETS.DEV, SLIP.MIF and MAGX_SLD.OVL in your Xtensions folder
(C:\gemsys\magic\xtension\)

2) Put MAGXCONF.PRG in your Start folder (C:\gemsys\magic\start\)

3) Put the etc folder from the distribution anywhere, but it must
be VFAT partition. Note that you have to depack MagXNet distribution
on a VFAT partition, so that to preserve the long file names and
four letter extensions. I have it on C:\network\magx-net\etc\

4) Put magx_rc.net in your Start folder, open it with qed and edit
the line "etc_path" so that it points to the place you have your
etc folder, mine is:
etc_path c:\network\magx-net\etc
No need to change anything else there.

5) Put gluestik.prg in your AUTO folder. Use the one from MagxNet, not
the one from MintNet.

6) In etc\resolv.conf put the IP of your nameserver.

7) Edit etc\ppp\chat-script. Mine looks like that:
""
ATZ
OK
ATDT0202122
ABORT "BUSY"
ABORT "NO CARRIER"
CONNECT
""
sername:
HereComesYourUsername
ssword:
HereComesYourPassword
```

8) Edit etc\ppp\options. Mine looks like that:
/dev/modem2
115200
0.0.0.0:
noipdefault
defaultroute
-vj
connect "u:/usr/etc/chat -f u:/etc/ppp/chat-script"

No need to change anything in the last line. This path is actually
not used ;-) First line should point to the serial port you have your
modem connected to, the second is the speed.

"noipdefault" is used for dynamic IP assignment. "defaultroute" is
quite beyond me ;-) "-vj" has propably something to do with Van
Jacobson compression, but it works equally well with or without it
(at least for me).

9) Enter your password and login in pap-secrets. Replace those "<your
login>" entries. But if you provided them in the chat-script as I did,
it is not really necessary I think ;-)

10) Reboot.

11) Start PPPD_GEM, click on connect :-)

So, to sum it up, you *need* the following files:

GEMSYS\MAGIC\XTENSION\SOCKETS.DEV
SLIP.MIF
MAGX_SLD.OVL
GEMSYS\MAGIC\START\MAXCONF.PRG
MAGX_RC.NET - text config file
network\magx-net\etc\ppp\chat-script
options
pap-secrets
network\magx-net\etc\host.conf - don't change anything here
resolv.conf
domainname - you may specify your ISP domain here
hostname - you may specify your hostname here
hosts ! don't
netmasks ! change
networks ! those
protocols ! files
services ! ...
AUTO\DRVIN.PRG - you need HSmodem.
SCC.PRG
GLUESTIK.PRG - gluestik from MagXNet, *not* the one from MiNTNet!

network\magx-net\utlities\pppd-gem\pppd.prg - dialer
pppd.rsc

..at least it is the way I have it done, and it works great with
STing clients (at least with CAB, Newsie, aFTP and MJM). You may

also add drac_gw.prg to use Draconis clients. And IConnect gateway
might be available one day...

--
Grzegorz Pawlik
http://marijuana.atari.org/

2558. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 08:58:02 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f9hqg8.19bleb61xo3y7kN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 36603

Steve Sweet <stevesweet@freeuk.com> wrote:

> Hi Lonny
>
> | > Can anyone give me a short introduction on SLB (Shared Library) files ?
> | > I found some when I downloaded Aniplayer but have no idea what they do,
> | > how to install, and how to use them. I have understood it was originally
> | > something for Magic, that also works with newer MiNT versions. I use
> MiNT.
> |
> | Aniplayer will attempt to load these SLB files when you do certain things.
> | I found that they must be in the same dir as Aniplayer or whatever feature
> | that SLB provides will be disabled.
>
> They will live quite happily in the system SLB folder providing that you
> edit magx.inf to point to them.

Hi,

This is a short part of the MagiC's documentation:

****

Shared libraries in MagiC from V6.00 onwards

Andreas Kromke
26.10.97
Last change: 10.2.98
English translation: Peter West, April 99

1. What are shared libraries ?
==========

Usually libraries with frequently used procedures are collected in
their own object module and then linked with several programs during
compilation. In that case each program receives a copy of the library,
which is integrated firmly into the PRG file.
Shared libraries, on the other hand, exist as separate files only once
on the hard disk and can be used by several programs, even
simultaneously.

2. Why shared libraries ?
==========

Compared to hard-linked libraries this results in a series of
advantages:

- Saving of storage space on the hard disk. The more programs that use the same libraries, the greater the saving.
- Saving of storage space in main memory (RAM). This only comes into play when several programs that use the same library are loaded simultaneously.
- Systematic maintenance by the programmer: For an update it may suffice at times just to distribute a new library. All programs that use the library will then profit from the update.
Additionally there will be fewer source texts to maintain. When a library has been altered there is no need to newly translate all programs that use it.

Naturally there are also disadvantages:

- Program loading takes somewhat longer; however this is so only if the library has not been loaded yet.
- There may be interaction between updates of various programs. When exchanging a library, several programs may be affected (positively or negatively).
- During installation of a program the files have to be copied to the XTENSION folder or to the first folder specified in the searchlist SLBPATH (from Magic 6), so it is no longer possible to establish easily which shared library belongs to which program.

Remedies, for instance:

- Only place aliases in the XTENSION folder or the first folder specified by the environmental variable SLBPATH (see below).
- Leave the shared libraries in a subdirectory of the program and merely extend the environmental variable SLBPATH in MAGX.INF by this directory (possible from Magic 6 onwards). If no SLBPATH variable exists as yet then one has to enter the XTENSION path in it first.

****

So the best way is to put the files in the XTENSION folder. The only solution for load the SLB (MagiC, MiNT or Metados 2.74 is to use the system's calls, there are a new function (this is another part of the same file):

****

Each library is opened with Slbopen() (opening and closing should only take place in user-mode), during which the following parameters are passed:

char *name The name of the library, in capitals,
including the extension (".SLB"). The
library name is also the filename.
char *path If this parameter is not NULL, then first of
all a search will be made for the library
(the path must end with '\' in MagiC 5.20;
this is no longer necessary in MagiC 6).

The path should be an absolute one, so that
the shared library knows where it lies.
If the parameter is NULL or the library was
not found in the specified path, then a
search is made in the XTENSION folder.
From MagiC 6 onwards the environmental variable
SLBPATH will be evaluated.Like PATH it contains
a list of search-paths, each separated by ';'.
If the variable is defined no additional search
will be made in the XTENSION folder.

****

Aniplayer put his path here (the same directory than ANIPLAY.PRG), so
the 1st of all a search is inside his directory. If the file isn't
found, the system try the SLBPATH and the XTENSION folder.

Inside MAGX.INF, there are for exemple :

#_ENV SLBPATH=C:\GEMSYS\MAGIC\XTENSION

After you can put some SLBs _only_ for the AES extensions:

#_SLB 0 WINFRAME.SLB
#_SLB 0 PDLG.SLB

It's possible to put other SLB here but it's a bad idea for 2 reasons:

1> The saturation of the memory with SLBs not used.
2> It's possible than some SLB created from Unix Library cannot be used
only by _one_ program in the same time. For exemple if you put
lame_enc.slb here the AES load this SLB use 500KB to 1MB of memory
without use it, and when Aniplayer try to use this library, the answer
is than it's already used by another program.

Now, I hope than you have understand how the system works.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2559. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 08:58:30 UTC
From: <>
Message-ID: <1016870624-658987AEicMi@ntlworld.com>
Source record: 36606

From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Fri, 22 Mar 2002 23:18:13 +0000 (UTC)

>IConnect is the slowest TCP/IP stack ever made for Atari. It does
>have one advantage, though: it's easy to install, as you don't need

It's also fully Scripter scriptable, so you can load details for several ISPs
from your config file and log on to each in turn for collecting your email.

>I tried STiK, STiNG, Draconis, IConnect and MagX-Net. The best one
>for me is the latter (MagX-Net), because it is the fastest (I don't

I'm now using this as well. It's faster as you say, but ATM at least can't be
scripted. I also can't see that it would be possible to dial different ISPs
without renaming some of the associated control files as well IYSWIM.

Cheers

--


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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2560. Atari TT and Falcon menory upgrade (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 09:02:46 UTC
From: <>
Message-ID: <1016870624-659267AEicMi@ntlworld.com>
Source record: 36607

Hi all,

Public Service announcement for fellow UK residents:

There's a TT030 and a Falcon 14MB memory upgrade for auction on the UK
Ebay site.

It's not mine and I don't know the person who's selling.

Cheers
--


```
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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2561. Re: what's this?

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 09:04:28 UTC
From: gemtoo <jpgui@noos.fr>
Message-ID: <3c9c456a$0$20989$79c14f64@nan-newsreader-03.noos.net>
Source record: 36608

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> a €crit dans le message de news: a7gbvgkfj1@nets3.rz.RWTH-Aachen.DE...
> In article <3c9b92a7$0$4127$79c14f64@nan-newsreader-01.noos.net>,
> gemtoo <jpgui@noos.fr> wrote:
>
> >specific hardware for the laser atari
> >printer, isn't it?
> >But that really doesn't matter only 6 Euro:-)
>
> 6 Euro is a lot of money for a useless piece of hardware (and it is *really*
> useless unless you have one of these printers!). And if you have such a
> printer, you probably have the interface, too.
>
> Only if you have a printer and no interface, then 6EUR would be a good deal
> ...
>
> cu
> Michael

```
Hi!
Of course, i'm agree with you:-)
Nobody pay for nothing:-)
but the original question was what's this?
bye
```

2562. Poll on xTOS computer

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 10:18:36 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <a7hklldij1@news1.xs4all.nl>
Source record: 36609

Hello,

There is a poll going on on the german Atari website :
http://www.st-computer.net

go to "weitere News-neue Umfrage-zur Umfrage

Question :

Do you want the new xTOS machine

-as a complete system
-board only
-don't care, give it to us !

Cheers
Dan

2563. games

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 10:31:10 UTC
From: Art-S <art@albi.com.ua>
Message-ID: <a7hlif$1i9m$1@bn.utel.com.ua>
Source record: 36610

Hello,

Tell me please which games for STe or Falcon using blitter chip?
And where i can download it ?
--

311293609.

WBR
Art-S

2564. Re: Best Internet Solution

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 11:11:01 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a7hrknrsp1@news.vol.cz>
Source record: 36615

> I want to ask for opinions as to the fastest and most stable TCP/IP stack
> and Internet software for Atari computers.

MintNet.
The easiest way is to install the EasyMint package.

> Draconis

You can use any clients from this package under MintNet via wrapper.
But IMHO, there is only one interesting client from this package: Adamas
WWW browser.
I don't like it very much, though.

> WenSuite

It uses it's own dialer/stack => unusable

> Cab

Unfortunatelly, this is still the "best" WWW browser for the TOS platform
:(((((

There are also nice console based WWW browsers Lynx and Links.

My other favourite internet clients are: aMail and aFtp and micq.

Regards,

Ctirad

2565. Re: Cab - WWW

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 11:26:25 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c9c6660$0$29605$4c56ba96@master.news.zetnet.net>
Source record: 36611

On 18 Mar 2002 21:36:18 , Martin Tarenskeen wrote:
>On 17 Mar 2002, Martin Holmes wrote:
>
>> On 17 Mar 2002 17:36:10 , Martin Tarenskeen wrote:
>> >>
>> >Can you give an example of a problematic URL ?
>> >
>> Yep, http://perso.wanadoo.fr/didierm is a good example where CAB
>> tells me the site is blocked. Just tried it on a PC and had no problem
>
>I've tried that URL with CAB 2.8 / MiNTNET CAB.OVL v1.8604.
>No problem connecting here.

No problem here with CAVB 2.7.
Charles.

2566. Emulation Site

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 11:58:03 UTC
From: Bondie <chris.snowden1@btopenworld.com>
Message-ID: <a7hqk9$15j$1@paris.btinternet.com>
Source record: 36612

All,

Take a look at this new site, some of the best games for the Atari ST.

http://www.ozland.0catch.com/page3.html

2567. Re: games

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 12:27:57 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a7hschudo1@news5.svr.pol.co.uk>
Source record: 36616

Sleep Walker
Substation
Some pin ball game (hmmm, I forget the name)
Star Dust (nice clean graphics)
(all of these from www.atari.st)

Lethal Xcess http://lethalxcess.atari.org/

There are some others but that is all I can remember for now.

"Art-S" <art@albi.com.ua> wrote in message
news:a7hlif$1i9m$1@bn.utel.com.ua...
> Hello,
>
> Tell me please which games for STe or Falcon using blitter chip?
> And where i can download it ?
> --
>
> 311293609.
>
> WBR
> Art-S
>
>
>
>
>
>

2568. Re: games

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 12:58:12 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u9ouv5rpgj3d01@corp.supernews.com>
Source record: 36617

> Some pin ball game (hmmm, I forget the name)

Obession. Great game

2569. Re: Atari TT and Falcon menory upgrade (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 14:32:12 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u9p4fgm8t43fcb@corp.supernews.com>
Source record: 36618

<snip>
> There's a TT030 and a Falcon 14MB memory upgrade for auction on the UK
<snip>

Not anymore!

Well the TT isn't on there anymore.

Tim

2570. Re: Best Internet Solution

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 14:58:34 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c9c6d8223db52@tripnet.se>
Source record: 36619

On Sat 23-03-2002 01:35 (GMT) John Perez wrote:

>I want to ask for opinions as to the fastest and most stable TCP/IP stack
>and Internet software for Atari computers.
>
>I intend to set up a NetBSD, Linux, or MiNT server on a TT030 with a
>Riebl Ethernet card attached to my network, which would server to feed
>TCP/IP to several computers via null modem on serial ports.

As you want to run under MiNT I suppose MiNTNet is the natural answer?

I use STinG myself to connect a bunch of Ataris together in a network
where one TT has a ROM port Ethernet adaptor and then via null modem
talks to the others in several subnets. Works fine and is easy to setup
if you know how to set up netmasks and addresses in a clever way.

I use Magic, Geneva and TOS, and STinG runs well with all these OS'es. By
having a ftp server on each Atari I can also transfer files easely to and
from the two PC's that are connected to this network as well. And yes,
you can run the ftp server under single TOS as well if you like.

BNET is used to share drives between the Atari computers. It mostly works
well but is not perfectly stable here.

With Weblight you can have a webserver running under STinG. I have kept
mine online now for 1 ï¿½ years with an uptime of 98.5 % so it is very
stable as well. It has really only been unreachable when my ISP has had
problems on there own.

>Here are some of the options that I am considering:
>
>StiK

If you only have an Atari and want to dial in to your ISP, so not for you?

>STinG

My favourite

>MiNTNet

Se above

>MagiCNet

An interesting alternative for Magic users who want MiNTNet capabilities
without running MinT, so not for you?

>Draconis
>WenSuite
>Cab
>Chimera

Really not related to your questions about tcp/ip stacks. I have only tested CAB and it mosty gets the job done. As I do all my news/mail on the Atari I use CAB to display links in messages when I click on them. It is a bit slow but that does not matter too much as I have a semi permanent (ADSL) Internet connection.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2571. CUBASE AUDIO FOR C-LAB FALCON

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 17:59:46 UTC
From: Antonio <CAUTO@mail.ono.es>
Message-ID: <mo3n8.12474$sZ4.158436@news.ono.com>
Source record: 36625

HI:
Please, I need cubase audio or score or version 2, or 3 which rules in my
c-lab falcon.
CAUTO@mail.ono.es
Help me please!!!

2572. Re: Best Internet Solution

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 18:42:59 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a7iibj$k5l$4@snipp.uninett.no>
Source record: 36626

John Perez <jhperez@uhunix1.its.hawaii.edu> wrote:

> I want to ask for opinions as to the fastest and most stable TCP/IP stack
> and Internet software for Atari computers.

MiNTnet for MiNT, and MagiCnet for MagiC. STiNG works fine, but
performance is not nearly as good as with MiNTnet (and probably MagiCnet
from what I've heard). You won't notice much difference with a serial
line, but with ethernet the difference is very noticable. I'm using STiNG
under MagiC and MiNTnet under MiNT on my TT (ROM-port adapter from Elmar
Hilgart) and the difference is striking. It's just so faster and smoother
with MiNTnet.

> I intend to set up a NetBSD, Linux, or MiNT server on a TT030 with a
> Riebl Ethernet card attached to my network, which would server to feed
> TCP/IP to several computers via null modem on serial ports.

Riebl? Hmm... I have one, and the drivers for it (both for STiNG and
MiNTnet) are very, very unstable. I wouldn't recommend using it with the
current drivers.

> Alternatively, I could attach the TT030 directly to the network, although
> this would prevent any possibility of using a color video card for the TT
> (unless any of you know how to attach multiple VME devices.)

If you can find a second VME-connector, you can just daisy-chain it with
the one already installed. However, not all combinations of graphics cards
and ethernet cards will work.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2573. Re: CUBASE AUDIO FOR C-LAB FALCON

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 19:15:00 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <9v4n8.3213$QR.433933@news11-gui.server.ntli.net>
Source record: 36627

Hello.

"Antonio" <CAUTO@mail.ono.es> wrote in message
news:mo3n8.12474$sZ4.158436@news.ono.com...
> HI:
> Please, I need cubase audio or score or version 2, or 3 which rules in my
> c-lab falcon.

Keychange Music. 01925 266120 has both in stock.

Barrie at Keychange. www.keychange.co.uk

2574. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 19:28:13 UTC
From: vdjole@EUnet.yu
Message-ID: <a7il0a$do0$2@news.eunet.yu>
Source record: 36628

On 22 Mar 2002 19:45:32 , Dennis Vermeire wrote:
>From: vdjole@EUnet.yu (Djordje Vukovic)
>Date: Tue, 19 Mar 2002 00:42:02 +0000 (UTC)
>
>Hi Djorde,
>
>>btw. I have never understood why ASH who, AFAIK, holds the right to both
>>Magic and NVDI, have not made the effort to integrate NVDI with Magic (and
>>in that case it would have been possible to put it into EPROMs).
>
>ASH doesn't have any rights at all on neither Magic nor NVDI. ASH is only a
>software publisher/distributor. They *sell* software... the rights to the
>above mentioned programs belong to respectively Andreas Kromke and the
>brother Behne.

Ah, so! Thanx for the clarification.

>BTW, there's nothing stopping you to put Magic into EPROM's,
>it's been done before....

I know, but that was not the issue. The idea/question was how to put
Magic (or TOS) into EPROMs together with NVDI and possibly with other
enhancements, too. Sentence "in that case it would have been possible
to put it..." referred to NVDI.

Regards;

2575. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 19:58:05 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C22CC2.1FEAF%nameerf@flash.net>
Source record: 36629

in article a7hg25$br4$1@news.tpi.pl, Grzegorz Pawlik at
gregory@_SPAMMING_is_A_SIN_.atari.pl wrote on 3/23/02 12:57 AM:

> On 23 Mar 2002 05:36:20 , Michael and Nicole Freeman wrote:
>> Could you give me a concrete example of this? In other words, do you have
>> some sample files you could send me that work perfectly for a basic dial-up
>> connection (with the passwords blanked out, of course)? Also let me know
>> *exactly* where I need to place these files. I personally couldn't
>> understand quite what to do with the files (both editting and placement),
>> even after reading through the documentation. Even though it was a little
>> clearer than the MintNet docs, it still contains some "programmer-eze" that
>> boggles me a bit (I'm a musician, not a programmer).
>
> I will try to describe how to install it, or at least how I did
> install it :-) Hope someone will correct me if anything is wrong...

Thanks! I'll see what I can do with this! Very clear and precise! Excellent!

Mike Freeman
nameerf@flash.net

2576. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 20:28:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200203232128.a29638@wun.maus.de>
Source record: 36637

Hallo derryck!

D>I also can't see that it would be possible to dial different ISPs
D>without renaming some of the associated control files as well IYSWIM.

Of course it's possible to do so. The directory structure of /etc must be as
follows:

U:\etc\
domainname
host.conf
hostname
hosts
netmasks
networks
protocols
resolv.conf
services
ppp\
chap-secrets
pap-secrets
pppchat.acncity
pppchat.easynet
pppchat.msn
pppchat.tonline
opts\
ACN.opt
MSN.opt
T-online.opt
easy_call_city.opt

pap-secrets is a link to chap-secrets. This one consists of lines like
"MSN" * MSN
(tab-delimited, "username"[tab]*[tab]<password>, with the username being the
same as in the "user" line in the corresponding opts file. One line for each
ISP.

MSN.opt looks like this:

/dev/modem2
115200
debug
noipdefault
defaultroute
noauth
netmask 255.255.255.0

```
user MSN
connect "/usr/sbin/chat -f u:/etc/ppp/pppchat.msn -v -r u:/tmp/connect.rpt "

the corresponding chat file pppchat.msn looks like this:

REPORT CONNECT
TIMEOUT 60
ABORT "NO DIALTONE"
ABORT "NO CARRIER"
ABORT BUSY
ABORT ERROR
"" ATZ
OK atL0
OK atdt010880192658
CONNECT

Note that all of these files must have UNIX line ending!

With files set up like this, pppd-gem will show a popup list with available
providers to chose from. It will then take the opts file, start pppd with the
appropriate chat script and get the password from the corresponding line
(username) in the secrets file.

What's missing might be to set proxy and news server names accordingly.

The above files are for a german internet-by-call provider, which has a public
username and password. Accounting is via telephone bill.

It's planned to include the above shown directory tree (with all files) into
the upcoming new MagiCNet version. At least Vassilis has got it for this :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard
```

2577. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 20:40:16 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016969897.5648.1@iapetus.uk.clara.net>
Source record: 36546

Hi Dennis you old slapper!!.

| Hi Steve,
|
| >They will live quite happily in the system SLB folder providing that you
| >edit magx.inf to point to them.
|
| To stop further confusion: the above given solution is the only one which
| willl work under any circumstance. *All* SLB's should be put in the MagiC
| Extension folder and have a proper reference in the magx.inf, the *only*
| correct syntax is i.e: #_SLB 0 EDITOBJC.SLB.
| All other ways of trying to load SLB's are undocumented and will almost
| certainly lead to Magic not loading/seeing/recognising them.... To put it
| very politely: RTFM ;-)

You've crawled out of your toilet, who are you gonna upset this visit. 8-).

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.343 / Virus Database: 190 - Release Date: 22/03/02

2578. Re: Atari TT and Falcon menory upgrade (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 21:42:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1016969899.5648.2@iapetus.uk.clara.net>
Source record: 36547

Hi Derryck

| Public Service announcement for fellow UK residents:

This is the sort of service you'd get at a friendly local computer club, the true sense of community.

I hear there's a club local to me, somewhere around the M25 car park, have you heard of it by chance?.

| There's a TT030 and a Falcon 14MB memory upgrade for auction on the UK
| Ebay site.
|
| It's not mine and I don't know the person who's selling.
|
| Cheers

Is it yours or do you know who's it is?.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.343 / Virus Database: 190 - Release Date: 22/03/02

2579. Re: FALCON SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 22:32:02 UTC
From: jdplace@prodigy.net
Message-ID: <Cn7n8.4637$DS3.876542994@newssvr15.news.prodigy.com>
Source record: 36630

On 23 Mar 2002 07:23:22 , Robert Schaffner wrote:

>Please do not connect anything like an hard drive to this port.
>That is an internal expansions (CPU) port.
>
>Falcon normaly do not have an internal SCSI port. Only some modified
>models had an internal SCSI port nearly external SCSI port.
>
>Hard drive standard internal is 2.5" IDE
>
>You need a cable from external SCSI2 port to SCSI hard drive.
>Some SCSI2 to flat cable adaptors around on Misco magazine.
>
>Regards, Robert
>
>--
> -= Home of DOIT-Archive =-
> --
> Atari und Macintosh Hardware FAQs
> http://www.doitarchive.de
>.
Thanks Robert. I did find some schematics, and I bought an adaptor and
hooked up the drive to the external port. It is working fine.

Joseph Place

2580. Falcon Audio

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 22:45:40 UTC
From: jdplace@prodigy.net
Message-ID: <oA7n8.11625$1w4.2078400583@newssvr16.news.prodigy.com>
Source record: 36635

I am enjoying my "new" Falcon, and everything is working great so far with the exception that I have no sound. I do get a noise when I plug in headphones, and I don't see any physical damage. I can hear hard drive and video noise if I plug into an amp and turn the gain up very high. Where should I start looking? Is there an audio test program available?

Joseph Place

2581. Re: Emulation Site

Newsgroup: comp.sys.atari.st
Date: 2002-03-23 23:20:54 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C9D0DD5.E7AA2A88@yahoo.com>
Source record: 36631

You are an emluation site and you only have 20mb of datatransfer?????
PLEASE move your site somewhere that offers more bandwidth!!!

Bondie wrote:

> All,
>
> Take a look at this new site, some of the best games for the Atari ST.
>
> http://www.ozland.0catch.com/page3.html

2582. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 02:13:57 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u9qdivjamnf50c@corp.supernews.com>
Source record: 36632

<snip>
> The US machine would want to dominate any other machines it was near to
> without actaully being able to take care of itself properly
<snip>

I'm not to sure about that, I think that the US machine would assume that it
was the only computer ever built and it would never contemplate being in a
would full of 'foreign' machines!!

Only joking but I couldn't resist (films and all that).

Oh now I've done it.

Tim

2583. Re: TOS 2.06 and printing (and PRINTER.CPX) - Printer Test

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 02:20:53 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u9qe002qm5k1b5@corp.supernews.com>
Source record: 36633

<snip>
> I suspect that the BJ-10ex was switched to Epson emulation mode,
> which is why it printed graphics from the desktop. But as you say
> it's likely to give smaller images due to the higher print
> resolution.
<snip>

Could be correct, the BJ10ex contained DIP switches to control various different options. When I had one, I had the DIP switches set to Epson mode to allow it to work properly with my STe.
I'm suprised that there are many of these printers left as all the people I know that had them broke them, myself included. We managed to get them to print text and graphics as though heads were blobked even though new cartridges were fitted and the connections were cleaned.

Tim

2584. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 02:24:09 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C2873D.1FEB7%nameerf@flash.net>
Source record: 36634

in article a7hg25$br4$1@news.tpi.pl, Grzegorz Pawlik at
gregory@_SPAMMING_is_A_SIN_.atari.pl wrote on 3/23/02 12:57 AM:

> 1) Put SOCKETS.DEV, SLIP.MIF and MAGX_SLD.OVL in your Xtensions folder
> (C:\gemsys\magic\xtension\)

I guess I have the old version of MagXNet, because it didn't come with the
MAGX_SLD.OVL file.

> 11) Start PPPD_GEM, click on connect :-)

Didn't come with PPPD_GEM, either (I guess it wasn't released at the time).

So, until I get STiNG or STiK 2 working again, or can find someone who can
put them on a floppy for me, I'm still stuck... wish me luck...

Mike Freeman
nameerf@flash.net

2585. Carte CT60 et Linux

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 02:31:06 UTC
From: Nicolas Maillot <nmaillot@sophia.inria.fr>
Message-ID: <a7jdpe$12os$1@news4.isdnet.net>
Source record: 36636

Bonjour,

Quelqu'un peut-il me dire si un support linux/m68k (ou netbsd) est prevu
pour la carte CT60?

Merci

Nicolas Maillot

2586. Re: FALCON SCSI

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 06:20:41 UTC
From: rsmac@t-online.de
Message-ID: <1f9jelx.ksingu4lf0qoN%rsmac@t-online.de>
Source record: 36638

Joseph D. Place <jdplace@prodigy.net> wrote:

> Thanks Robert. I did find some schematics, and I bought an adaptor and

OK
Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

2587. Re: Falcon Audio

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 07:24:29 UTC
From: jdplace@prodigy.net
Message-ID: <Nafn8.1335$UY.97630364@newssvr17.news.prodigy.com>
Source record: 36639

Well, this is hard to believe. On the Wizztronics Falcon rack, the
headphone jack is labeled "mic" and the mic jack is labeled "headphone."
This was my problem. Everything is fine now!

Joseph Place

On 23 Mar 2002 22:45:40
, Joseph D. Place wrote: >NNTP-Posting-Date: Sat, 23 Mar 2002 17:45:40 EST
>Organization: Prodigy Internet http://www.prodigy.com >X-UserInfo1:
SCSYQN_@FS@GBTH[BJKB_T\K[[UTB_LILIXNMVMHQYUJUZ]CCVWCPG[YMDXZH^[K[FFQZHBM@FX\NJOCW^TGNQ>LFR
FU_HSDIHX[FCUWCXLP@PBL\BKFXXVGCM\CCKFVL_T[GJLBM@Q^]WKGS]T]M^NG_YKYVGV_IJYXS@MCBT[@JPRXECDF
ZMSXG]>NVQQTJL >Date: Sat, 23 Mar 2002
22:45:40 GMT >Xref: newsmst01.news.prodigy.com comp.sys.atari.st:181492 >
>I am enjoying my "new" Falcon, and everything is working great so far with
>the exception that I have no sound. I do get a noise when I plug in
>headphones, and I don't see any physical damage. I can hear hard drive
>and video noise if I plug into an amp and turn the gain up very high.
>Where should I start looking? Is there an audio test program available? >
>Joseph Place >.

2588. How do I register CAB!

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 07:41:52 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203232329050.31608-100000@shell.pacifier.com>
Source record: 36640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just downloaded CAB v.2.8 BetaTest Demo and I can't figure out who to E-Mail to get the registration key. Can someone E-Mail me the right E-Mail address? Or registration instructions in English. The important thing is I I need to be E-Mailed.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2589. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 07:54:25 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0203240852520.9-100000@freemint>
Source record: 36641

Hello!

> for for reasons of compatibility and software heritage, Mint should
> have that too.

As I already tried to explain I'm sure this single mode stuff belongs to
the AES only. So FreeMiNT doesn't have anything todo with that.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

2590. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 09:30:42 UTC
From: <>
Message-ID: <1017036974-53573AEicMi@ntlworld.com>
Source record: 36578

From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Sat, 23 Mar 2002 08:57:43 +0000 (UTC)

>..at least it is the way I have it done, and it works great with
>STing clients (at least with CAB, Newsie, aFTP and MJM). You may
>also add drac_gw.prg to use Draconis clients. And IConnect gateway
>might be available one day...

A top-notch posting Grzegorz :-)

I can confirm that both the IConnect gateway and Draconis work fine, and
on a Falcon CT2 :-)

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2591. Re: Atari TT and Falcon menory upgrade (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 09:35:56 UTC
From: <>
Message-ID: <1017036980-54505AEicMi@ntlworld.com>
Source record: 36579

From: "Tim Anderson" <tanderson@ednet.co.uk>
Date: Sat, 23 Mar 2002 14:32:12 -0000

>Well the TT isn't on there anymore.

That didn't last long then!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2592. mega file 60

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 09:43:08 UTC
From: Dingoblue <wbrennan@dingoblue.net.au>
Message-ID: <3c9da013$0$9996$afc38c87@news.optusnet.com.au>
Source record: 36642

Hi,
I have a megafile 60 that is slowly dying.
Are there any modern drives that can be used inside this box to make use of the adapter in it so that I can keep my STe machine alive.
thanks,
Wayne

2593. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 09:44:54 UTC
From: <>
Message-ID: <1017036988-56317AEicMi@ntlworld.com>
Source record: 36580

From: Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa)
Date: Sat, 23 Mar 2002 21:28:00 +0100

Hi Ekkehard!

>D>I also can't see that it would be possible to dial different ISPs
>D>without renaming some of the associated control files as well IYSWIM.
>
>Of course it's possible to do so. The directory structure of /etc must be as
>follows:

Ah! This is very interesting! :-) Thanks!

I've also raised the possibility of scripting pppd in the same manner as can
be done with IConnect. One can then collect email (and newsgroups) from other
servers during the same session. At least now though it will be possible to
use another ISP in case there are problems with the "default" one.

>What's missing might be to set proxy and news server names accordingly.

I'm sure that it'll come eventually :-)

Vassilis is putting much work into Magxnet.

Cheers!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2594. Re: Emulation Site

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 09:57:53 UTC
From: Bondie <chris.snowden1@btopenworld.com>
Message-ID: <a7k7v1pdg1@paris.btinternet.com>
Source record: 36643

What a mistake to make... I am currently uploading to my new mirror site
which will be;

http://www.hostultra.com/~ultimatq/page3.html

And it's all working great. If you have any suggestions or would like to
see anything else on there give me a shout.

Cheers.
"Jess LaFleur" <atari_jess@yahoo.com> wrote in message
news:3C9D0DD5.E7AA2A88@yahoo.com...
> You are an emluation site and you only have 20mb of datatransfer?????
> PLEASE move your site somewhere that offers more bandwidth!!!
>
> Bondie wrote:
>
> > All,
> >
> > Take a look at this new site, some of the best games for the Atari ST.
> >
> > http://www.ozland.0catch.com/page3.html
>

2595. Re: mega file 60

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 10:53:07 UTC
From: Oracle <No.Return@go.away>
Message-ID: <A9in8.18862$uR5.44502@newsfeeds.bigpond.com>
Source record: 36644

what type of drive do they use??

is it mfm or scsi?

if its scsi, any 50 pin scsi drive will work in it.

are you in australia?

"Dingoblue" <wbrennan@dingoblue.net.au> wrote in message
news:3c9da013$0$9996$afc38c87@news.optusnet.com.au...
> Hi,
> I have a megafile 60 that is slowly dying.
> Are there any modern drives that can be used inside this box to make use
of
> the adapter in it so that I can keep my STe machine alive.
> thanks,
> Wayne
>
>

2596. Got a 1040 STE for $3

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 10:55:27 UTC
From: Oracle <No.Return@go.away>
Message-ID: <Lbin8.18865$uR5.44247@newsfeeds.bigpond.com>
Source record: 36645

and it works perfectly. and was in imacualate condition, although the floppy drive was dead. no matter, i have a spare stfm i took the drive from. works great!

one question.. What are those 2 15pin vga style plugs for on the side of the keybord?

were they another useless interface atari came up with that was never used ?

thanks

2597. Re: Got a 1040 STE for $3

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 11:42:42 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrna9ren2.26r.atari@core.preferuje.luzik.pl>
Source record: 36548

> one question.. What are those 2 15pin vga style plugs for on the side of the
> keybord?
>
> were they another useless interface atari came up with that was never used ?

They are extroa Joystick connectors, and paddle connectory. They are
pc-joystick style bu PC JOYSTICK WILL NOT WORK WITH IT!!! You need a special
connector to use it.

Some games make use of this extended joystick ports.

Adam Klobukowski
atari@gabo.pl

2598. Re: Got a 1040 STE for $3

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 12:02:53 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c9dc06b$0$29612$4c56ba96@master.news.zetnet.net>
Source record: 36549

Hi Adam!

On 24 Mar 2002 11:42:42 , Adam Klobukowski wrote:
>> one question.. What are those 2 15pin vga style plugs for on the side of the
>> keybord?
>>
>> were they another useless interface atari came up with that was never used ?

>They are extroa Joystick connectors, and paddle connectory. They are
>pc-joystick style bu PC JOYSTICK WILL NOT WORK WITH IT!!! You need a special
>connector to use it.
>
>Some games make use of this extended joystick ports.

Actually they are ports that you can plug Atari Jaguar controllers into.
Normal joysticks can't use them.

Yes you are right that some games use them, for example Chu Chu Rocket can
use them.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2599. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 12:12:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1017001273.23327.0@eos.uk.clara.net>
Source record: 36562

Hi Tim

| > The US machine would want to dominate any other machines it was near to
| > without actaully being able to take care of itself properly
| <snip>
|
| I'm not to sure about that, I think that the US machine would assume that
it
| was the only computer ever built and it would never contemplate being in a
| would full of 'foreign' machines!!
|
|
| Only joking but I couldn't resist (films and all that).

8-)

| Oh now I've done it.

Oops!!. 8-)

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.343 / Virus Database: 190 - Release Date: 22/03/02

2600. Re: TOS 2.06 and printing (and PRINTER.CPX) - Printer Test

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 12:13:13 UTC
From: Oracle <No.Return@go.away>
Message-ID: <Gkjn8.18983$uR5.44699@newsfeeds.bigpond.com>
Source record: 36550

regarding canon buble jet printer issues, i work in the field of repairng
them and the laser printers.

If your getting print quality issues even with a new cartridge, it could be
a defective wiper blade, or the purge valve or pump is defective, ie when
the carrage comes to clean, the excess ink isnt being sucked away. the wiper
blade is easy to clean and should be regularly, pure alcohol does a good
job. its found on an arm just after the width of the paper path on the side
the carrage comes to rest.

"Tim Anderson" <tanderson@ednet.co.uk> wrote in message
news:u9qe002qm5k1b5@corp.supernews.com...
> <snip>
> > I suspect that the BJ-10ex was switched to Epson emulation mode,
> > which is why it printed graphics from the desktop. But as you say
> > it's likely to give smaller images due to the higher print
> > resolution.
> <snip>
>
> Could be correct, the BJ10ex contained DIP switches to control various
> different options. When I had one, I had the DIP switches set to Epson
mode
> to allow it to work properly with my STe.
> I'm suprised that there are many of these printers left as all the people
I
> know that had them broke them, myself included. We managed to get them to
> print text and graphics as though heads were blobked even though new
> cartridges were fitted and the connections were cleaned.
>
>
> Tim
>
>

2601. Re: [GAME] pmdoom v0.28 (preversion 2)

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 14:21:00 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a7kncbrmo1@news.tpi.pl>
Source record: 36551

> > At least when I tried to run it on my TT (previous versions *did* work).
> > It starts but does not display the graphics (just some disorted pixels).
> > I tried it with TOS, MiNT and MagiC, in all TT graphic modes.
>
> Could you give more information:

Sorry but your reply didn't appear on the newsserver I use......!
I was surprised to find it on Dejanews.

> 1 - SDL can use xbios or gem for video.
> Which one do you use ? Read the README.SDL file for info.

I read README.SDL but I don't know how I am supposed to change
the mode. I believe I use xbios mode, as I start doom.gtp without
any parameters.

> 2 - If you use gem for video, can you precise the VDI you use
> (rom one, nvdi, other ?)

I have NVDI 5.03. I also tried it without NVDI, so I used the ROM
one from TOS 3.06.

> 3 - I made a program giving info about VDI:
> http:
//membres.lycos.fr/pmandin/download/vdi_info-0.2.tar.gz
> (source and Atari binary included). Can you send me the output ?

It doesn't work. It doesn't show any output, and when I tried it
with "-file out.txt" parameter, it didn't save anywhere any file.
I tried it with MagiC 6.01 and with TOS 3.06.

But I use standard TT-Middle display with NVDI 5.03.

> 4 - This is a preversion, so I was waiting for bug reports. The next
> version has many corrections (in Doom code and in SDL code).

I have Atari TT with 4MB ST RAM and 4MB TT RAM, English TOS 3.06
and standard TT graphic display (640x480, 16 colors).

Previous versions of your Doom port worked OK with standard settings
(I didn't give any additional parameters). They didn't work with
"-graphic vdi" and "-graphic gem" options, because this required
256 colors mode. When I switched to 256 colors (320x480, 256 colors)
it didn't worked as well, showing disorted pixels. But in xbios mode
everything was OK. However, when I changed the graphic mode to ST-LOW
(320x200, 16 colors) which was supposed to be recognised by pmDoom
that was supposed to use 16 shades of gray, I get similar disorted
pixels as well.

With the current version I tried "-graphic xbios" and "-graphic vdi"
but it didn't work. But I'm not quite sure if giving those options
from the command line is a proper way of configuring the current
pmDoom version (docs are a bit unclear, I believe that SDL is the
new library *you* use to write pmDoom, and I don't need to install
anything more, because it is compiled into the binary, or am I wrong?)

--
Grzegorz Pawlik
http://marijuana.atari.org/

2602. Re: mega file 60

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 14:44:06 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <3CIn8.597$1N2.47449224@news.inreach.com>
Source record: 36552

Most scsi drives can be used in there.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"Dingoblue" <wbrennan@dingoblue.net.au> wrote in message
news:3c9da013$0$9996$afc38c87@news.optusnet.com.au...
> Hi,
> I have a megafile 60 that is slowly dying.
> Are there any modern drives that can be used inside this box to make use of
> the adapter in it so that I can keep my STe machine alive.
> thanks,
> Wayne
>
>

2603. Re: Got a 1040 STE for $3

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 15:27:26 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1017001275.23327.2@eos.uk.clara.net>
Source record: 36563

Hi Oracle

| and it works perfectly. and was in imacualate condition, although the
floppy
| drive was dead. no matter, i have a spare stfm i took the drive from.
works
| great!
|
| one question.. What are those 2 15pin vga style plugs for on the side of
the
| keybord?
|
| were they another useless interface atari came up with that was never used
?

They are Analogue ports. intended for use with analogue joysticks, but can actually be used for real time analogue measurements. Build yourself a Servo system for instance, a satellite locator is another possibility.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.343 / Virus Database: 190 - Release Date: 22/03/02

2604. Re: MagiCMac upgrading costs?

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 16:06:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016988158-73951AEicMi@gmx.net>
Source record: 36553

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Fri, 22 Mar 2002 13:30:39 GMT

Hi Hallvard,

>Does anyone know if version 2.1.1. of MagiCMac will run with PPC
>processors, or do I need to upgrade?

You'll definitely need to upgrade.
IMO that update is long overdue anyway... MagiCMac offers all the features
of the Atari MagiC 6.2 version, you've been missing out on quite a lot...

>If I do, how much does an upgrade cost, and where do I get it from (I'm in
>Norway, so the closest location would be preferred). If it runs with a PPC
>processor I guess I can still use MacOS 7.6.1. on a PowerMac.

The fastest and probably most reliable way is to get the update straight
from ASH. The uppgrade can be delivered to you on diskettes or CD, or you
can alternatively also ask to have it sent to you as an email attachment.

>If it runs with a PPC processor I guess I can still use MacOS 7.6.1. on
>a PowerMac.

Yep, but it's advised in the MagiCMac docs to use at least OS 8.0, NVDI can
use the Mac QuickDraw routines and it's also possible to print using the Mac
printerdrivers from OS 8.0 onwards. But considering that you want to run the
latest Mac software you'll need at least OS 9.1, a lot of the recent software
refuses to run under anything less...

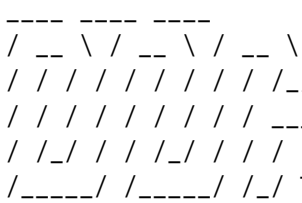
>Another thing: knowing that a PPC processor will be in emulation mode
>when running MagiCMac, what will the minimum specs be to get it to run
>as well as the "real" 68040/40MHz processor I'm now currently using?

Speedwise a 603/250Mhz or 604/150Mhz are more or less comparable, it also
depends somewhat on the used MacOS, the newer ones have considerable better
(faster) emulation routines, a G3 or G4 will outrun a 68040/40Mhz at least
with a factor 5... But you'll need to buy PowerFPU (software FPU emulator)
if you run a lot of Atari software that uses the FPU. All the PPC processors
are crap when it comes to emulating the FPU in 68xxx mode. But with PowerFPU
installed however, the emulated FPU is really *fast*.

>But seeing how much software that needs a PPC
>processor I might be looking into getting a second hand PPC Mac.

Before you do take a look at http://www.newsell.de , this firm sells brandnew
UMAX PPC 603 and 604 clones, the machines can be expanded all the way up to a
G4/500Mhz with a Sonnet processor card. They sell configurations ranging from
a barebone tower to a fully expanded G4/500Mhz with USB, Firewire, etc...

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2605. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 16:19:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016988162-74651AEicMi@gmx.net>
Source record: 36554

From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Fri, 22 Mar 2002 23:18:13 +0000 (UTC)

Hi Grzegorz,

>Er... what?
>
>IConnect is the slowest TCP/IP stack ever made for Atari.

It isn't....
If it's slower then STIK or STiNG then I can only say that you haven't configured it properly. Properly configured it's on average at least 10% faster, and if you take the IP resolving in account it can be up to 30% faster. Once Fiffi and Emailer are running as well (after all that's what multitasking is ment for), you'll appreciate the IConnect stack even more. IConnect is one of the few Magic-only programs that takes advantage of the MagiC threads, and it shows...

>As far as the CAB.OVL for IConnect is concerned: I used it for some
>time, and couldn't access some websites that worked OK with the
>CAB.OVL for STing. The only thing I found good about it was the
>non-blocking IP resolving.

Oh no... not again !!! This discussion has been held here before, the last time I asked everyone here to give me a couple of URL's which the IConnect OVL can't handle but are no problem under one of the STiNG OVL's, I'm still waiting...

>It does have one advantage, though: it's easy to install, as you don't need
>to edit the scripts by hand, all the parameters are to be set using an easy
>GEM-based setup application. However, the reason why all those parameters
>are saved in a non-ASCII file that cannot be edited in qed for example, is
>quite beyond me...

It's beyond me why you would need to edit the config file with an editor in the first place since as you stated yourself IConnect can be configured using the "easy Gem-based setup application", there's no need to configure the file by hand, whatever you need to edit can be done easily with IConfig.

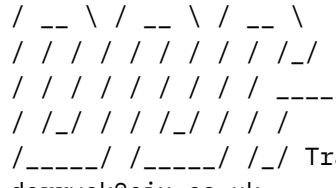
>I tried STiK, STiNG, Draconis, IConnect and MagX-Net. The best one
>for me is the latter (MagX-Net), because it is the fastest (I don't
>know exactly why, I just state the fact ;-)) and it works great in
>multitasking.

Except for MagX-Net I tried all of the above as well, maybe you've been fooled by IConfig its "easy Gem-based setup application"... To configure IConnect so that you get the most out of it, you must activate the "profi

mode" checkbox, it's essential since some default values especially in the IP and TCP sections may need to be altered.
Furthermore it's worth remembering that IConnect is the only available stack which is a GemScript client, that all the clients can interact and have the same look and handling, and last but not least *all* the IConnect clients use the Atari protocols intensively. It's stuff like OLGA, Drag&Drop, DHST, Bubble help, GEMScript, AV protocol etc... which makes computing on a Atari fun, call me spoiled but I don't like using apps anymore which only offer the very basic. And although it's a matter of taste I simply like using the IConnect clients better then having to sit and fiddle with what is available for STiK/STiNG.

In this newsgroup there has always been quite a big aversion against using IConnect, even when the STiNG OVL's weren't able to handle cookies or post anything properly, there were people here trying to convince the rest how good they were... I'm not about to start this pointless discussion again, if someone is happy using STiK/STiNG, so be it...

Cheers from Belgium
Dennis
--


Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2606. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 16:20:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016988166-75419AEicMi@gmx.net>
Source record: 36555

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Sat, 23 Mar 2002 05:46:28 GMT

Hi Mike,

>That's a little difficult, as I don't have IConnect. I use the demo version
>of CAB (although I don't use it much since I use my Mac for most of my
>Internet work).

Well, then go and download the latest version of IConnect from the ASH
website, it's freeware.... http://ash.sww.net (go to the CAB section), and once
you've got it download the English translation from the DDP webpages (see sig.)

>Finally, could someone send me some help for what the HS Modem settings
>should be. I never changed them, but at this point I'm not going to rule it
>out. If they somehow are causing this, I don't know what could have made
>them do this now, when they always worked before.

In this particular case the settings are not important, even if HSModem would
be completely misconfigured, you should still be able to make a successfull
connection although most probably not at the best speed ;-)

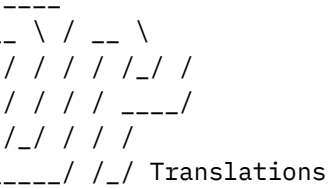
>So that everyone knows, I do have the HS Modem files (DRIVIN.PRG and
>SCC.PRG) in the right order, and STiNG does run after them.

What is important is how DRIVIN.PRG is set up internally, you can do this
with SETTER.TTP or SETTER.PRG (part of the HSModem package).

>I only use STiNG to download new software to the Falcon, and
>to transfer files from computer to computer (between the Falcon, my Mac, and
>the computer at work - all via E-mail until I can connect my Mac and Falcon
>in a network).

Hm.... ever thought of buying MagiCMac? This app would help you a lot to make
things considerable less complicated.

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net

xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2607. REQ: Super STario Land. Where can one find this?? Looked everywhere..... Thanks

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 17:25:55 UTC
From: Twilite Zoner <tz@unknown.realms.com>
Message-ID: <pv2s9u4mjhf7usvpdsg7750giimr6rqj6i@4ax.com>
Source record: 36420

[No readable article body recovered]

2608. Re: How do I register CAB!

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 18:43:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200203241943.a51288@su2.maus.de>
Source record: 36504

Hi Ben,

BSC>Can someone E-Mail me the right E-Mail address?
try

oliver_buchmann@ka2.maus.de

Und TTschï¿½
ps

2609. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 18:50:37 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C9E1FFD.1F426A7B@Triaton.de>
Source record: 36556

Hi Dordje,

> In the task manager of Geneva there is an option "Multitask"
> which can be checked or not for particular applications, and in the
> Aplications-configuring dialog of desktops usable in Magic (Jinnee, Thing,...)
> there is a corresponding item (somewhere named "Run in signle mode",
> somewhere named "Parallel"). For programs such as those that I mentioned
> (DynaCADD, Megapaint) the "multitask" option has to be disabled in order
> for them to work properly
> Geneva comes with a list of preconfigured settings
> for a considerable number of applications- and the number of those
> for which "multitask" is disabled is not small. So, Magic and Geneva
> support something called "Single mode", whatever it is, and I think that,
> for for reasons of compatibility and software heritage, Mint should
> have that too.
Do these apps like DynaCADD fail because of MinT or when run in a
multitasking AES like NAES?
In the second case, do they run with Geneva and MinT installed? If so,
there wouldn't be any problem but Geneva perhaps missing some features.

regards, Ludwig

2610. Re: TOS 2.06 patches (German list)

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 19:20:09 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3C9E26E9.4382D3@Triaton.de>
Source record: 36557

Hi Hallvard,

> > VDI-FIX 1.10 by Karsten Isakovic: In all TOS versions apart from
> > 1.02, 3.06 and the KAOSes there is an error in the VDI that can
> > lead to wrong handles being returned with 'v_opnwk' and
> > 'v_opnvwk'. This error is due to incorrect management of the
> > internal list of VDI workstations if workstations are repeatedly
> > opened and closed. This can lead to faulty graphics display and
> > crashes.
> What exactly is this? The above doesn't explain it in a plain,
> easy-to-understand language with a practical example. In which
> situations does it show up?
AFAIK VDI-Fix should remedey a TOS error, that causes text output from f. e. zip.ttp wildly being written on the desktop and not redirected into a VT52 window. That happens when you use the screen speeder Quick ST without VDI-Fix installed before. Apart from this, Quick ST 2.2 works very well (on an overscanned screen, too) and requires only 30 KB RAM in monochrome mode. I used it on a Mega ST, but it does not work in the TOSBOX emulator. So I wan't to sell it for only 2 EUR plus 1 EUR shipping. Anybody here with interest?

regards, Ludwig

2611. Re: "SHBUF" buffer size?

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 19:27:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a7l9bisde1@thorium.cix.co.uk>
Source record: 36558

In message <1f9jv5y.pz409g4ajp8cN%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no said:
>
>The docs as usual are all in German, and I'm having a hard time figuring
>out how to change the buffer size. Apparently it allows you to go all
>the way up to 32 Kbytes (now who would need to make such a big
>NEWDESK.INF file?), but it defaults to 16 Kbytes.
>
>Here's what the docs say about this, in German:
> ...

By default SHBUF enlarges the buffers to 16KB. As two buffers
were created when launching GEM, one will lose 32KB of memory
(the other buffers only exist temporarily).
By renaming the program one can alter these values. To do
this, simply enter the desired size in KB after the name.
So if one renames SHBUF.PRG say to SHBUF9.PRG, buffers 9KB
in size will be created and one loses 18KB of memory.
>--------------------------------
This has been a public service translation by DDP.

Regards, /Peter/

2612. Re: TOS 2.06 patches (German list)

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 19:27:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a7l9bjsdf1@thorium.cix.co.uk>
Source record: 36559

In message <1f9jw8y.12m7gt0o5a1ogN%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no said:

>I noticed something strange...
>It is indeed possible to run it *without* GEMram, but when booting I get
>a message saying "Scroll bugs mildered". With GEMram I get a slightly
>different message saying "scroll bugs fixed".
>What exactly is "mildered" (mildly fixed?) when running without GEMram?

In a way. It means eased, reduced or mitigated. So presumably not
completely fixed...

Regards, /Peter/

2613. Re: mega file 60

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 20:04:32 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <a7lbgg$6ks$1@mohawk.hwcn.org>
Source record: 36564

Dingoblue (wbrennan@dingoblue.net.au) wrote:
: Hi,
: I have a megafile 60 that is slowly dying.
: Are there any modern drives that can be used inside this box to make use of
: the adapter in it so that I can keep my STe machine alive.
: thanks,
: Wayne

From my experience, most Megafile 60 drives have an MFM 40 Meg drive in it, with an RLL (formats MFM drives to 60 megs with capable drives) to Scsi Adaptec converter board. Some apparently do just have a 60 meg Scsi drive in them, but not too many from what ive seen. So, the bottom line is get a 40 meg half height Seagate drive from an old 286 and replace it. If you can find for example an 80 meg drive, it should format to 120 megs with an RLL controller. Of course, you may also have a 60 meg MFM drive with an MFM to Scsi Adaptec type controller in there. In that case, plugging a 40 meg rated MFM drive in it will drop you 20 megs. However, I expect that you probably have an RLL to Scsi controller and not an MFM to Scsi. You really have to have some experience with MFM/RLL drives to know what you are looking for. If you don't have any experience, I would open up the Megafile, and make a note of the model number and make and try and get an exact replacement. I am guessing that it is some sort of Seagate 40 meg MFM mech that can be formatted out to RLL and you are lucky, because they were really common drives. Go hunting for 286 and 386 machines and you should find a mech somewhere.

Good luck.

Willy

2614. Re: Got a 1040 STE for $3

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 20:14:46 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <1017000886.18349.0.nnrp-14.9e983130@news.demon.co.uk>
Source record: 36560

On 24 Mar 2002 11:42:42 , Adam Klobukowski wrote:
>> one question.. What are those 2 15pin vga style plugs for on the side of the
>> keybord?
>>
>> were they another useless interface atari came up with that was never used ?
>
>They are extroa Joystick connectors, and paddle connectory. They are
>pc-joystick style bu PC JOYSTICK WILL NOT WORK WITH IT!!! You need a special
>connector to use it.
>
>Some games make use of this extended joystick ports.
>
>Adam Klobukowski
>atari@gabo.pl
>.

They can also be used as input/output ports (4 to each socket). I think you can also use them as A to D ports (again 4 to each plug). If you want to control something you could consider using them. You need to be in the supervisor mode to do anything with them. I'm not sure you can set each bit individually (use one port for both input & output). The ports are latched for output.

Mike Bedford

2615. Re: Falcon Audio

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 20:18:01 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C9E3410.1964336D@chello.nl>
Source record: 36561

"Joseph D. Place" wrote:
>
> Well, this is hard to believe. On the Wizztronics Falcon rack, the
> headphone jack is labeled "mic" and the mic jack is labeled "headphone."
> This was my problem. Everything is fine now!
>
>
Politically correct jacks?

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2616. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 21:38:56 UTC
From: glenzabr@xmission.com
Message-ID: <a7lh16$p8s$1@news.xmission.com>
Source record: 36565

In article <u9qdivjamnf50c@corp.supernews.com>, "Tim Anderson" <tanderson@ednet.co.uk>
wrote:
><snip>
>> The US machine would want to dominate any other machines it was near to
>> without actaully being able to take care of itself properly
><snip>
>
>I'm not to sure about that, I think that the US machine would assume that it
>was the only computer ever built and it would never contemplate being in a
>would full of 'foreign' machines!!
>
>
>Only joking but I couldn't resist (films and all that).
>
>
>Oh now I've done it.

Yup, if it wasnt for that US Machine, you UK machine would be goosestepping
right now.

>
>
>Tim
>
>

2617. Re: mega file 60

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 22:00:05 UTC
From: iHug <wjbrennan@ihug.com.au>
Message-ID: <a7licjdfr1@lust.ihug.co.nz>
Source record: 36566

I've been working on this project with a friend, he has the megafile back at
his place again trying to download onto floppy all his notator files before
we open it up. I do have an old RLL drive from a 386, I'll dig it out and
see what it is.
We must have somewhere here the formatting and partitioning software from
the megafile, but what software and drivers would you recommend.
Our other thought is to make use of an scsi Ezydrive that we no longer use.
But that means getting hold of a LinkII or the like, any thoughts.
We do have a Mega1 as well that is functioning, and an STfm for parts.
But the STe is simplest to beef up to 4meg (with plug in 32 pin simms) and
I'll probably try a 1.44 HD conversion on it as well. Just the hard drive to
solve and then we have our dedicated sequencer back again (a great little
work horse for its age)
thanks for your help.
Wayne

"William Moeller" <af332@freenet.hamilton.on.ca> wrote in message
news:a7lbgg$6ks$1@mohawk.hwcn.org...
> Dingoblue (wbrennan@dingoblue.net.au) wrote:
> : Hi,
> : I have a megafile 60 that is slowly dying.
> : Are there any modern drives that can be used inside this box to make use
of
> : the adapter in it so that I can keep my STe machine alive.
> : thanks,
> : Wayne
>
> From my experience, most Megafile 60 drives have an MFM 40 Meg drive in
> it, with an RLL (formats MFM drives to 60 megs with capable drives) to
> Scsi Adaptec converter board. Some apparently do just have a 60 meg Scsi
> drive in them, but not too many from what ive seen. So, the bottom line is
> get a 40 meg half height Seagate drive from an old 286 and replace it. If
> you can find for example an 80 meg drive, it should format to 120 megs
> with an RLL controller. Of course, you may also have a 60 meg MFM drive
> with an MFM to Scsi Adaptec type controller in there. In that case,
> plugging a 40 meg rated MFM drive in it will drop you 20 megs. However, I
> expect that you probably have an RLL to Scsi controller and not an MFM to
> Scsi. You really have to have some experience with MFM/RLL drives to know
> what you are looking for. If you don't have any experience, I would open
> up the Megafile, and make a note of the model number and make and try and
> get an exact replacement. I am guessing that it is some sort of Seagate 40
> meg MFM mech that can be formatted out to RLL and you are lucky, because
> they were really common drives. Go hunting for 286 and 386 machines and
> you should find a mech somewhere.

>
> Good luck.
>
> Willy

2618. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 22:11:05 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c9e4ef7$0$29605$4c56ba96@master.news.zetnet.net>
Source record: 36567

On 23 Mar 2002 05:46:28 , Michael and Nicole Freeman wrote:
>in article 1016828656-139119AEicMi@gmx.net, Dennis Vermeire at
>dennis.vermeire@gmx.net wrote on 3/22/02 10:46 AM:
>
>> From: Michael and Nicole Freeman <nameerf@flash.net>
>> Date: Tue, 19 Mar 2002 16:12:36 GMT

>SNIPS>

>Finally, could someone send me some help for what the HS Modem settings
>should be. I never changed them, but at this point I'm not going to rule it
>out. If they somehow are causing this, I don't know what could have made
>them do this now, when they always worked before.

If this is any help, Mike, here is my config for HSModem7 on my TT:

DRVIN.PRG: to modify modem 1 to 57600 Bd;
FASTINT: ON (unless "mystic errors/behaviour" show up, it says here).
EXOPEN: OFF.

MFP.PRG: fixes modem 1 (BIOS device 6);
RSVE: NO
HISP: (dunno)
REPL: u (6 times)
DTR: yes
RBL: 256 (or more)
TBL: 256 (or more).

SCC.PRG: sets modem2 (device 7) & serial2 (device 9) high Bd rates
(so that 134=57600);
M2TT: u
M1EMU: u (not used)
LANBIT, LANEXT, LAN_S2: (off? not used here)
DTRM2: yes (modem2)
DTRS2: yes (serial2)
RBLM2, TBLM2, RBLS2, TBLS2: all 256 (or more).

In hope,
Charles.

2619. REQ: Super STario Land. Where can one find this?? Looked everywhere..... Thanks

Newsgroup: comp.sys.atari.st
Date: 2002-03-24 23:34:39 UTC
From: Twilite Zoner <tz@unknown.realms.com>
Message-ID: <2kos9u8f08ia941a86l8fi0r781cl9jrm2@4ax.com>
Source record: 36419

[No readable article body recovered]

2620. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 00:06:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7lplu$6io$1@thorium.cix.co.uk>
Source record: 36568

On 17 Mar 2002 13:46:33 , Hallvard Tangeraas wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>> On 11 Mar 2002 22:50:02 , Hallvard Tangeraas wrote:
>>> Grzegorz Pawlik <gregory@_SPAMMING_is_A_SIN_.atari.pl> wrote:
>>>>> What is it exactly, and what does it affect?
>>>> Sometimes when you click on an slider arrow once, the window
>>>> contents are scrolled two lines instead one.
>> When I first got an STe and was beta-testing Timeworks 2 I found
>> this program really suffered badly from this - not with scrolling
>> two lines instead of one, but when clicking on the dark part of the
>> window slider it would move two pages instead of one.
> I understand, though I can't say I've noticed this bug myself. A
> couple of questions:
>
> 1) Does the problem show up on the TOS desktop, when scrolling any
> windows there, or just in programs, or both?

Just in certain programs IIRC, not the desktop.

> 2) You're talking about clicking on in the section of a window where
> you can see a "down arrow" icon at the bottom, and an "up arrow"
> icon on the top of the window - all on the right hand side, right?
> Not the gray section above/below the slider? I believe clicking this
> are scrolls more than just one line, but I'm not sure.

I mean clicking in the grey'd part of the slider - representing the
part of the window that isn't visible - which scrolls a page at a
time.

> Personally I think I'd go without the real time scrolling and
> movement of windows, but then again I haven't tried it with NVDI on.

Me too, but there's no accounting for taste! Letemfly has some
interesting options too btw...

rgds
H

2621. Re: Folderxxx/Cachexxx -patches for TOS

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 00:06:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7lpm0$6io$2@thorium.cix.co.uk>
Source record: 36569

On 17 Mar 2002 20:24:13 , xlator@cix.compulink.co.uk wrote:
> nospam@zonnet.nl said:
>> The problem wasn't the maximum number of open windows. This was
>> limited - but harmless. There was a bug that caused strange
>> problems when you had too many folders on your (hard)disk. I don't
>> remember how many.
> ...Also the Malloc() function had a similar limit in TOS 1.0 and
> 1.2; fixed in 1.4, though as you say this introduced another bug
> (which was overcome by POOLFIX3.PRG).

POOLFIX4 was replaced by POOLFX92 which finally killed it off ISTR.

> There is a long description of this under 'Forty folder bug' in
> Mark Baines' /The Atari A to Z/.

rgds
H

2622. Re: Folderxxx/Cachexxx -patches for TOS

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 00:06:27 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7lpm2$6io$3@thorium.cix.co.uk>
Source record: 36570

On 22 Mar 2002 13:30:37 , Hallvard Tangeraas wrote:
> Richard Anderson <richard_anderson@pacbell.net> wrote:
>>> It might seem like it has to do with how many folders I've opened
>>> in one session.
>> IIRC this is exactly what the limit refers to.
> Ouch!!!! Seeing how seldom the Atari ST crashes, opening/closing 40
> folders in one session wouldn't take too much effort to do!

Sure, but it was picked up on floppy setups too.

> That "FOLDRxx" patch only expands that number, doesn't it? Isn't
> there a patch that *eliminates* this problem altogether?

That's Poolfx92 I think. It flushes the OS pool frequently enough
for this not to be a problem.

rgds
H

2623. Re: Folderxxx/Cachexxx -patches for TOS 2.0

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 00:06:29 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7lpm4$6io$4@thorium.cix.co.uk>
Source record: 36571

On 17 Mar 2002 13:46:35 , Hallvard Tangeraas wrote:
> I'm wondering if the following patches are meant to fix bugs in TOS
> 2.06, or if they're just used for older TOS versions?:
> FOLDRxxx
> CACHExxx
> (where "xxx" is the size of the folder/cache).
> ...
> As for "CACHExxx", this isn't a bugfix, is it? I thought it was just
> a little program that set aside a little memory for open windows, so
> that if a window which had previously been open, then closed, then
> opened again... the hard disk didn't have to re-read the contents,
> but instead read it from the cache memory, correct?

That's about it. CACHEnnn was the official Atari version, but a more
flexible version was NCBCSnnn which allowed you to set different
buffers for the FAT and directory buffers.

FAT buffers cached the directory and file names in the root of the
drive, while directory\data buffers cached what was below the root.
Often you'd need far less FAT buffers, so you could save memory by
having two files named NCBCF50 and NCBCD500 in your AUTO folder.

CACHEnnn made D & F buffers the same.

rgds
H

2624. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 00:06:31 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7lpm5$6io$5@thorium.cix.co.uk>
Source record: 36572

On 18 Mar 2002 14:54:04 , <derryck@.NOSPAMCRAPcix.co.uk> wrote:
> From: mduckworth@atari-source.com (Mark Duckworth)
> Date: Mon, 18 Mar 2002 12:34:22 -0000
>> From: Lonny Pursell
>>> Aniplayer will attempt to load these SLB files when you do certain
>>> things. I found that they must be in the same dir as Aniplayer or
>>> whatever feature that SLB provides will be disabled.

That can't be right..., can it?

>> I have found that under MagiC, you can put them in
>> C:\gemsys\magic\xtension and it will also load whatever the
>> extension the .slb provides from there.

That's what I do, but I've never had any benefit from them AFAICS

> Yep, but you must also list the SLBs in the magx.inf file viz:
>
> #_SLB 0 LAME_ENC.SLB
> #_SLB 0 OPENDIVX.SLB
> #_SLB 0 VORBIS.SLB

..and now I know why! Thanks Derryck - I'd missed this stage out
completely!

> Users of Appline/MagiC6.20 will then find these SLBs listed as
> running apps in Appline (possibly also in similar utilities).

I'll find out after my next re-boot - and see if I can find a DIVX AVI
from somewhere that I can finally load!

rgds
H

2625. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 00:06:32 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7lpm7$6io$6@thorium.cix.co.uk>
Source record: 36573

On 18 Mar 2002 16:32:17 , Michael and Nicole Freeman wrote:
> When I boot up, my serial port setup seems fine. I can use Connect
> to dial into my ISP and see what my login script should be. But once
> I run STiNG (which then refuses to properly see the login prompts
> given by the ISP), exit it, and run Connect again, all I get is
> jumbled random characters instead of the login prompts.
>
> Is STiNG messing up my serial port settings somehow?

I don't know if I'm being silly here, but doesn't STinG install
TCP\IP? I thought this would prevent Connect from being able to read
what was coming over the modems.

(Someone tell me if I'm being a bit thick here...)

rgds
H

2626. Various Atari ST MIDI Programs and Hardware FA

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 03:16:18 UTC
From: Larry Anderson <retrogmr@hotmail.com>
Message-ID: <MPG.170836786e5167ff989688@netnews.attbi.com>
Source record: 36574
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,comp.sys.atari.st.misc

Hey everyone,
I'm continuing to prune my collection of Atari ST MIDI software and MIDI hardware; the latest batch is up on Ebay:

<http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=retrogmr&include=0&since=-1&sort=3&rows=25>

If you have any specific questions, drop me a note at retrogmr<at>earthlink{dot}net. Thanks!!

Larry
--

Larry Anderson - retrogmr<at>earthlink{dot}net
Classic Games / PC-Engine collector with a bug for information!

2627. MagXNet setup (was: Wierd STiNG problem)

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 03:37:37 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C3E9F5.1FF9E%nameerf@flash.net>
Source record: 36575

in article a7hg25$br4$1@news.tpi.pl, Grzegorz Pawlik at
gregory@_SPAMMING_is_A_SIN_.atari.pl wrote on 3/23/02 12:57 AM:

> I will try to describe how to install it, or at least how I did
> install it :-) Hope someone will correct me if anything is wrong...

[snip]

> ..at least it is the way I have it done, and it works great with
> STing clients (at least with CAB, Newsie, aFTP and MJM). You may
> also add drac_gw.prg to use Draconis clients. And IConnect gateway
> might be available one day...

Well, I went through and re-evaluated each file (STiNG, HS Modem,
Comms-related CPX's, etc), made no changes in the settings at all, but
"Save"d the settings again the way they were, and suddenly STiNG works now.
So while I had it running, I downloaded the newest MagXNet and related
files. I set it up just as you said, hit "Connect" in PPPD_GEM, and it
seemed to connect well, as far as I could tell. But when I tried using the
various clients (CAB with the CAB.OVL that came with MagXNet, aMail, Newsie,
aFTP, etc.), nothing happened. CAB, for instance, resolved and then sat at
"Connecting to host" (or something to that effect). So I'm nearly there,
just have to troubleshoot some more. Any thoughts?

Thanks again for everyone's help! I'm very glad we have this group, even
with it's occasional troll and argument. It's the most helpful newsgroup
I've ever been in!

Mike Freeman
nameerf@flash.net

2628. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 03:45:10 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C3EBBA.1FF9F%nameerf@flash.net>
Source record: 36576

in article 1016988166-75419AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 3/24/02 8:20 AM:

>> That's a little difficult, as I don't have IConnect. I use the demo version
>> of CAB (although I don't use it much since I use my Mac for most of my
>> Internet work).
>
> Well, then go and download the latest version of IConnect from the ASH
> website, it's freeware.... http://ash.sww.net (go to the CAB section), and
> once
> you've got it download the English translation from the DDP webpages (see
> sig.)

Oh! I didn't know it was freeware! I'll have to try that, too! Although if I
get MagXNet working, I'll most likely stick with that.

>> I only use STiNG to download new software to the Falcon, and
>> to transfer files from computer to computer (between the Falcon, my Mac, and
>> the computer at work - all via E-mail until I can connect my Mac and Falcon
>> in a network).
>
> Hm.... ever thought of buying MagiCMac? This app would help you a lot to make
> things considerable less complicated.

I'm working on that. Money is tight right now, so it'll take some time. But
yeah, that's part of my plan... eventually.

I'm also waiting to see if Mario Becroft is still going to do the SCSI
Ethernet adapter. I'd go with the ROM port one, but as I've recased my
Falcon into a mid-tower, and the port is in the back, and I need it for my
Cubase Audio dongle, I can't exactly swap ROM cards very easily.

Another longshot I'm looking into (if anyone could give me more details) is
an Ethernet to RS-422 LocalTalk adapter I saw online. Don't know if that'd
work at all, but it's an interesting idea to see if STiNG or MagXNet and the
Mac would be able to recognize each other through that kind of link.

Mike Freeman
nameerf@flash.net

2629. Re: Folderxxx/Cachexxx -patches for TOS

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 06:58:32 UTC
From: yves.rogne@free.fr
Message-ID: <3c9eca98$0$27802$626a54ce@news.free.fr>
Source record: 36577

Can anyone tell me where I can find poolfx92.prg, please ?

Maybe I need it in my Tos 3,06 ?

Regards

2630. Re: MagXNet setup (was: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 07:17:50 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a7miut$rg7$1@news.tpi.pl>
Source record: 36581

On 25 Mar 2002 03:37:37 , Michael and Nicole Freeman wrote:
> So while I had it running, I downloaded the newest MagXNet and related
> files. I set it up just as you said, hit "Connect" in PPPD_GEM, and it
> seemed to connect well, as far as I could tell. But when I tried using the
> various clients (CAB with the CAB.OVL that came with MagXNet, aMail, Newsie,
> aFTP, etc.), nothing happened.

What happens when you use Newsie? Does it recognise STik is available
(through Gluestik)? Does it resolve the hostname? Does it lock at
a certain point?

> CAB, for instance, resolved and then sat at
> "Connecting to host" (or something to that effect). So I'm nearly there,
> just have to troubleshoot some more. Any thoughts?

Use CAB.OVL from Dan Ackerman (the STing one). I had great troubles
with the one from MagXNet. Note that (from what I know) "Connecting
to host" message means in STing clients that they are doing
tcp_open() call, which is non-blocking in STing, but *is* a blocking
one in MagXNet+Gluestik :-(So if there are some troubles with
it, the application will seem to hang, until it gets a response
from the server...
You might also try ping.ttp (it is in /tool/) to check if it
actually sends/receives data packets.
Note also that (unlike STing) when you exit the dialer, connection
will be lost.

--
Grzegorz Pawlik
http://marijuana.atari.org/

2631. Re: Atari TT and Falcon menory upgrade (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 07:45:54 UTC
From: <>
Message-ID: <1017122780-95304AEicMi@ntlworld.com>
Source record: 36509

Hi Steve,

>I hear there's a club local to me, somewhere around the M25 car park, have
>you heard of it by chance?.

Cheshunt Computer Club, just over a mile from J25 on the M25 towards
Cambridge. Next meeting is this Wednesday, a full list of meetings and a map
are to be found on my web site.

Cheers!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2632. High Speed Phoneline

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 10:03:04 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613263768-28552AEicMi@bfree.on.ca>
Source record: 36506

After looking at the ethernet solutions, yet not having access to cable internet, I was wondering if anyone has approached the Highspeed internet access through the phonelines. Any hardware attempts, etc.?

Thanks Brian.

2633. HSModem/Fast Serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 10:04:42 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <613263770-29176AEicMi@bfree.on.ca>
Source record: 36507

Hi

I have HS modem in all my computers. But one that I recently got has the Fast Serial fix, which is pretty simple all the same. Can I use this instead of HSMODEM with STing?

Just Curious.

BTW, I may have sent these messages twice:-).

2634. Re: "SHBUF" buffer size?

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 10:26:35 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1017084512.10548.0@eurus.uk.clara.net>
Source record: 36496

Hi Pete

| This has been a public service translation by DDP.

And a damn fine bunch of old git's these guys are. I see there's a lot of their translations available at http://www.cix.co.uk/~derryck/html/ddp.htm, also details of a Computer Club in the UK on a link on the homepage, and its just around the M25, in Cheshunt, Herts. Loads of friendly faces and a free cuppa, free entry for the first visit as well, and you may also get to bump in either 'D' or 'P' of DDP <scary>. 8-)

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.343 / Virus Database: 190 - Release Date: 22/03/02

2635. Re: Various Atari ST MIDI Programs and Hardware FA

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 10:33:52 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a7mueiqrg1@newsreader.mailgate.org>
Source record: 36582
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,comp.sys.atari.st.misc

Could you mention US Only on this newsgroup please. There ARE other
countries in the world reading this you know, its a shame your link needs
hacking to get it to work, then to find out I cant even bid on this stuff...

FOR AMERICAN's.... this is the link you want....

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=retrogmr

Larry Anderson <retrogmr@hotmail.com> wrote in message
news:MPG.170836786e5167ff989688@netnews.attbi.com...
> Hey everyone,
> I'm continuing to prune my collection of Atari ST MIDI software and MIDI
> hardware; the latest batch is up on Ebay:
>
> <http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?
> MfcISAPICommand=ViewListedItems&userid=retrogmr&include=0&since=-1&sort=
> 3&rows=25>
>

2636. Re: MegaST and assortment value? (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 11:00:36 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a7n00nrtm1@newsreader.mailgate.org>
Source record: 36583

switchblade <xxx@nospam.com> wrote in message
news:yTKm8.121276$gU5.782009@news.easynews.com...
> I sold an Atari MegaST 2 for £60 a few weeks ago.
> I sold an Atari 520ST for £15.
> If that is any help!

Dont know about that. They are totally different machines with different capabilities, and rareness.

I think the mega ste in good condition with internal scsi drive is probably worth about £70-80. The fact that the drive is in an external case probably means that the internal ACSI-SCSI board is missing/damaged but it may be worth the same or only slighlty less. The mono monitors (assume they are sm124's) are probably worth £15-20 each, and you didnt say what kind of scanner it was, if its a handheld mono, not much, if its a flatbed colour then being atari compatible will be worth a bit more.

2637. Re: MegaST and assortment value? (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 11:22:12 UTC
From: Ben <ben.godber.tinnedmeat@btinternet.com>
Message-ID: <a7n1ap$mell0$1@ID-85240.news.dfncis.de>
Source record: 36584

"JT" <smeg_007@nospam.hotmail.com> wrote in message
news:a7n00nrtm1@newsreader.mailgate.org...
>
> switchblade <xxx@nospam.com> wrote in message
> news:yTKm8.121276$gU5.782009@news.easynews.com...
> > I sold an Atari MegaST 2 for £60 a few weeks ago.
> > I sold an Atari 520ST for £15.
> > If that is any help!
>
> Dont know about that. They are totally different machines with different
> capabilities, and rareness.
>
> I think the mega ste in good condition with internal scsi drive is
probably
> worth about £70-80. The fact that the drive is in an external case
probably
> means that the internal ACSI-SCSI board is missing/damaged but it may be
> worth the same or only slighlty less.

The external HDD is contemporary so I have no reason to suspect a damaged or inop board, I think it's just a matter of space and cooling.

> The mono monitors (assume they are
> sm124's) are probably worth £15-20 each,

SM124s, yes.

> and you didnt say what kind of
> scanner it was, if its a handheld mono, not much, if its a flatbed colour
> then being atari compatible will be worth a bit more.

Flatbed colour, yes.

Cheers.

2638. Re: [GAME] pmdoom v0.28 (preversion 2)

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 13:08:38 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <mg7n7a.ma8.ln@127.0.0.1>
Source record: 36585

Dans l'article <a7kncbrmo1@news.tpi.pl>, "Grzegorz Pawlik"
<gregory@_spamming_is_a_sin_.atari.pl> a tapotï¿½ avec ses petits doigts:

> I read README.SDL but I don't know how I am supposed to change the mode.
> I believe I use xbios mode, as I start doom.gtp without any parameters.

With SDL, you use environment variables to force a precise video driver,
like SDL_VIDEODRIVER to choose between xbios and driver.

>> 3 - I made a program giving info about VDI: <a target=_top
>> href="http://membres.lycos.fr/pmandin/download/vdi_info-0.2.tar.gz">http://membres.lyco
s.fr/pmandin/download/vdi_info-0.2.tar.gz
>> (source and Atari binary included). Can you send me the output ?
>
> It doesn't work. It doesn't show any output, and when I tried it with
> "-file out.txt" parameter, it didn't save anywhere any file. I tried it
> with MagiC 6.01 and with TOS 3.06.

'-file' parameter seems to not work on TT and Falcon TOS. Under MiNT or
Magic, with a shell, you can do 'vdi_info > stdout.txt' to do what I need.

> With the current version I tried "-graphic xbios" and "-graphic vdi" but
> it didn't work. But I'm not quite sure if giving those options from the
> command line is a proper way of configuring the current pmDoom version
> (docs are a bit unclear, I believe that SDL is the new library *you* use
> to write pmDoom, and I don't need to install anything more, because it
> is compiled into the binary, or am I wrong?)

I removed xbios, gem and vdi drivers from the compiled version, to test
SDL. so no need to specify '-video gem, xbios or vdi'. You will only get
SDL.

By the way, better wait next version, there are many bugs corrected.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2639. Re: games

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 14:49:39 UTC
From: Art-S <art@albi.com.ua>
Message-ID: <a7ndf7$18b$1@bn.utel.com.ua>
Source record: 36586

Big thanx to all,
and now

which demos using blitter chip?(STE)
Does Falcon have demoscene?

url pls

Thanx
WBR
Art-S

2640. Re: [GAME] pmdoom v0.28 (preversion 2)

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 15:16:12 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a7nevr$m1v$1@news.tpi.pl>
Source record: 36587

On 25 Mar 2002 14:08:38 , "Patrice Mandin" wrote:
> Dans l'article <a7kncbrmo1@news.tpi.pl>, "Grzegorz Pawlik"
> <gregory@_spamming_is_a_sin_.atari.pl> a tapot avec ses petits doigts:
>
> > I read README.SDL but I don't know how I am supposed to change the mode.
> > I believe I use xbios mode, as I start doom.gtp without any parameters.
>
> With SDL, you use environment variables to force a precise video driver,
> like SDL_VIDEODRIVER to choose between xbios and driver.

OK, thanx, now I understand that.

> '-file' parameter seems to not work on TT and Falcon TOS. Under MiNT or
> Magic, with a shell, you can do 'vdi_info > stdout.txt' to do what I need.

I sent the stdout.txt file to your e-mail address.

--
Grzegorz Pawlik
http://marijuana.atari.org/

2641. Re: Folderxxx/Cachexxx -patches for TOS 2.06?

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 15:59:30 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <RdRE1kBil0n8EwTg@my-ste.demon.co.uk>
Source record: 36588

On Tue, 19 Mar 2002, Steve Sweet <stevesweet@freeuk.com> wrote:-

>Hi Pete
>
>| >The problem wasn't the maximum number of open windows. This was limited -
>| >but harmless. There was a bug that caused strange problems when you had
>| >too many folders on your (hard)disk. I don't remember how many.
>
>The problem was with the number of folders 'visited', so for instance if you
>opened a window that had a nested folder on it, then the opening of that
>folder would cause the tree below it to be visited also, adding to the
>visited folder count. So if this folder was in a tree 40 deep, opening this
>would freeze the system as the 40 folder limit was hit.

Almost, but not quite right. Guy Harrison wrote a very good description
of what the problem was, and what caused it back in March 1998.

Here's the Google link for said article:

<URL:http://groups.google.com/groups?&selm=350a7cd7.999777%40news.demon.co.uk>

But to save some link-clicking:

On 15 Mar 1998, Guy Harrison (guy@swampdog.demon.co.uk) wrote:

>On 11 Mar 1998 13:33:02 GMT, prajoux@REMOVE_THIS.laas.fr (Roland
>Prajoux) wrote:
>
>>
>>In article <350e41ad.21829389@news.demon.co.uk>,
>guy@swampdog.demon.co.uk (Guy Harrison) writes:
>>>In early machines you could have 40 folders open at the same time
>>>before the system ran out of memory for them and threw a wobbly,
>>Guy, I am not sure that this is an accurate description of the
>problem.
>>I know the question is a recurrent one, and has probably been dealt
>with
>>here many times.
>
>This is a long one so make yourself a drink first! :-))#
>
>>Anyway:
>>I think that the problems refers to the number of times a folder has
>been
>>opened (entered) since boot-up. It would look like GEMDOS has some
>fixed

>>memory area for folder info, and would not release, or release
>incorrectly,
>>that memory when exiting the folder.
>
>This is correct but there is more to it. The memory is of fixed size,
>it is allocated, and it is released. It gets allocated when a new
>folder is visited but is only released when the process terminates.
>
>>I ran into the problem while I was testing a hard disk backup program
>of mine.
>>The program was cleanly opening and closing folders, I never had more
>than,
>>say, a dozen folders opened at the same time, and still got the "Out
>of Internal
>>Memory".
>
>I wrote a little program many years ago which was supposed to list the
>entire contents of all files and directories on a partition which for
>our purposes here is the same as your hard disk backup program. It
>also fell foul of the 40 folder bug and I wanted to know why ...
>
>As I said, the system maintains a fixed amount of memory for keeping
>track of folders that are open. Lets call these "slots". One slot gets
>allocated for each open folder. The slot is not deallocated when the
>folder is closed - only when the process terminates. That partially
>explains how quickly the bug crops up but the next part makes it much
>much worse ...
>
>Each slot is owned by a process and cannot be shared with another
>process. The term process here means a proper tos process - ie we're
>talking basepages. As a matter of interest this is how I managed to
>trace the bug - by looking in my program's basepage and following the
>"parent basepage" pointer backwards to the original "1st" process. By
>branching off from various (undocumented places) in process basepages
>I discovered they all had been allocated different slots for accessing
>the same particular path.
>
>Rather a lot of mucking about and experimentation later enabled me to
>locate the "base" pointer for all the folder memory (iirc that wasn't
>too hard) and also some of the structure of the "slots" and a method
>for ascertaining which was the last (very hard). This in turn allowed
>me add code into my listing program which tested to see if the slots
>were nearly exhausted. If they were then I Malloc'd twice the current
>space, copied the current slots into the bottom half and overwrote the
>"root" pointer with the Malloc'd one. When the code detected over half
>the slots had been released then I copied it back, restored the last
>pointer and Free'd the memory. Naturally the above operations were
>recursive to whatever level was required by the listing program. It
>worked flawlessly.
>

>So, in less technical terms this is what happens ...
>
>System boots and this is a process. It scans C:\, C:\AUTO thus the
>system process takes 2 slots. The system never terminates so these are
>never released.
>
>System process runs programs out of the auto folder. Each program is a
>process. If it stays resident any folders it accessed cannot be
>released so those slots are lost. For example, if an auto folder
>program scans C:\FRED\JIM\ and C:\BOB then stays resident it will take
>4 more slots. Even looking in C:\ for a data file takes a slot iirc.
>
>System process then brings up the aes which is another process. This
>scans C:\ for accessories taking another slot. If you have your
>accessories buried down in a folder then even more slots get taken
>(probably doubled because of the utility to do this will most likely
>look in there as well). The aes shell never terminates so these slots
>are lost.
>
>The aes loads each accessory, each of which is a separate process that
>never terminates. Thus if any of these scan the contents of folders
>then all those slots get allocated and can never be released.
>
>Then the desktop starts up. This is another process. The windows and
>the paths it opens take up slots and the desktop does not terminate.
>It's only a matter of time before the desktop swallows them all up
>triggering the "out of memory" alert which in this case does not refer
>to memory obtainable by Malloc.
>
>You could go all day and be ok if you (or the programs you run) are
>only opening and closing the same folders and you don't exhaust the
>memory.
>
>When the 40 folder bug strikes you'll be ok as long as you only access
>folders which have already been stored in slots. Any attempt to access
>a fresh folder (by you or a program you run/are running/is running in
>the background ie accessory) "activates" the risk of hard disk
>corruption. I forget exactly what form the corruption takes but is
>most likely to involve the overwriting of an already allocated slot,
>or overwriting past the end of the slots into (iirc) the FAT or
>directory cache memory area. The corruption occurs when the (now
>garbage) contents of one of these cached areas gets written back onto
>the media, or more precisely, when the valid contents of a cached area
>gets written back to the wrong place on the media.
>
>Thus, as soon as the bug appears the most preferable action to avoid
>corruption is to hit the reset button before the possibly corrupted
>cache gets written out to the media. Unfortunately the program which
>is running may not make enough error checks to discover there is a
>problem until too late.

>
>>AFAIK, the problem was improved, but not suppressed, in earlier
>versions of TOS.
>
>It was certain, imo, that they never fixed it. Simply averted it by
>having more slots and preventing the media corruption.
>
>>Maybe someone has a reliable info on that?
>
>Sadly, having fixed it on my tos 1.2 machine there was no way to
>produce a patch. Firstly, because it required each program to supply
>the extra slots although with such a serious bug I think people would
>have taken the time to implement the fix. Secondly, all of the
>locations to be accessed were undocumented and could only be
>determined manually.
>
>Here endeth another essay! <G>
>

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 11.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 64Mb SuSE 7.3

2642. Re: Atari TT and Falcon menory upgrade (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 16:59:12 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u9ulr36cnjtje7@corp.supernews.com>
Source record: 36589

<snip>
> That didn't last long then!
<snip>

Nope, I've been after a TT for ages and I wasn't about to let it go.

Got it for £100 so it's not bad. Still waiting for a reply from the seller
though.

Oh, whilst I'm thinking about it, It has a German TOS on it, does anybody
know where I may be able to purchase an english version. Also, it has been
put into a tower case, as I want it to be as authentic as possible does
anybody know of anywhere to find an original TT case?
I know the second one would probably be a tall order but if anybody has a
broken TT to sell me maybe I could get both items at the same time.

Thanks for your time

Tim
A soon to be chuffed to bits Atari user!!

2643. Re: Milan audio device problems

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 17:28:34 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3C9F5E42.9FF90BAD@boeing.com>
Source record: 36593

Michael,

Thanks for the "push" in the right direction :)

After getting rid of the DMA register stuff, the last barrier was the
location of the sample buffers. They were declared locally, which put
them near the top of TT RAM. Doing a "m_alloc" for them brought them
back into ST (DMA) RAM, and it started working.

Thanks,

Milton Horst
Seattle, WA USA

Michael Schwingen wrote:
>
> In article <3C96268E.FE2CEBBA@boeing.com>,
> Milton Horst <milton.a.horst@boeing.com> wrote:
> >But when I try to play a sample, it crashes the using application with
> >a bus error at 0xffff8901. This address is the Falcon DMActl register.
>
> The Milan hardware does not have that register, so even if the access would
> work, you would achieve nothing.
>
> You have to use the documented X-Bios calls for the soundcard. Mapping the
> direct accesses would not work with different types of soundcards.
>
> cu
> Michael

2644. Re: MagXNet setup (was: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 17:45:31 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C4B0AB.1FFC3%nameerf@flash.net>
Source record: 36590

in article a7miut$rg7$1@news.tpi.pl, Grzegorz Pawlik at
gregory@_SPAMMING_is_A_SIN_.atari.pl wrote on 3/24/02 11:17 PM:

> On 25 Mar 2002 03:37:37 , Michael and Nicole Freeman wrote:
>> So while I had it running, I downloaded the newest MagXNet and related
>> files. I set it up just as you said, hit "Connect" in PPPD_GEM, and it
>> seemed to connect well, as far as I could tell. But when I tried using the
>> various clients (CAB with the CAB.OVL that came with MagXNet, aMail, Newsie,
>> aFTP, etc.), nothing happened.
>
> What happens when you use Newsie? Does it recognise STik is available
> (through Gluestik)? Does it resolve the hostname? Does it lock at
> a certain point?

All of the programs, including Newsie, seem to resolve, but lock up at
"Connecting to host...".

>> CAB, for instance, resolved and then sat at
>> "Connecting to host" (or something to that effect). So I'm nearly there,
>> just have to troubleshoot some more. Any thoughts?
>
> Use CAB.OVL from Dan Ackerman (the STing one). I had great troubles
> with the one from MagXNet.

Both OVL's do exactly the same thing.

> Note that (from what I know) "Connecting
> to host" message means in STing clients that they are doing
> tcp_open() call, which is non-blocking in STing, but *is* a blocking
> one in MagXNet+Gluestik :-(So if there are some troubles with
> it, the application will seem to hang, until it gets a response
> from the server...

I let it sit there for a quite a while with no response. I had to terminate
the application from Magic (ALT-Control-ESC) to be able to do anything else.

> You might also try ping.ttp (it is in /tool/) to check if it
> actually sends/receives data packets.

Tried this, and it seems to be able to read something from my ISP's host
name.

> Note also that (unlike STing) when you exit the dialer, connection
> will be lost.

This is good to know. I haven't tried to exit it until I'm done with it yet,
though.

Thanks for your help!

Mike Freeman
nameerf@flash.net

2645. Trying out GEM programming

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 18:03:48 UTC
From: jba4@po.cwru.edu
Message-ID: <3c9f652e.183320123@news.cwru.edu>
Source record: 36497

Hey everyone, I've started to try out some GEM programming. I'm using a TT with gcc and windom (which has some documentation, thank god). But I've run into a very basic problem.

Now, maybe I'm stupid, but all I want to do is create a GEM window (which I can do) and draw some damn lines in it (which I can't do). Ideally, I just want to have a GEM window and draw a line every time a speciifc event occurs. That's all.

So far I've found that when I draw a line (using vdi functions), it immediately disappears. This is probably due to GEM window updates. Is there any way to redraw the window keeping all the VDI drawings in there when it's moved around etc?

I have found that the free documentation for GEM programming online is dismal. I've been looking for quite some time now and there really isn't much to go on. I don't have any books on the subject. Are there any good soure codes that could just help me start on this mission to draw a line?

Thanks for any help!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2646. Wingman Force joystick on MiNT ?

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 18:26:20 UTC
From: Clement.Benrabah@wanadoo.fr
Message-ID: <a7nq4crtd1@wanadoo.fr>
Source record: 36594

Hi,

Does someone have a Logitech Wingman Force and an Atari computer
(or clones) running MiNT in order to test this library:

http://jedi.ks.uiuc.edu/~johns/projects/libforce/

It can be quickly compiled on MiNT and it allows to use this joystick
plugged in a serial port.

The testforce program takes as argument the serial device
(/dev/ttya, /dev/ttyb ...)

Although this joystick is quite expensive and this library doesn't
handle force feedback yet, it would be nice to use this joystick,
especially on Milan/Hades computers.

There are others interesting libraries for high-tech "trackballs"
on this site too.

Clement

2647. Re: mega file 60

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 18:40:19 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <a7nqujkv1@freenet9.carleton.ca>
Source record: 36595

SH 204's and Megafile 20's used an MFM drive inside. Megafile 30's and 60's used RLL drives. It is impossible to tell the difference between them by sight, since they look exactly the same. On Seagates, the difference was the letter (R = RLL) following the model number. NOTE that formatting an MFM as an RLL to gain some extra storage space never worked for me (*LOTS* of errors), although apparently it did work for some.

All the Megafiles were built to handle TWO hard drives. This entailed soldering in another set of twenty pins and finding the necessary cabling - not to mention the extra space! It was also necessary to use non-Atari hard drive software since AHDI only recognized LUN 0. I used Supra Hard Drive Utilities with great success, particularly since the number of heads, cylinders, etc., could be set for non-Seagate drives *AND* the driver recognized both LUN 0 and LUN 1.

Atari hard drive software (AHDI & formatters) only allowed a few standardized choices but if I recall correctly it was possible to edit the WINCAP file to get alternate choices. Supra HD Utilities was my brand of choice due to its flexibility.

Hope this helps!

Randy Kwak

2648. Re: MagXNet setup (was: Wierd STiNG problem)

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 20:53:58 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C4DCDB.1FFCD%nameerf@flash.net>
Source record: 36498

in article 3ca083e89cd9c0@madasafish.com, Lyndon Amsdon at
bindon@madasafish.com wrote on 3/26/02 3:45 AM:

> Hi Michael,
>
> Grab Gluestik from the Magxnet site and put it in your Magic
> start directory. This will sort of emulate Stik/Sting so apps
> needing Stik style layer will work. If you want FTP, get the
> Mintnet version of aFTP and use the patch on the program.
> Hopefully the patch is the corrected one, I had downloaded it
> and there was some error in the patch program. Works much
> better than the Sting/Stik version. Stable.

I do have these installed, actually. It's just not functioning properly at
this point.

Mike Freeman
nameerf@flash.net

2649. Re: Trying out GEM programming

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 21:08:17 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C9F914E.B9B62F7@chello.nl>
Source record: 36499

Jeff Armstrong wrote:
>
> Now, maybe I'm stupid, but all I want to do is create a GEM window
> (which I can do) and draw some damn lines in it (which I can't do).
> Ideally, I just want to have a GEM window and draw a line every time a
> speciifc event occurs. That's all.
>
>
What you need is some simple demo sources.
I'll put something in your mailbox.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2650. Re: Trying out GEM programming

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 21:50:36 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a7o63g$6om$1@newsg2.svr.pol.co.uk>
Source record: 36500

And me please, just as I was about to start programming in Hisoft C I have managed to misplaced the entire collection of manuals (and they are big), beats me.

"Henk Robbers" <h.robbers@chello.nl> wrote in message news:3C9F914E.B9B62F7@chello.nl...
> Jeff Armstrong wrote:
> >
> > Now, maybe I'm stupid, but all I want to do is create a GEM window
> > (which I can do) and draw some damn lines in it (which I can't do).
> > Ideally, I just want to have a GEM window and draw a line every time a
> > speciifc event occurs. That's all.
> >
> >
> What you need is some simple demo sources.
> I'll put something in your mailbox.
>
> --
> Groeten; Regards.
> Henk Robbers. mailto:h.robbers@chello.nl
> http://members.ams.chello.nl/h.robbers/Home.html
> A free multitasking GEM for MiNT: XaAES (heavily under construction);
> http://xaaes.atari.org
> Interactive disassembler: TT-Digger; http://digger.atari.org
> Experimental text editor: AHCX

2651. Re: Atari TT and Falcon menory upgrade (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 21:58:47 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a7o6ir$d32$1@newsg3.svr.pol.co.uk>
Source record: 36501

I will mail you about the TOS

"Tim Anderson" <tanderson@ednet.co.uk> wrote in message
news:u9ulr36cnjtje7@corp.supernews.com...
> <snip>
> > That didn't last long then!
> <snip>
>
> Nope, I've been after a TT for ages and I wasn't about to let it go.
>
> Got it for £100 so it's not bad. Still waiting for a reply from the seller
> though.
>
>
> Oh, whilst I'm thinking about it, It has a German TOS on it, does anybody
> know where I may be able to purchase an english version. Also, it has been
> put into a tower case, as I want it to be as authentic as possible does
> anybody know of anywhere to find an original TT case?
> I know the second one would probably be a tall order but if anybody has a
> broken TT to sell me maybe I could get both items at the same time.
>
>
> Thanks for your time
>
> Tim
> A soon to be chuffed to bits Atari user!!
>
>

2652. Atari MegaFile with SqQuest drive (MegaFile 44)

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 22:02:43 UTC
From: Jim Lazarenko <jim_l@NO.telusplanet.SPAM.net>
Message-ID: <78Nn8.17141$mR1.432874@news2.telusplanet.net>
Source record: 36502

Thought that this might be of interest to some of you...there is an Atari MegaFile 44 up for sale on eBay currently.

2653. Re: Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-03-25 22:50:34 UTC
From: Graham Payton <graham.payton@grave-systems.co.uk>
Message-ID: <3c9fa9b6$1@news.zen.co.uk>
Source record: 36503

Yep.

And now I've got one :o)

"John Smith" <cjh3@hotmail.com> wrote in message
news:A3Jh8.6784$uR5.4996@newsfeeds.bigpond.com...
> we all want someting.....
>
>
> "Graham Payton" <graham.payton@grave-systems.co.uk> wrote in message
> news:3c717cd8$1@news.zen.co.uk...
> > Hi All
> >
> >
> > I don't suppose anyone in the UK has a working Falcon they want to get
rid
> > of for a decent price?
> >
> >
> > Regards
> >
> >
> > Graham
> >
> >
>
>

2654. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 00:03:49 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1017168088.22202.0@eos.uk.clara.net>
Source record: 36520

Harry baby!!!!!..

| > Yep, but you must also list the SLBs in the magx.inf file viz:
| >
| > #_SLB 0 LAME_ENC.SLB
| > #_SLB 0 OPENDIVX.SLB
| > #_SLB 0 VORBIS.SLB
|
| ..and now I know why! Thanks Derryck - I'd missed this stage out
| completely!

The installer should have taken care of this for you H., it always did for me.

| > Users of Appline/MagiC6.20 will then find these SLBs listed as
| > running apps in Appline (possibly also in similar utilities).
|
| I'll find out after my next re-boot - and see if I can find a DIVX AVI
| from somewhere that I can finally load!

Ive got one of some AMD chips glowing in the dark, its 10 meg in size!.

--

Steve. S.

2655. Re: MagXNet setup (was: Wierd STiNG problem)

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 02:37:59 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C52D7A.2002F%nameerf@flash.net>
Source record: 36505

One more question...

Can STiNG and MagXNet be installed at the same time? For instance, if I'm having trouble with MagXNet, can I disconnect it from the Internet, and reconnect with STiNG to get help or other files? Or do I have to completely change installations and reboot?

Mike Freeman
nameerf@flash.net

2656. Re: mega file 60

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 04:36:11 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <a7otrr$7ul$1@mohawk.hwcn.org>
Source record: 36508

Randy Kwak (bm827@FreeNet.Carleton.CA) wrote:
: SH 204's and Megafile 20's used an MFM drive inside. Megafile 30's and
: 60's used RLL drives. It is impossible to tell the difference between
: them by sight, since they look exactly the same. On Seagates, the
: difference was the letter (R = RLL) following the model number.
: NOTE that formatting an MFM as an RLL to gain some extra storage space
: never worked for me (*LOTS* of errors), although apparently it did
: work for some.

I havent done it in a while, but I seem to recall that formatting an MFM drive with an RLL controller either worked or didnt. In my experience, a lot of MFM Seagate drives, had the ability to format out to RLL even if it wasnt specifically an "RLL Drive". I had a lot of luck with Miniscribe 40 meg mechs also formatting to RLL. Of course, if one finds a stash of old MFM style mechs they really are quite inexpensive, and one could purchase a bunch and just see which ones worked and discard the ones that don't.

I used a text file located a few years ago on the net to determine heads and cyliners which is required info. Of course, many of these drives didnt have them listed on their label which is typical.

: All the Megafiles were built to handle TWO hard drives. This entailed
: soldering in another set of twenty pins and finding the necessary
: cabling - not to mention the extra space! It was also necessary to
: use non-Atari hard drive software since AHDI only recognized
: LUN 0. I used Supra Hard Drive Utilities with great success,
: particularly since the number of heads, cylinders, etc., could be
: set for non-Seagate drives *AND* the driver recognized both
: LUN 0 and LUN 1.

Putting another drive in a megafile is possible but really messy. One would be better off taking the controller and power supply and transplanting it into an old PeeCee case. Considering how modest the hard disk requirements are for an Atari, I would personally prefer a nice neat Atari case instead of more storage in a Frankencase. ;-)

: Atari hard drive software (AHDI & formatters) only allowed a few
: standardized choices but if I recall correctly it was possible to
: edit the WINCAP file to get alternate choices. Supra HD Utilities
: was my brand of choice due to its flexibility.

I am sure there are a few broken copies of the ICD formatter too which would work. I got a Megafile 30 a few years back and didnt have the Atari formatting program and used it with success.

Willy

2657. Games

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 07:23:30 UTC
From: Bondie <chris.snowden1@btopenworld.com>
Message-ID: <a7p7li$h7n$1@helle.btinternet.com>
Source record: 36510

Great new emulation site. Top 20 ST games downloadable

http://www.hostultra.com/~ultimatq/page3.html

2658. Name that STE demo

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 07:33:23 UTC
From: Rob Kirk <rkirk@codel.freeserve.co.uk>
Message-ID: <a7p7v8lrd1@news5.svr.pol.co.uk>
Source record: 36511

I had an STE demo with lots of flashing lights, people dancing about and lots of objects. Anyone know what its called.

I seem to think it was meant to be the best STE demo out.

2659. Falcon, GEM desktop

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 08:24:56 UTC
From: jdplace@prodigy.net
Message-ID: <sfWn8.146$u47.28003529@newssvr16.news.prodigy.com>
Source record: 36512

I have a strange problem with my Falcon. If I boot with Neodesk and Geneva (I'm using xboot for a boot manager) everything works fine. If I try to boot to the GEM desktop, there are no icons. If I click "install devices" I get the icons, but everything is just named "device" and the folders all just look like files, and I can't run anything. It was working normal just yesterday, and I have tried renaming the auto folder and just booting generic and I get the same result.

Joseph Place

2660. Re: HSModem/Fast Serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 09:11:13 UTC
From: yves.rogne@free.fr
Message-ID: <3ca03b30$0$11113$626a54ce@news.free.fr>
Source record: 36513

Hej Brian,

�I have HS modem in all my computers. But one that I recently got has the
�Fast Serial fix, which is pretty simple all the same. Can I use this
�instead of HSMODEM with STing?

Never tried it, but as far I know, even if it fix thes�rial bug, only HSmodem
is able to drive the escc functions correctly.

Regards

2661. Looking for harddisk tools (partition, format and driver)

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 11:08:57 UTC
From: Guus Ellenkamp <ellenkamp.guus@wolmail.nl>
Message-ID: <a7pl36$km5$1@reader1.tiscali.nl>
Source record: 36514

Who can tell me where to find free software for harddisk formatting etc. on Atari TT?

2662. Re: MagXNet setup (was: Wierd STiNG problem)

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 11:45:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca083e89cd9c0@madasafish.com>
Source record: 36591

Hi Michael,

Grab Gluestik from the Magxnet site and put it in your Magic
start directory. This will sort of emulate Stik/Sting so apps
needing Stik style layer will work. If you want FTP, get the
Mintnet version of aFTP and use the patch on the program.
Hopefully the patch is the corrected one, I had downloaded it
and there was some error in the patch program. Works much
better than the Sting/Stik version. Stable.
--
Lyndon Amsdon

2663. Re: Name that STE demo

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 12:46:17 UTC
From: Björn Spruck <bjoern.spruck@nospam.physik.uni-giessen.de.nospam>
Message-ID: <3CA06D99.70708@nospam.physik.uni-giessen.de.nospam>
Source record: 36515

Rob Kirk wrote:

> I had an STE demo with lots of flashing lights, people dancing about and
> lots of objects. Anyone know what its called.

Sounds like "Grotesque" or "TeknoDemo".

> I seem to think it was meant to be the best STE demo out.

Thats doesnt sound like one of them.

Tschau,

Bjoern

2664. [GAME] pmdoom 0.28-pre3, sdl-cvs20020326

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 14:05:15 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <r6vp7a.ou3.ln@127.0.0.1>
Source record: 36516

Hello,

I made many bugs corrections to SDL. Doom gain a lot of it. So there are
now new updated versions on my web site.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2665. Re: games

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 14:54:30 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca083e89cd9c1@madasafish.com>
Source record: 36592

Hi Art-S,

>which demos using blitter chip?(STE)

Hmm, Braindamage perhaps. I'm not sure.

>Does Falcon have demoscene?

Too right it does! Check out http://www.dhs.nu to get
you started. Download Hmm... and get ready to be amazed ;)
--
Lyndon Amsdon

2666. Re: Looking for "DIRLEFT.PRG" (40 folder bug etc.)

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 16:10:06 UTC
From: "Gerald M.-B." <gmb@wtal.de>
Message-ID: <a7q6kqrhb1@news.kdt.de>
Source record: 36517

Hi,

"DIRSLEFT.PRG" was included on the driver disk for the ATARI SH205 hard disk. Just send me a mail, if you need files from the driver disk.

Greetings

Gerald

2667. Re: Looking for harddisk tools (partition, format and driver)

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 19:23:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200203262023.a53622@su2.maus.de>
Source record: 36406

```
GE>Who can tell me where to find free software for harddisk formatting
GE>etc. on Atari TT?
You should get the HDDRIVER demo from Dr Uwe Seimet's homepage.
```

2668. Re: Trying out GEM programming

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 19:46:17 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203262034550.47-100000@easymint>
Source record: 36521

On Mon, 25 Mar 2002, Henk Robbers wrote:

> Jeff Armstrong wrote:
> >
> > Now, maybe I'm stupid, but all I want to do is create a GEM window
> > (which I can do) and draw some damn lines in it (which I can't do).
> > Ideally, I just want to have a GEM window and draw a line every time a
> > speciifc event occurs. That's all.
> >
> >
> What you need is some simple demo sources.
> I'll put something in your mailbox.
>
>

Would be nice to have a central place on the web, where one could down-
and /or up-load docs, manuals, tutors, hypertexts, example source code,
libraries, etcetera, for Atari GEM programming. It's easy to get a copy of
GNU c++ for Atari, but hard (read: impossible) to find Atari specific
literature that can still be bought in the local bookshop. And it would be
a shame if the noble art of GEM programming would die and disappear in the
(near) future.

Martin

2669. Re: MagXNet setup (was: Wierd STiNG problem)

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 20:19:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200203262119.a29694@wun.maus.de>
Source record: 36532

Hi Mike!

MANF>Can STiNG and MagXNet be installed at the same time? For instance,
MANF>if I'm having trouble with MagXNet, can I disconnect it from the
MANF>Internet, and reconnect with STiNG to get help or other files?

Theoretically yes, but then you would not be able to use STinG-clients with
GlueSTiK under MagiCNet.

MANF>Or do I have to completely change installations and reboot?

That would be the only proper way to do it. But I've been using MagiCNet for
quite a long time now, and haven't used STinG at all since PPPD_GEM has become
available.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2670. Re: MagXNet setup (was: Wierd STiNG pro

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 21:54:49 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a7qqn8nls1@news.tpi.pl>
Source record: 36522

On 25 Mar 2002 17:45:31 , Michael and Nicole Freeman wrote:
> All of the programs, including Newsie, seem to resolve, but lock up at
> "Connecting to host...".
....
> Both OVL's do exactly the same thing.
....
> I let it sit there for a quite a while with no response. I had to terminate
> the application from Magic (ALT-Control-ESC) to be able to do anything else.
....
> > You might also try ping.ttp (it is in /tool/) to check if it
> > actually sends/receives data packets.
>
> Tried this, and it seems to be able to read something from my ISP's host
> name.

As I do not know much about TCP/IP I cannot say you anything
more :-(My installing description from the previous thread was
simply the list of things *I did* to make it work (and it worked
immediately).

Maybe someone who knows those TCP/IP things will help you now...?

BTW it's weird that you can ping a host, it gets and sends back the
data packets, but any other application locks up.

--
Grzegorz Pawlik
http://marijuana.atari.org/

2671. Re: "SHBUF" buffer size?

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 22:09:06 UTC
From: Tommy Pollak <tpollak@algonet.se>
Message-ID: <3CA10DA2.511DC621@algonet.se>
Source record: 36523

Texten sï¿½ger att 32 kB tas frï¿½n minnet, 2 16 kB buffertar. Ny storlek
sï¿½tts genom att dï¿½pa om SHBUF.PRG till SHBUFx.PRG, dï¿½r x ï¿½r storleken i
kB, t ex sï¿½ ger SHBUF9.PRG 9 kB buffertar, sï¿½ 18 kB tas.

Var det det Du ville veta?

Hallvard Tangeraas wrote:
>
> "SHBUF" (Shell buffer) is a small AUTO program which (together with
> GEMram which runs first) allows you to increase the buffer size for the
> "NEWDESK.INF" file, which in TOS 2.06 means that the files can be bigger
> than the usual maximum of 4 Kbytes.
>
> The docs as usual are all in German, and I'm having a hard time figuring
> out how to change the buffer size. Apparently it allows you to go all
> the way up to 32 Kbytes (now who would need to make such a big
> NEWDESK.INF file?), but it defaults to 16 Kbytes.
>
> Here's what the docs say about this, in German:
>
> ------------------------
> Standardmï¿½ï¿½ig vergrï¿½ï¿½ert SHBUF die Puffer auf 16KB. Da zwei
> Puffer beim Start des GEM angelegt werden, verliert man 32KB
> Hauptspeicher (die anderen Puffer existieren nur temporï¿½r).
> Durch Umbennen des Programms kann man diese Werte ï¿½ndern. Hierzu
> gibt man einfach die gewï¿½nschte Grï¿½ï¿½e in KB nach dem Namen an.
> Benennt man SHBUF.PRG z.B. nach SHBUF9.PRG um, werden 9KB groï¿½e
> Puffer angelegt und man verliert 18KB Speicher.
> --------------------------------
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

Hï¿½lsningar
--
Tommy Pollï¿½k
Wiboms v 12, 2 tr Phone +46 8 27 24 27 (home)
S-171 60 SOLNA +46 8 71 90211 (office)
Sweden Fax +46 8 71 91107 (office)

2672. Re: Installing "TOS image" files

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 23:10:21 UTC
From: vdjole@EUnet.yu
Message-ID: <a7qv4rlgj1@news.eunet.yu>
Source record: 36524

On 24 Mar 2002 02:13:57 , "Tim Anderson" wrote:

>> The US machine would want to dominate any other machines it was near to
>> without actaully being able to take care of itself properly
>
>I'm not to sure about that, I think that the US machine would assume that it
>was the only computer ever built and it would never contemplate being in a
>would full of 'foreign' machines!!

Oh, but in fact, while wanting to dominate similar computers nearby,
the US machine will promptly set to short-circuit the PSUs of any
really foreign machines, until those computers are replaced by US-made
remote-boot slave units. It will also try to install resident brain-damaged
short-circuiting programs all around, and be very shocked when those agents
turn back and attack the US machine itself.

As for the UK machine, it will run only programs approved by the US machine
and, moreover, each CPU operation will have to be checked through the
US machine first.

;)

Btw. US Atari keyboard has one key *less*, not more, than UK keyboard.

cu;

2673. Re: Which system software for aranym wa

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 23:10:25 UTC
From: vdjole@EUnet.yu
Message-ID: <a7qv4ulgj2@news.eunet.yu>
Source record: 36525

On 24 Mar 2002 08:54:25 , Frank Naumann wrote:
>As I already tried to explain I'm sure this single mode stuff belongs to
>the AES only. So FreeMiNT doesn't have anything todo with that.

What you say makes sense and I am not competent to argue with that. I just see that some programs do not work. So, you think that AESes of Magic and Geneva behave differently in some way, significant for this, than, say, NAES or AES4.1 (but also see my reply to Ludwig, below)

Btw. I remember that there was one (beta maybe?) version of Mint in the configuration file of which there was a keyword SINGLEMODE. What was that?

Ludwig Maetzke wrote:
>Do these apps like DynaCADD fail because of MinT or when run in a
>multitasking AES like NAES?
>In the second case, do they run with Geneva and MinT installed? If so,
>there wouldn't be any problem but Geneva perhaps missing some features.

I have just tried Mint+Geneva and those problematic applications all crash the system immediately and in the same way: memory violation, etc. etc. They all run fine with Geneva only. Btw. I am pretty sure that they shoot directly into the screen, not through VDI, which, of course, is not a nice thing to do.

Regards;

2674. Re: "SHBUF" buffer size?

Newsgroup: comp.sys.atari.st
Date: 2002-03-26 23:10:28 UTC
From: vdjole@EUnet.yu
Message-ID: <a7qv52lgj3@news.eunet.yu>
Source record: 36526

On 24 Mar 2002 12:11:55 , Hallvard Tangeraas wrote:
>"SHBUF" (Shell buffer) is a small AUTO program which (together with
>[...]
>the way up to 32 Kbytes (now who would need to make such a big
>NEWDESK.INF file?)

Oh, it is not difficult at all! If you want to display window/folder contents as icons, not text (after all, GEM is a GRAPHIC environment manager), and so you want to assign to each application an icon, assign to each file type an icon, and assign an application to each file type, it is very easy to make a NEWDESK.INF of 20kB or more. If you can have a screen with higher resolution (with many icons on it) it will make things even worse.

Cu;

2675. Re: Trying out GEM programming

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 00:42:53 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <ua23rl30pbe8da@corp.supernews.com>
Source record: 36527

Martin,
This is what I plan to do with AtariForge(.net) when I get the
chance. But I'm short on time.. if you are interested in helping set it up
let me know!!
Currently I have AtariForge hosted as a sub-domain on my site,
http://atariforge.atari-users.net (http://www.atariforge.net forwards to
that). I offer free sub-domains, ftp access, bug tracking and mailing list.
I've been looking for a new home for it, a host that allows CVS. The idea
is to have a site that is similar to SourceForge but also has documentation
for people interested in coding on the atari platform. Several coders have
offered to setup pages, like a GFA and C info page.

So if you feel like helping out.. let me know!
Rob

webmaster@atari-users.net
http://www.atari-users.net

> Would be nice to have a central place on the web, where one could down-
> and /or up-load docs, manuals, tutors, hypertexts, example source code,
> libraries, etcetera, for Atari GEM programming. It's easy to get a copy of
> GNU c++ for Atari, but hard (read: impossible) to find Atari specific
> literature that can still be bought in the local bookshop. And it would be
> a shame if the noble art of GEM programming would die and disappear in the
> (near) future.
>
> Martin
>

2676. Re: Hard drive box

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 01:17:40 UTC
From: albee <albee@qwest.net>
Message-ID: <3CA11DB4.1060905@qwest.net>
Source record: 36528

I'm interested, Email me at albee@qwest.net

Ade wrote:

>Me again,
>Yup! Don't post for years then two in les than 24 hours.
>
>I have also found the box that used to hold my atari's hard drive.
>Complete with scsi to atari adaptor.
>I will even look for the lead to go between HD & ST tonight.
>Any offers?
>
>TTFN
>Ade.
>
>

2677. Re: Hard drive box

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 01:21:22 UTC
From: albee <albee@qwest.net>
Message-ID: <3CA11E92.6060506@qwest.net>
Source record: 36529

I'm interested, Email me albee@qwest.net

Ade wrote:

>Me again,
>Yup! Don't post for years then two in les than 24 hours.
>
>I have also found the box that used to hold my atari's hard drive.
>Complete with scsi to atari adaptor.
>I will even look for the lead to go between HD & ST tonight.
>Any offers?
>
>TTFN
>Ade.
>
>

2678. Re: HSModem/Fast Serial

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 03:16:59 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C68820.20055%nameerf@flash.net>
Source record: 36530

in article 613263770-29176AEicMi@bfree.on.ca, Brian Van Tilborg at madmax@bfree.on.ca wrote on 3/25/02 2:04 AM:

> I have HS modem in all my computers. But one that I recently got has the
> Fast Serial fix, which is pretty simple all the same. Can I use this
> instead of HSMODEM with STing?

Yes. I used it for quite some time. For some reason, I couldn't get HS Modem to work with Geneva, but things worked beautilfully when I tried Fast Serial. No trouble whatsoever. The only downside I saw was that you couldn't change the serial buffer size without a patch like the serial buffer AUTO prg that came with either Wensuite or Draconis (not sure which). Run Fast Serial before the Buffer program in the AUTO folder, and you're all set. Very little setup to do with the thing.

Another downside... It didn't seem to like Magic very much, so I had to switch to HS Modem for that OS. So I use both, depending on the OS I use, and I see little or no difference in the connection speed and stability.

Mike Freeman
nameerf@flash.net

2679. Re: MagXNet setup (was: Wierd STiNG pro

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 03:19:53 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C688CF.20056%nameerf@flash.net>
Source record: 36531

in article a7qqn8nls1@news.tpi.pl, Grzegorz Pawlik at
gregory@_SPAMMING_is_A_SIN_.atari.pl wrote on 3/26/02 1:54 PM:

> BTW it's weird that you can ping a host, it gets and sends back the
> data packets, but any other application locks up.

Actually, I recently discovered I can ping a few hosts just fine (atari.org
is one), but most don't respond at all.

Mike Freeman
nameerf@flash.net

2680. Re: Falcon, GEM desktop

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 07:35:58 UTC
From: jdplace@prodigy.net
Message-ID: <yDeo8.460$6h.23798998@newssvr17.news.prodigy.com>
Source record: 36533

Solution: I deleted the newdesk.inf file and rebuilt the desktop.

Joseph Place

On 26 Mar 2002 08:24:56 , Joseph D. Place wrote:
>I have a strange problem with my Falcon. If I boot with Neodesk and Geneva
>(I'm using xboot for a boot manager) everything works fine. If I try to
>boot to the GEM desktop, there are no icons. If I click "install devices"
>I get the icons, but everything is just named "device" and the folders all
>just look like files, and I can't run anything. It was working normal just
>yesterday, and I have tried renaming the auto folder and just booting
>generic and I get the same result.
>
>Joseph Place
>.

2681. Re: Name that STE demo

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 08:03:14 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca1a3aa22c7f0@madasafish.com>
Source record: 36518

Hi Rob,

>I had an STE demo with lots of flashing lights, people dancing about and
>lots of objects. Anyone know what its called.
>
>I seem to think it was meant to be the best STE demo out.

Braindamage? That's got funky objects with lots of
flashing/strobing. I think so anyway.
--
Lyndon Amsdon

2682. Atari Stuff for Sale (USA)

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 08:06:20 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a7rufn$om5$1@pegasus.csx.cam.ac.uk>
Source record: 36534

The following message was originally posted to alt.atari.jaguar-discussion,
I though I would re-post it here in case anyone was interested in some of
the items.

Stephen Moss

Greetings all!

Brilliant Development, a long time developer and manager of Atari
products are selling off a few items. If you have any questions or
would like to buy any of the itmes please do not hesitate to email us
at: webmaster@brilliantdevelopment.com All items are in good working
order and being offered here to you before they go to Ebay.

All of the items came from the Borregas ave. offices in Sunnyvale Ca.
and were used to aid in the developing of many of the titles for
Jaguar and Lynx.

The Items:

Atari Stacy Laptop and original power supply

Atari Portfolio Palmtop coputer
comes with: AC adapter, RS232 expansion port, 3 128k mempry cards

Arari Jaglink new in the box

email us for other items which are rare or one of a kind.

Thanks very much!
Have you played Atari today?
Brilliant Development

Posted Via Uncensored-News.Com - Still Only $9.95 -
http://www.uncensored-news.com
With NINE Servers In California And Texas - The Worlds Uncensored News
Source

2683. Re: MagXNet setup (was: Wierd STiNG problem)

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 09:22:26 UTC
From: <>
Message-ID: <1017221214-893796AEicMi@ntlworld.com>
Source record: 36536

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Mon, 25 Mar 2002 03:37:37 GMT

>just have to troubleshoot some more. Any thoughts?

Have you tried the Ping tool, perhaps using the address of your ISP's name server to see if you actually have a connection?

And you did unpack the archives to a partition with LFNs as directed in the various readme files?

Cheers

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2684. Re: Atari TT and Falcon menory upgrade (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 09:35:12 UTC
From: <>
Message-ID: <1017221218-894528AEicMi@ntlworld.com>
Source record: 36535

From: "Tim Anderson" <tanderson@ednet.co.uk>
Date: Mon, 25 Mar 2002 16:59:12 -0000

><snip>
>> That didn't last long then!
><snip>
>
>Nope, I've been after a TT for ages and I wasn't about to let it go.

Quite right - I managed to stay my bidding hand though ;-)

I can just imagine the scene when another big box arrives in the post...

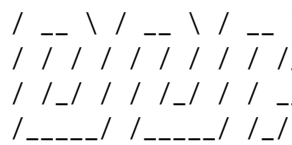
>Oh, whilst I'm thinking about it, It has a German TOS on it, does anybody
>know where I may be able to purchase an english version. Also, it has been

You could always install an English version of MagiC on it.

Hope it all comes together for you, don't forget to keep us posted!

Cheers

--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2685. Re: MagXNet setup (was: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 09:36:20 UTC
From: <>
Message-ID: <1017221216-894096AEicMi@ntlworld.com>
Source record: 36537

From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Mon, 25 Mar 2002 07:17:50 +0000 (UTC)

>Use CAB.OVL from Dan Ackerman (the STing one). I had great troubles
>with the one from MagXNet. Note that (from what I know) "Connecting

Did you try assigning a proxy server? Might have helped possibly.

Whilst on the subject of Magxnet, I'm trying to get the Samba client working on my Falcon, with an Ethernet connection to my Laptop. I can ping both ways so I know that it's working thus far, but when I try to open a shared drive on the Laptop I get one burst of activity on the Ethernet adaptor and then nothing.

I'd assumed that I needed to activate NetBEUI on the Laptop, but I'm told that this is not necessary - but there's obviously something I've overlooked - but what?

Cheers

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2686. Re: MagXNet setup (was: Wierd STiNG problem)

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 09:40:16 UTC
From: <>
Message-ID: <1017221220-894844AEicMi@ntlworld.com>
Source record: 36538

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 26 Mar 2002 02:37:59 GMT

> Can STiNG and MagXNet be installed at the same time? For instance, if
>I'm having trouble with MagXNet, can I disconnect it from the Internet, and

Use a boot manager such as XBoot.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2687. Stupid newbie hard drive question

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 14:10:10 UTC
From: Glitch <glitch@reboot.com>
Message-ID: <gmj3aucoj0ktktqie19bfps85kds8m9gd9@4ax.com>
Source record: 36539

Hi,
I originally owned an Atari 520 about 15 (20?) years ago (geesh, I'm getting old) and am now getting a system back together so I can finish a few of the programs I was working on "back in the day". My old system had a supra hard drive and I had no real issues with it and had everything I needed on disk already if I did.

I just recently picked up a Megafile 30 to go w/ my new 520 which seems to be working fine. The problem I am having is when it boots up it starts loading a bunch of hotfixes (folder limit expanders, cache, etc). When it goes to load the cache program the system always bombs. I can bypass the hard drive during boot up easily, and can even boot from diskette fine, so I was wondering what I have to get to boot from floppy and still have access to the hard drive so I can clean out the auto folder. I downloaded the hddriver demo but my poor 520 doesn't have enough memory to run the utility program. How do I set up a bootable floppy that will allow me to see the hard drive?

Thanks,
Matt

2688. HD Drivers and Graphic Drivers

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 14:10:47 UTC
From: "timo.helle@t-online.de" <timo.helle@T-Online.de>
Message-ID: <a7sjqc$4ea$05$1@news.t-online.com>
Source record: 36540

Hi,

1.
I have a Problem, i am looking for the Original Protar Profile HD Driver Packet.
if anyone here have these Drivers please Email me.

2.
In my Mega ST1 with Pak/3 is also a Graphic Adapter with a Texas Instrument TMS34061 FNL Chip. The Name printed on the Card is :

PROTAR 4ML (B)
ST-Graphikkarte 1.1

There is a VGA-Port out and a port thats looks like a Midiport. I need a Techpaper and the drivers for this Card
please help me.

i already posted in German Newsgroups and searchin Internet for this, but nobody can help me.
if you have any Information please Email me.

cya Timo

2689. Volts?

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 14:21:05 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <Hyko8.803$yh3.81219616@news.inreach.com>
Source record: 36542

I used a Practical Peripherals PM144MT II modem on my TT, which has been dealined for 2 years, I put the modems power supply in other others for safe keeping and now I can't figure out which one it was. None of the inst books for the modem gives it's operating voltage. Does anyone know how much the plug into the wall power supply puts out?

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

2690. Re: Stupid newbie hard drive question

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 14:23:18 UTC
From: "timo.helle@t-online.de" <timo.helle@T-Online.de>
Message-ID: <a7skhs$kg3$06$1@news.t-online.com>
Source record: 36541

Hi Glitch,

> I just recently picked up a Megafile 30 to go w/ my new 520 which
> have enough memory to run the utility program. How do I set up a
> bootable floppy that will allow me to see the hard drive?

look for AHDI Files in Version 6.x expand it on a Disk and start the AHDI
when HD is on. these are the original Atari Drivers.
after that u go to menu and now u can mount the HD. i dont know the name of
the menu in english, i own only german TOS.

cya Timo

> I just recently picked up a Megafile 30 to go w/ my new 520 which
> have enough memory to run the utility program. How do I set up a
> bootable floppy that will allow me to see the hard drive?

2691. Re: Name that STE demo

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 15:39:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca1f1627d8140@madasafish.com>
Source record: 36519

Hi Bjï¿½rn,

>> I had an STE demo with lots of flashing lights, people dancing about and
>> lots of objects. Anyone know what its called.
>
>Sounds like "Grotesque" or "TeknoDemo".

Yes, I think I said Brain Damage, I meant Grotesque. I forgot,
recently I had downloaded some STE demos and watched them all
but forgot which was which.

--
Lyndon Amsdon

2692. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 15:54:01 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <l8ps7a.qsj.ln@speaker.rodsbooks.com>
Source record: 36543
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

[Posted and mailed]

[More appropriate newsgroup added and followups set]

In article <3C9D5D8F.6D383FAA@one.net>,
Bob Ryan <ryanr@one.net> writes:
>
> I would like to have the Personal Pascal from OSS, but I can't afford
> the $149 asking price.

Check out this URL:

http://www.icd.com/bargains/

OTOH, I seem to recall reading somewhere that ICD wasn't the most
reliable at filling orders these days, so you may want to do some
checking on that. Then too, at $7.95 plus shipping, it's not all THAT
great a risk.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

2693. Atari-users.net problems?

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 16:26:53 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C74142.201C2%nameerf@flash.net>
Source record: 36544

Hello!

I was trying to get to "Tim's Atari MIDI World" on atari-users.net. It said I wasn't logged in, so as I never registered, I went ahead and did that. I received my password and tried logging in, and it kept saying "Incorrect Login". I tried logging in 4 or 5 times, each time making absolutely sure the login and password were *exactly* what was e-mailed to me. Is there a problem there that should be resolved soon? I found no way to contact them on the web page, so hopefully they read this. Thanks!

Mike Freeman
nameerf@flash.net

2694. Re: Stupid newbie hard drive question

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 16:43:13 UTC
From: Nicolas Lekuona <nlecuona@mac.com>
Message-ID: <B8C7B531.5499%nlecuona@mac.com>
Source record: 36545

> I can bypass the hard drive during boot up easily, and can even boot
> from diskette fine, so I was wondering what I have to get to boot from
> floppy and still have access to the hard drive so I can clean out the
> auto folder.

If I recall correctly you could bypass the HD boot by pressing Shift during startup; ST will go to floppy, then you can run the AHDI driver from there with no other "enhancements" or fixes which could be bombing the thing. Give it a try, it will not do any harm...

Nick.-
nlecuona@mac.com

*Sinclair ZX Spectrum 48K + Interface I + Microdrives
*Sinclair-Amstrad ZX Spectrum +3
*Commodore 64
*Atari 520 STFM 4Mb + GCR Spectre + Supercharger
*PC Clone Pentium 60
*PC Clone AMD K6-2 500
*Compaq LTE 5380
*Apple PowerBook G4

And proud of it, man!

2695. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 17:31:39 UTC
From: "Thomas J. Andrews" <taj16@dreamscape.com>
Message-ID: <3CA201FB.1E25B6D1@dreamscape.com>
Source record: 36396

Sorry to take so long getting back here. Yes, I've tried with a PC. I'm on my PC right now, using the news server name from my isp web site, the same name I use with Newsie. For what it's worth, I use Netscape 4.79 on a Windows 98 PC and it works fine.

I tried a completely new installation of Newsie, and I tried a couple of old ins files I hadn't used in a while that shouldn't have become corrupted, at least in the same way. Same result. The log says, "Failure to connect with remote server" or, a timeout message.

I just can't understand what might have changed.

TJ
Keeper of the Flame

"Edward S. Baiz Jr." wrote:

> On 5 Mar 2002 22:35:40 -, "Thomas J. Andrews" wrote:
> >
> >
> >"Edward S. Baiz Jr." wrote:
> >
> >> I would first check your settings just to make sure things are correct.
> >> However, I would think that your problem lies in your ISP. I get the
> >> same thing sometimes. I click on "connect" and nothing happens. Try
> >> quitting Newsie and then come back in and try it. If it is the same
> >> after 3-4 tries, I would logon another time.
> >>
> >
> >I wil check the settings more thoroughly, but they appear to be correct. I
> >have tried repeatedly over the last month or so. I always get the same thing.
> >
> >TJ
> >Keeper of the Flame
>
> Have you tried accessing the NewsGroups of your ISP by using a PC or Mac?
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

> ----------

2696. English TOS for TT image to boot from disk

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 20:12:36 UTC
From: Guus Ellenkamp <ellenkamp.guus@wolmail.nl>
Message-ID: <a7t9ahclk1@reader1.tiscali.nl>
Source record: 36397

I got a french TT, but want to run the English TOS. Can anyone send me a disk version?

2697. Re: Stupid newbie hard drive question

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 20:20:46 UTC
From: yves.rogne@free.fr
Message-ID: <3ca2299d$0$24008$4d4eb98e@read.news.fr.uu.net>
Source record: 36398

>have enough memory to run the utility program. How do I set up a
>bootable floppy that will allow me to see the hard drive?

Did you tried pressing the control key till you get the desktop ?

Regards

2698. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 20:31:08 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0203272118520.111-100000@easymint>
Source record: 36399

On Wed, 27 Mar 2002, Thomas J. Andrews wrote:

> Sorry to take so long getting back here. Yes, I've tried with a PC. I'm on my PC
> right now, using the news server name from my isp web site, the same name I use
> with Newsie. For what it's worth, I use Netscape 4.79 on a Windows 98 PC and it
> works fine.
>
> I tried a completely new installation of Newsie, and I tried a couple of old ins
> files I hadn't used in a while that shouldn't have become corrupted, at least in
> the same way. Same result. The log says, "Failure to connect with remote server"
> or, a timeout message.
>
> I just can't understand what might have changed.
>
Instead of filling in the name of your newsserver in Newsie, try filling
in the IP number of that newsserver. Worked for me when I had similar
problems once.

It could also be that your ISP has changed the DNS nameserver(s)
number(s). Maybe your Windows PC has been set up to automatically fetch
these numbers at login, and everything keeps working as usual.

I remember STiNG can also be configured to do that. I'm not sure, I
haven't used it for some time, since I'm using mintnet now.

Martin

2699. programming for st on Linux

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 21:00:45 UTC
From: Olivier Scalbert <olivier.scalbert@algosyn.com>
Message-ID: <3CA232FD.953FF234@algosyn.com>
Source record: 36400

Hi,

Is it possible to generate st prg files from asm and c files on a Linux
box ?
If yes, how ?

Thanks

Olivier

2700. dumped tripod in favor of geocities (temporary)

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 22:19:24 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203271419.5b51c896@posting.google.com>
Source record: 36401

http://geocities.com/rtdos

2701. Re: Atari-users.net problems?

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 22:38:32 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <ua4in8seahnl04@corp.supernews.com>
Source record: 36402

Mike,

My host changed IP addresses and messed up all the subdomains. Tim's
site is also available at www.atari-users.net/tamw/ (all other subdomains
can be accessed that way also)

By the time you read this.. the problem should be fixed.

Sorry about that

Rob
webmaster@atari-users.net

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:B8C74142.201C2%nameerf@flash.net...
> Hello!
>
> I was trying to get to "Tim's Atari MIDI World" on atari-users.net. It
> said I wasn't logged in, so as I never registered, I went ahead and did
> that. I received my password and tried logging in, and it kept saying
> "Incorrect Login". I tried logging in 4 or 5 times, each time making
> absolutely sure the login and password were *exactly* what was e-mailed to
> me. Is there a problem there that should be resolved soon? I found no way
to
> contact them on the web page, so hopefully they read this. Thanks!
>
> Mike Freeman
> nameerf@flash.net
>

2702. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 23:55:36 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7tm5n$ck9$1@thorium.cix.co.uk>
Source record: 36403

On 25 Mar 2002 00:06:31 , Harry Sideras wrote:
>On 18 Mar 2002 14:54:04 , <derryck@.NOSPAMCRAPcix.co.uk> wrote:
>> Yep, but you must also list the SLBs in the magx.inf file viz:
>>
>> #_SLB 0 LAME_ENC.SLB
>> #_SLB 0 OPENDIVX.SLB
>> #_SLB 0 VORBIS.SLB
>
> ...and now I know why! Thanks Derryck - I'd missed this stage out
> completely!
>
>> Users of Appline/MagiC6.20 will then find these SLBs listed as
>> running apps in Appline (possibly also in similar utilities).

I didn't get this in Appline...

> I'll find out after my next re-boot - and see if I can find a DIVX
> AVI from somewhere that I can finally load!

I think I found a DIVX file (divx4?) and it still wouldn't display.

I've done everything with the Aniplayer SLB's except for putting them
in the Aniplayer folder. I wonder what I'm doing wrong B^<

rgds
H

2703. Re: TOS 2.06 patches (German list)

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 23:55:38 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7tm5p$ck9$2@thorium.cix.co.uk>
Source record: 36404

On 23 Mar 2002 23:28:16 , Hallvard Tangeraas wrote:
><xlator@cix.compulink.co.uk> wrote:
>> FLOP-FIX by Harun Scheutzow: Flop-Fix remedies problems in the
>> floppy disk management of TOS 2.06/3.06/4.0x.
> This one puzzles me! By putting this patch in my AUTO folder I
> actually get problems with floppy disks!!!!!

I found that too. Not one of Harun's better efforts IMO.

> So far I'm excluding it from the TOS 2.06 user-guide as I certainly
> don't want to introduce any more problems!

Wise move...

rgds
H

2704. Re: TOS 2.06 patches (German list)

Newsgroup: comp.sys.atari.st
Date: 2002-03-27 23:55:40 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7tm5q$ck9$3@thorium.cix.co.uk>
Source record: 36405

On 24 Mar 2002 20:20:09 , Ludwig Maetzke wrote:
>Hi Hallvard,
>>> VDI-FIX 1.10 by Karsten Isakovic: In all TOS versions apart from
>>> 1.02, 3.06 and the KAOSes there is an error in the VDI that can
>>> lead to wrong handles being returned with 'v_opnwk' and
>>> 'v_opnvwk'. This error is due to incorrect management of the
>>> internal list of VDI workstations if workstations are repeatedly
>>> opened and closed. This can lead to faulty graphics display and
>>> crashes.
>> What exactly is this? The above doesn't explain it in a plain,
>> easy-to-understand language with a practical example. In which
>> situations does it show up?
> AFAIK VDI-Fix should remedey a TOS error, that causes text output
> from f. e. zip.ttp wildly being written on the desktop and not
> redirected into a VT52 window. That happens when you use the screen
> speeder Quick ST without VDI-Fix installed before. Apart from this,
> Quick ST 2.2 works very well (on an overscanned screen, too) and
> requires only 30 KB RAM in monochrome mode. I used it on a Mega ST,
> but it does not work in the TOSBOX emulator. So I wan't to sell it
> for only 2 EUR plus 1 EUR shipping. Anybody here with interest?

Thanks for the reminder. I used to have VDIFIX, but couldn't remember
what for.

QuickST is a fantastic program if you don't need to use NVDI but want
to run a GDOS or non-GDOS setup of any description. It was way, way
faster than NVDI ever was. A Timeworks setup, for example, would be a
joy to use with QuickST.

rgds
H

2705. Re: Folderxxx/Cachexxx -patches for TOS

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 01:46:10 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7tsku$fc9$1@thorium.cix.co.uk>
Source record: 36407

On 25 Mar 2002 06:58:32 , M�gamodeste wrote:
>� POOLFIX4 was replaced by POOLFX92 which finally killed it off ISTR.
> Can anyone tell me where I can find poolfx92.prg, please ?

I'm Emailing it to you seperately, including Devpac2 source.
Note:
POOLFIX3 was Atari freeware
POOLFIX4 was a freeware mod from Claus Brod

> Maybe I need it in my Tos 3,06 ?

It's supposed to be a bug with TOS up to 1.62 AFAIAA

=====
File name: POOLFX92.DOC Revision date: 1992.03.05
Revised by: Ulf Ronald Andersson Creation date: 1992.03.03

File purpose: Document release of POOLFX92.PRG

Since 'Poolfix' has been around for quite a while you may find it hard
to believe that it still contained two quite dangerous bugs:

1: The safe compaction of freed RAM was never made for the gendos
function 'Mshrink', even though it is necessary in some cases.
This error may cause the ROM bug to BOMB your ST.

2: The "safe" compaction itself, which is called for ANY gemdos
function following a RAM release, would often trash register 'd1'
even though all functions except 'Super' are specified to restore
d1 to the value it had on entry to the function.
This error may cause error-free programs to BOMB your ST.

In short, these versions provided a NEW way to BOMB your ST, and this
without even fully eliminating the original bug in ROM.

I have scanned the code both of 'Poolfix3.Prg' and of 'Poolfix4.Prg'
and have seen that both these errors exist in them. 'Poolfix4.Prg'
also has another error which may cause BOMBs when programs need their
own reset-routines linked in.

Since I need a remedy for the ROM bug, I obviously had to make this new
version of 'Poolfix'. I have named it 'Poolfx92.Prg' so no doubt shall
exist of what version is most recent, and this should be the final
version. I really have TRIED to make it BOMB, but it wouldn't !!!

Since this code is based on that of two other authors, I obviously have
no copyright claims to make. This is still FREEWARE, although ATARI
of course owns the copyright.

I have chosen to release the source code for my own version, as well as
that for the two other versions mentioned above. These files are in
format suitable for Devpac 2. They are found with the original 'DOCs'
in folder 'Poolfix', and some definition files are in folder 'TOS'.

These sources are provided mainly so that any user should be able to
see for himself what I have done, in case of doubt.

I strongly recommend that any 'archives' of this program should include
both this document, and the older ones, to keep things perfectly legal.
Unfortunately most "Sysop's" do not realize that removing or changing
a file that holds a program's copyright notice may be against the law,
unless they also remove the program itself from any public access.

I hope you all find this version useful!

Ulf Ronald Andersson
H�der V�g 7
S-145 70 Norsborg
Sweden

---------- end of file: POOLFX92.DOC ----------

rgds
H

2706. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 01:46:11 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7tsl2$fc9$2@thorium.cix.co.uk>
Source record: 36408

On 26 Mar 2002 00:03:49 , "Steve Sweet" wrote:
> Harry baby!!!!!..

Sweetie!

>| > Yep, but you must also list the SLBs in the magx.inf file viz:
>| > ...
>| ..and now I know why! Thanks Derryck - I'd missed this stage out
>| completely!
>
> The installer should have taken care of this for you H., it always
> did for me.

I avoid the installer, because I'm so used to duff versions of
ancillary programs (Bubblegem, Olga etc) over-writing the latest
versions I've got and messing around with my inf files. I like to
check these out and do them manually - I just forget the minor details
at times...

>| I'll find out after my next re-boot - and see if I can find a DIVX
>| AVI from somewhere that I can finally load!
> I've got one of some AMD chips glowing in the dark, its 10 meg in
> size!

Err... perhaps not <g>

rgds
H

2707. Re: English TOS for TT image to boot from d

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 01:46:12 UTC
From: sidcelery@cix.co.uk
Message-ID: <a7tsl4$fc9$3@thorium.cix.co.uk>
Source record: 36409

On 27 Mar 2002 21:12:36 , "Guus Ellenkamp" wrote:
> I got a french TT, but want to run the English TOS. Can anyone send
> me a disk version?

Zip'd English TOS 3.06 sent by Email...

rgds
H

2708. Re: programming for st on Linux

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 01:57:59 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a7ttb7$h2l$1@news.panix.com>
Source record: 36410

Olivier Scalbert <olivier.scalbert@algosyn.com> writes:

: Hi,

: Is it possible to generate st prg files from asm and c files on a Linux
: box ?
: If yes, how ?

: Thanks

: Olivier

What you need is a cross compliler. Gcc is a good example, and it
should be available on any Linux installation. From there, it
is mostly a matter of setting switches, for which you read the man pages,
and of setting target systems, and of having the right library contents.

You many need to learn to use make, and what a diffs file is, too. Anyway,
you have some man pages to read.

The details of how to include asm files in c files should be there.
If the c files are correctly written, the compiler finds the asm file
and assembles it in its proper order.

That was a very general question. What precisely are you trying to do?
A general answer is yes, it has been done, yes, it works, and
how straightforward it is depends on the user's background.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2709. Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 04:03:16 UTC
From: sluna2@earthlink.net
Message-ID: <3CA296B1.1060505@earthlink.net>
Source record: 36411

Over on the Amiga channels, the biggest news is the AmigaOne motherboard which hopefully will come out real soon now.

Well, I had a dumb question with regards to the Atari ST, and I figured I might as well ask it. You think perhaps you could get the ST's OS to run on the AmigaOne with some modification? Though, I don't think anyone has worked on TOS since Atari died? I don't know, since I do not follow the ST very well.

2710. Re: programming for st on Linux

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 04:20:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200203280520.a29815@wun.maus.de>
Source record: 36426

Hallo Olivier!

OS>Is it possible to generate st prg files from asm and c files on a
OS>Linux box ?

Yes.

OS>If yes, how ?

http://wh58-508.st.uni-magdeburg.de/sparemint/cross-mint.html

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2711. Re: programming for st on Linux

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 06:59:12 UTC
From: Olivier Scalbert <olivier.scalbert@algosyn.com>
Message-ID: <3CA2BF40.C7007E6B@algosyn.com>
Source record: 36412

Jim DeClercq wrote:

> Olivier Scalbert <olivier.scalbert@algosyn.com> writes:
>
> : Hi,
>
> : Is it possible to generate st prg files from asm and c files on a Linux
> : box ?
> : If yes, how ?
>
> : Thanks
>
> : Olivier
>
> What you need is a cross compliler. Gcc is a good example, and it
> should be available on any Linux installation. From there, it
> is mostly a matter of setting switches, for which you read the man pages,
> and of setting target systems, and of having the right library contents.
>
> You many need to learn to use make, and what a diffs file is, too. Anyway,
> you have some man pages to read.
>
> The details of how to include asm files in c files should be there.
> If the c files are correctly written, the compiler finds the asm file
> and assembles it in its proper order.
>
> That was a very general question. What precisely are you trying to do?
> A general answer is yes, it has been done, yes, it works, and
> how straightforward it is depends on the user's background.
>
> Jim
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .

Thanks for your answer.
I know how to compile C and asm files on Linux. So if gcc can generate 68000
binary files it is ok.
My question is more about how to create an atari prg file from a set of *.o
on a Linux box ?

Thanks

Olivier

2712. Re: programming for st on Linux

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 07:36:36 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0203280833130.136-100000@freemint>
Source record: 36413

Hello!

> Is it possible to generate st prg files from asm and c files on a Linux
> box ?

With the m68k-atari-mint GCC crosscompiler it's no problem :-)

> If yes, how ?

Checkout the Sparemint crosscompiler pages:

http://wh58-508.st.uni-magdeburg.de/sparemint/cross-mint.html

ftp download:

ftp://wh58-508.st.uni-magdeburg.de/pub/sparemint/cross-mint/

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

2713. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 10:22:42 UTC
From: <>
Message-ID: <1017307968-907114AEicMi@ntlworld.com>
Source record: 36414

From: sidcelery@cix.co.uk (Harry Sideras)
Date: Wed, 27 Mar 2002 23:55:36 +0000 (UTC)

>>> Users of Appline/MagiC6.20 will then find these SLBs listed as
>>> running apps in Appline (possibly also in similar utilities).
>
>I didn't get this in Appline...

Which version of MagiC are you using Harry? All up to and including 6.10
don't exhibit this behaviour.

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2714. Re: Stupid newbie hard drive question

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 12:45:21 UTC
From: Glitch <glitch@reboot.com>
Message-ID: <9o36aug9f959kdsidat29u9a79nsmdf3mu@4ax.com>
Source record: 36415

On 27 Mar 2002 20:20:46 GMT, yves.rogne@free.fr (Mï¿½gamodeste) wrote:

>ï¿½have enough memory to run the utility program. How do I set up a
>ï¿½bootable floppy that will allow me to see the hard drive?
>
>Did you tried pressing the control key till you get the desktop ?
>
>Regards

Yea, It still did not have enough memory. I'm going to try to find
the AHDI drivers this weekend.

2715. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 13:46:33 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a7v6rnhih1@news.tpi.pl>
Source record: 36416

On 24 Mar 2002 17:19:50 , Dennis Vermeire wrote:

Hi,

> >Er... what?
> >
> >IConnect is the slowest TCP/IP stack ever made for Atari.
>
> It isn't....

It is! ;-) I always got the slowest transfers with it (in CAB, aFTP,
Fiffi) compared to MagXNet or even STing... But yes, perhaps I had it
not quite well configured.

> If it's slower then STIK or STiNG then I can only say that you haven't
> configured it properly. Properly configured it's on average at least 10%
> faster, and if you take the IP resolving in account it can be up to 30%
> faster. Once Fiffi and Emailer are running as well (after all that's what
> multitasking is ment for), you'll appreciate the IConnect stack even more.

That's why I changed Sting to MagxNet - with STiNG it is almost
impossible to get e-mail while downloading something using CAB
or aFTP, and with MagXNet it works great!

> >As far as the CAB.OVL for IConnect is concerned: I used it for some
> >time, and couldn't access some websites that worked OK with the
> >CAB.OVL for STing. The only thing I found good about it was the
> >non-blocking IP resolving.
>
> Oh no... not again !!! This discussion has been held here before, the last
> time I asked everyone here to give me a couple of URL's which the IConnect
> OVL can't handle but are no problem under one of the STiNG OVL's, I'm still
> waiting...

I *will* install it once again soon, and try to find those sites
once again...

> >It does have one advantage, though: it's easy to install, as you don't need
> >to edit the scripts by hand, all the parameters are to be set using an easy
> >GEM-based setup application. However, the reason why all those parameters
> >are saved in a non-ASCII file that cannot be edited in qed for example, is
> >quite beyond me...
>
> It's beyond me why you would need to edit the config file with an editor in
> the first place since as you stated yourself IConnect can be configured
> using the "easy Gem-based setup application", there's no need to configure
> the file by hand, whatever you need to edit can be done easily with IConfig.

Call me crazy, but I don't like such "mysterious" config files.
I'd like to know exactly what is stored there and be able to edit it
with qed. BTW even NEWDESK.INF (or DESKTOP.INF) is an ASCII file :-)

> >I tried STiK, STiNG, Draconis, IConnect and MagX-Net. The best one
> >for me is the latter (MagX-Net), because it is the fastest (I don't
> >know exactly why, I just state the fact ;-)) and it works great in
> >multitasking.
>
> Except for MagX-Net I tried all of the above as well, maybe you've been
> fooled by IConfig its "easy Gem-based setup application"... To configure
> IConnect so that you get the most out of it, you must activate the "profi
> mode" checkbox, it's essential since some default values especially in the
> IP and TCP sections may need to be altered.

What exactly should I change there?

I only tried changing MTU to 1500, but it didn't seem to do any good.
Anyway, making MagXNet to work *good* was far less complicated (or
maybe I was lucky) - the only problem I had was due to damaged SCC.PRG.

> Furthermore it's worth remembering that IConnect is the only available stack
> which is a GemScript client, that all the clients can interact and have the
> same look and handling, and last but not least *all* the IConnect clients use
> the Atari protocols intensively. It's stuff like OLGA, Drag&Drop, DHST, Bubble
> help, GEMScript, AV protocol etc... which makes computing on a Atari fun, call
> me spoiled but I don't like using apps anymore which only offer the very basic.
> And although it's a matter of taste I simply like using the IConnect clients
> better then having to sit and fiddle with what is available for STiK/STiNG.

I agree IConnect clients are the best ones (for me Fiffi which can
handle several ftp sessions, where the ftp servers on the list can
have unique names and descriptions is much better than aFTP which
does not have those). It's the IConnect itself that I don't like...

--
Grzegorz Pawlik
http://marijuana.atari.org/

2716. Re: MagXNet setup (was: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 14:07:38 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1017340427.30335.0@iapetus.uk.clara.net>
Source record: 36424

Hi Dude

| Whilst on the subject of Magxnet, I'm trying to get the Samba client working
| on my Falcon, with an Ethernet connection to my Laptop. I can ping both ways
| so I know that it's working thus far, but when I try to open a shared drive
| on the Laptop I get one burst of activity on the Ethernet adaptor and then
| nothing.
|
| I'd assumed that I needed to activate NetBEUI on the Laptop, but I'm told
| that this is not necessary - but there's obviously something I've overlooked -
| but what?

Install Internet Connection Sharing on the handbag.

--

Steve. S.

The Welshgits outgoing dribble is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.343 / Virus Database: 190 - Release Date: 22/03/02

2717. Re: programming for st on Linux

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 14:40:54 UTC
From: gemtoo <jpgui@noos.fr>
Message-ID: <3ca32bc4$0$6116$79c14f64@nan-newsreader-02.noos.net>
Source record: 36417

"Frank Naumann" <fnaumann@cs.uni-magdeburg.de> a crit dans le message de
news: Pine.MNT.4.31.0203280833130.136-100000@freemint...
> Hello!
>
> > Is it possible to generate st prg files from asm and c files on a Linux
> > box ?
>
> With the m68k-atari-mint GCC crosscompiler it's no problem :-)
>
> > If yes, how ?
>
> Checkout the Sparemint crosscompiler pages:
>
> http://wh58-508.st.uni-magdeburg.de/sparemint/cross-mint.html
>
> ftp download:
>
> ftp://wh58-508.st.uni-magdeburg.de/pub/sparemint/cross-mint/
>
>
> Tschuess
> ...Frank

```
> hello

> One exemple with one of the famous french of this sport:
the cross compilation.
http://membres.lycos.fr/pmandin/index_e.html

bye!
```

2718. Re: ResourceMaster & Icon Extract

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 16:36:17 UTC
From: iconfun@21cn.com
Message-ID: <ef3da517.0203280836.44456371@posting.google.com>
Source record: 36421

"Thomas Jordan" <Thomas@thomasrichard.freeserve.co.uk> wrote in message
news:<a72iep$jv0$1@newsg4.svr.pol.co.uk>...
> Any advice on the following.
>
> After converting resource files with Icon Extract the files are viewed in
> resource master.
>
> When viewed in resource master the files are displayed in 4 bit plane, after
> selecting a individual icon that icon is then opened up in 1 bit plane.
> The 8 bit resolution has to be then selected to view the icon so that the
> palette is not corrupt.
>
> The palette does not corrupt if the icon file is viewed in another resource
> viewer eg RSCView " from Phillip Donze http://home.tiscalinet.ch/donze
>
> regards
>
> Thomas
>
> Falcon 14mb, Eclipse graphics card, MagiC 6.01, Jinnee 2.5
> & lots of registered shareware

download Icon Searcher v1.3
http://softplus.126.com for help

2719. Paging Dr. Tiricc?

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 16:44:29 UTC
From: Optigon <harvey@altern.org>
Message-ID: <a7vh2m$on9h3$1@ID-111797.news.dfncis.de>
Source record: 36422

I read about this speech synthesis program called Dr. Tiricc that I would like to get hold of, but I can only find one page on the WWW that says anything about it. :(

Does anyone know anything about this program or happen to have this program?

Optigon

2720. Re: [www] Atari Icon Library updated

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 17:14:50 UTC
From: iconfun@21cn.com
Message-ID: <ef3da517.0203280914.4d097b12@posting.google.com>
Source record: 36423

GokMasE <fake_email@spamblock.no> wrote in message news:<Usenet.qljernln@localhost>...
> Hi all,
>
> Some new additions to the Atari Icon Library:
>
>
> 16 Plus4 icons, 4 hannukah icons (converted by Matthias Jaap)
> 15 hotrod icons (Digital Garage)
> 9+9 kosmoz icons (Digital Garage)
> 100 mini icons (Scrow)
> 27+27 glyphXP toolbar icons (Scrow)
>
>
> http://aicq.atari-users.net
>
> /Joakim

Great , I found a good tool: Icon Searcher v1.3
This tool scans all local hard disks for icons of various file formats
and extracts them from files to a more user-friendly visual image
list. This also stores found icons in a database and compresses them.
http://softplus.126.com

2721. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 18:22:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200203281922.a29816@wun.maus.de>
Source record: 36427

Hallo !

S>You think perhaps you could get the ST's OS to run on the AmigaOne with
S>some modification?

I don't know the board. Availability of a good 68k emulation would be
essential.

S>Though, I don't think anyone has worked on TOS since Atari died?

Oh well, there has been lots of work done on it. There's the Milan, which has a
PCI+ISA board, with a modified TOS 4 running from EEPROM.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2722. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-28 21:56:30 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203281356.65079b0b@posting.google.com>
Source record: 36425

sluna2@earthlink.net wrote in message news:<3CA296B1.1060505@earthlink.net>...
> Over on the Amiga channels, the biggest news is the AmigaOne
> motherboard which hopefully will come out real soon now.
>
> Well, I had a dumb question with regards to the Atari ST, and I
> figured I might as well ask it. You think perhaps you could get the
> ST's OS to run on the AmigaOne with some modification? Though, I
> don't think anyone has worked on TOS since Atari died? I don't know,
> since I do not follow the ST very well.

Took a very (and I mean very) quick look on the "official" Amiga website. Basically, the heart of the machine is a PPC. The developer machine also looks to have an A1200 compatible card of sorts for the 68K Amiga O/S compatibility. At this time, AFAIK, there is no port for any TOS compatible O/S that is PPC code compatible. There is (was?) some proprietary development in the works. Might as well purchase MagiCMac if you want to run on a PPC, for cost effectiveness anyway.

Sure is weird how many people are interested in a fast Atari, but there are only about 133 buyers for the CT060. The Falcon might be a few years behind the Amiga 060 development (ok, more than a few), but never the less; it will bring the Falcon up the time line that much further. Personally I attribute that to many Falcon owners specifically using the machine for digital audio, and not for any other merits it has. Those users prefer the compact portable design of the Falcon, the standard TOS interface, and would not normally take on the effort to expand peripherals (other than to plug in a dongle) or use alternative O/S's available to Atari users as a whole.

Atari's Euro market (towards the dark end:) was much larger than in the US. Still, if the Milan 040/060 clones had made available here in numbers, they would have sold. Maybe not in the thousands, but surely equal to the numbers actually sold already. The Medua was another story, and advanced design in it's time, and price accordingly.

Really, the bottom line with TOS, MagiC or MiNT (did I miss any other major developments?) is their exceptional performance on a 68K processor. As far as the O/S side of computing is concerned, all of the above are lightning fast on a 50Mhz 030, direct sun shutter speed on an 040, and will be giggley fast on an 060. TOS applications that are optimized for those processors perform admirably well within the boundries of the platform, and really there is no need for cross pollination with the Amiga platform (at this time).
IMHO,
Mike

2723. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 04:45:39 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203282045.3005be7a@posting.google.com>
Source record: 36428

rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0203281356.65079b0b@posting.google.com>...
> Sure is weird how many people are interested in a fast Atari, but
> there are only about 133 buyers for the CT060. ...

The CT60 has a rather severe limitation in that you have to already have a Falcon. When the PAK030 and video cards came out originally, I didn't have the money for them, and I suspect quite a few Atarians were unable to purchase a Falcon when they first came out for the same reason. Now these people are still using STs, but their wallet is a bit fatter than it used to be. Another possibility is that a Falcon in service is 'mission-critical' and unavailable for upgrading. My Falcon serves as my FAX machine (in addition to many other things) and I really don't have the luxury of having it out of service a single day. (Of course, I solved my problem by purchasing a second Falcon, which sits in its box awaiting its CT60.) When you add these two issues to the fact that most Falcons are nearly a decade old (some people are wary about pouring a few hundred dollars into old electronics they don't know how to repair), I think that 133 orders for the CT60 is pretty good.

Galen

2724. Re: Looking for harddisk tools (partition, format and driver)

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 04:59:11 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203282059.7ba6cc0a@posting.google.com>
Source record: 36429

Peter_Schneider@su2.maus.de (Peter Schneider) wrote in message
news:<200203262023.a53622@su2.maus.de>...
> GE>Who can tell me where to find free software for harddisk formatting
> GE>etc. on Atari TT?
> You should get the HDDRIVER demo from Dr Uwe Seimet's homepage.
HDDriver is commercial, although the demo is rather useful. For truly
free formatting software, use AHDI, available at
http://www.umich.edu/~archive/atari/Diskutils/

Galen

2725. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 05:57:29 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203282153230.30227-100000@shell.pacifier.com>
Source record: 36430
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

Buy Games like Missile Command, Get a FREE Atari Trak-Ball!

I've added many boxes of new ST Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.pacifier.com/~atari/numbers.htm Phone contact info and Hours!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/shipping.htm Shipping Information!
http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2726. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 06:32:55 UTC
From: rsmac@t-online.de
Message-ID: <1f9spgw.1q81zka4n264gN%rsmac@t-online.de>
Source record: 36431

Galen <ekaljuma@mtsac.edu> wrote:

> issues to the fact that most Falcons are nearly a decade old (some
> people are wary about pouring a few hundred dollars into old
> electronics they don't know how to repair), I think that 133 orders
> for the CT60 is pretty good.

Thatï¿½s it. Agreed with you and mike.

My 2 cent :)

The price of the new amiga sounds realy good.
Atari Clones much more expensiv any how you can get one?

Nobody that use MagiCMac on power macintosh get an "new" atari or an
CT60. Development is realy good, but it is also a lot of money for an
old falcon and not more as an expansion of an old hardware.

Iï¿½m not sure if its wrong to get a amiga G3 board and try to port TOS /
MagiC - that sounds like an real --- fast ---- atari :)

Regards, Robert
--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

2727. Who repairs broken Atari SC1435 monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 06:45:20 UTC
From: bnv@antelope.com
Message-ID: <4f8dc17f.0203282245.26ef2713@posting.google.com>
Source record: 36432

Hi! I was recently playing a Jaguar game on my SC 1435 monitor, and it went blank, and then a semi-loud ring/hum can be heard, but the power green light is not lit anymore. I don't know whats the problem, but does anyone know who repairs broken these monitors these days? Thanks for any help yoiu could give me,

bnv@antelope.com

2728. The best icon organizer to scan and manage icons

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 07:59:41 UTC
From: iconfun@21cn.com
Message-ID: <ef3da517.0203282359.12cf3808@posting.google.com>
Source record: 36433

Icon Searcher performs fast scan of all local hard disks for icon images. The program handles lots of different file formats, like DLL, EXE, ICO, ICL, OCX ,SCR, CPL ,BPL and extracts all available icons from files to the user-friendly visual image list.

Icons can be saved as separate icon files or copied to the Windows and then pasted into any application, document, or other environment supporting image pasting. This Program store found icons in database and compress them. Icon Searcher uses saving icons as BMP ,ICO ,JPG,GIF files.

Icon Searcher includes the following main features:

* Easy to use GUI.
* Very fast scan speed!
* Found Icons compressed and store in database , saving disk spase.
* Found Icons keep original name and directory name,if icon is extracted ,then keep the extract filename and icon name.
* Icon display 100 icons/page,can jump any page you want.
* Support standard Windows icon (48x48 32x32,16x16) and Custom icon sizes(8x8,24x24).
* 256 and 24-bit true color icons full support.
* Four formats support (.ICO .BMP .JPG .GIF) for saving icons to disk.
* Support copy icon to Windows Clipboard.
* Can be minimized or stop while scanning disks for icons.
* Support Filter icon.
* Support save your own icon collection,you can share with other.
* Support multiselect icons.
* Support view subicon(s).

http://softplus.126.com
http://www.yxhome.com/softplus/index.htm

2729. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 09:52:43 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a81jni$2b9k$1@news.vol.cz>
Source record: 36435

> The price of the new amiga sounds realy good.

The price cannot be as good, because of small production only for several freaks (same as CT60, xTOS..).
BTW, There were many "comming soon new superamiga" announced since 1994 and none of them was really finished (or at least designed ;).

> Development is realy good, but it is also a lot of money for an
> old falcon and not more as an expansion of an old hardware.

CT60. Well, this would be excellent in 1997, but not in 2002.
Yes it's many times faster than 68030, but still slow for DVD, DivX or at least VCD playback.
However, I want also fast hires graphics with millions colors and dualhead capability, I want ethernet, I want fast ATA IDE, I want use my TV card, I want play games under emulators of various machines, I want sondcard with 5.1 output, I want....

> I'm not sure if its wrong to get a amiga G3 board and try to port TOS /
> MagiC

You can port Aranym/EmuTOS on this machine, but......

> - that sounds like an real --- fast ---- atari :)

.....the PC based solution will be allways way faster, cheaper and hardware developer will never die ;)

Ctirad

2730. Re: The best icon organizer to scan and manage icons

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 11:37:51 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a81jmguol1@newsreader.mailgate.org>
Source record: 36434

PISS OFF

2731. Re: How do I register CAB!

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 12:13:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017405482-58291AEicMi@gmx.net>
Source record: 36436

From: Bravo Sierra Computers <atari@pacifier.com>
Date: Sat, 23 Mar 2002 23:41:52 -0800

>I've just downloaded CAB v.2.8 BetaTest Demo and I can't figure out who to
>E-Mail to get the registration key.

Are you *really* a Atari dealer ? ROTFL....

There is no such thing as a registration key for CAB, when one would like to
obtain the full version then one normally goes and buy it from his local Atari
dealer... if he's unlucky, and has a dealer who doesn't even know how to order
software from the biggest commercial *English* Atari software distributor, then
he better drops that dealer and order it straight from the distributor or the
softwarehouse

>Can someone E-Mail me the right E-Mail address?

I could.... but I rather drop dead :-/
This is USENET !!, if you post publicly then you should be prepared to go to the
trouble reading the replies. You seem to have time enough posting your weekly
rubbish here....

>Or registration instructions in English.

You can order an English CAB 2.8 from the the North American distributor ESNA.

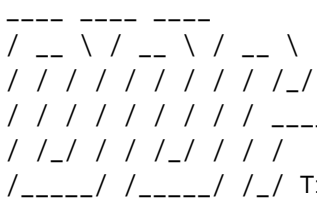
ESNA : http://www.europe-shareware.org
mailto:bengy@euopre-shareware.org

Or alternatively order it straight from ASH, but in that case you'll receive a
German version which you can transform into a proper English one by downloading
the PROPER translation from the DDP webpages (see signature).
ASH : http://ash.sww.net
mailto:oliver@sww.net

>The important thing is I need to be E-Mailed.

Up your nose....

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2732. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 13:35:40 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <M4_o8.312286$uv5.26980232@bin6.nnrp.aus1.giganews.com>
Source record: 36438
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I sell well-tested Ataris at auction. What do you have to say about me?

"Well, regarding Auctions, the Wise Saying should read "You Don't Get what You've OverPaid For!" or "Theirs a Sucker Born Every Minute" (http://home.pacifier.com/~atari/auctions.htm)

That's why I take my business to someone who respects our small community and doesn't denigrate members for personal profit: B&C ComputerVisions: www.myatari.com

p.s. Here's a freebie, you dope: it's "there's", not "Theirs"

p.p.s. Lose any e-mail addresses lately?

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message news:Pine.BSO.4.33.0203282153230.30227-100000@shell.pacifier.com...

2733. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 13:41:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca461dc193eb1@madasafish.com>
Source record: 36418

Hi Grzegorz,

>That's why I changed Sting to MagxNet - with STiNG it is almost
>impossible to get e-mail while downloading something using CAB
>or aFTP, and with MagXNet it works great!

I agree! I can now happily talk on irc and know that cab will
carry on downloading in the background without stalling.
Another good point is the stack is generally faster. Ping time
is about 5ms to local host and in Sting it was 70ms!!
--
Lyndon Amsdon

2734. MagXNet installation update/problems

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 16:37:12 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8C9E6AE.20371%nameerf@flash.net>
Source record: 36439

Hi again!

Update: I got MagXNet working (sort of)! As it turns out, there was a file that I had editted (from when I first attempted the installation) that I shouldn't have (oops!). Anyway, now it is at least usable. But there are a couple other problems I've run into:

First, it's incredibly slow compared to STiNG, which from what I hear shouldn't be the case. I most often get download speeds of 400b/s to 1500b/s, where with STiNG I get 2000b/s to 8000b/s (depending on the site), both connecting at about 31200.

Second, I keep getting "** Memory Block destroyed by user program" while downloading sizable blocks of data (even just getting e-mail), at which point the screen starts scrolling the desktop away, replaced by a blank white screen. It does this both with and without MAGTOROM.PRG running.

Any ideas where to go from here? There are no MTU, MSS, or RCV_WIN settings that I can find, which really helped my STiNG connection achieve nice, fast speeds (even faster than my Mac, actually) when I editted them. And I have no idea how to solve the memory block problem. Thanks again for your help!

Mike Freeman
nameerf@flash.net

2735. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 17:03:01 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203290903.337150c4@posting.google.com>
Source record: 36440

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0203282045.3005be7a@posting.google.com>...
> rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0203281356.65079b0b@posting.google.com>...
> > Sure is weird how many people are interested in a fast Atari, but
> > there are only about 133 buyers for the CT060. ...
>

Hi Galen,

> The CT60 has a rather severe limitation in that you have to already
> have a Falcon.

I've never seen a hard documented report, but assumed that at least
10,000 Falcons were made. Shouldn't be hard to get one. In the US,
B&C, ATY, WEizztronics and Best have them in some form of another.

> When the PAK030 and video cards came out originally, I
> didn't have the money for them, and I suspect quite a few Atarians
> were unable to purchase a Falcon when they first came out for the same
> reason. Now these people are still using STs, but their wallet is a
> bit fatter than it used to be.

I recall the PAK roll out:) I wanted one, but the Mighty Sonic was
available at the time as well. I can't image anyone still using an
STFM and not being content with its performance. Why else would they
use the machine? Those people figure into the numbers, but are the
percent that developers and manufactures have sterotyped into never
upgrading (for whatever reason). I guess money is an object to some.

> Another possibility is that a Falcon
> in service is 'mission-critical' and unavailable for upgrading. My
> Falcon serves as my FAX machine (in addition to many other things) and
> I really don't have the luxury of having it out of service a single
> day. (Of course, I solved my problem by purchasing a second Falcon,
> which sits in its box awaiting its CT60.) When you add these two
> issues to the fact that most Falcons are nearly a decade old (some
> people are wary about pouring a few hundred dollars into old
> electronics they don't know how to repair), I think that 133 orders
> for the CT60 is pretty good.

Guess that's was kind of what I ment by the digital audio statement. I
don't know that I would use a Falcon as a dedicated fax machine when
one could be had for pennies (pence:) compaired what a nice stock
Falcon brings now a days.

Anyway, 133 orders is great, but surely not the number of times users here have dreamed of a faster machine. The dream has come real, and not many are reaching out to touch.

Money? You can't take it with you. Is it worth pissing it away on a used Falcon and a CT060? Depends if you want a fast Atari or not:)
>
> Galen

2736. Re: Who repairs broken Atari SC1435 monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 18:11:54 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <ua9bqaekutrj5d@corp.supernews.com>
Source record: 36441

the BNV wrote:

> Hi! I was recently playing a Jaguar game on my SC 1435 monitor, and it
> went blank, and then a semi-loud ring/hum can be heard, but the power
> green light is not lit anymore. I don't know whats the problem, but
> does anyone know who repairs broken these monitors these days? Thanks
> for any help yoiu could give me,
>
> bnv@antelope.com

If you live near Philadelphia, PA, USA, I could have the TV repair shop at work (we have several hundred tv's on site) repair the monitor for you. They're pretty skilled.

Mark
http://atari-source.com

2737. Re: Atari MegaFile with SqQuest drive (MegaFile 44)

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 18:35:14 UTC
From: Jim Lazarenko <jim_l@NO.telusplanet.SPAM.net>
Message-ID: <Ct2p8.8888$Kl.250207@news1.telusplanet.net>
Source record: 36442

For the person who emailed me and said that he couldn't find it, it is item #2012003224 or just search for Atari MegaFile. The Syquest drive is actually a removable Hard Drive.

2738. TQ Gaming

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 19:37:17 UTC
From: Bondie <chris.snowden1@btopenworld.com>
Message-ID: <a82fpd$ov4$1@knossos.btinternet.com>
Source record: 36443

At last I have managed to get my site up and running. www.tq-gaming .com It is still under development but will be complete by Saturday. The Atari ST page is complete with the Sinclair page well on its way for Saturday. Let me know what you think of the new designs.

Bondie

2739. Disk tool

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 21:54:27 UTC
From: Steve Marshall <sdm@atmos.plus.com>
Message-ID: <8r5p8.9238$51.321369@wards>
Source record: 36444

Hi,

What's the best tool to use to convert my Atari disk for use
with the PC emulator. (I've got Winston but am trying out
Steem just now too).

I've got Makedisk but I'm having problems getting the disk
recognised.

Is there somewhere to download Starball and Cybernetix ?
I've found info about these programs but not the actual
programs.

Steve M

2740. Newbie Help

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 22:21:03 UTC
From: robglan@shaw.ca
Message-ID: <3ca4e85f.21146871@shawnews>
Source record: 36445

Can someone please point me to a site where I can get information on how to find out what TOS version I have in my newly acquired 1040 stf?

I have tried transferring files on floppy disk from my pc to the Atari with no luck as yet. I tried renaming the files but am not sure what extension should be used rather than the .st extension on most files.

If anyone can also assist re files downloaded from the internet larger than 720k - are these for later model machines only?

Thank you for any help

New Atari User

2741. Newbie Help Please

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 22:24:06 UTC
From: robglan@shaw.ca
Message-ID: <3ca4ea22.21598532@shawnews>
Source record: 36446

Can someone please point me to a site where I can get information on how to find out what TOS version I have in my newly acquired 1040 stf?

I have tried transferring files on floppy disk from my pc to the Atari with no luck as yet. I tried renaming the files but am not sure what extension should be used rather than the .st extension on most files.

If anyone can also assist re files downloaded from the internet larger than 720k - are these for later model machines only?

Thank you for any help

New Atari User

2742. Atari 1040 STf to VGA monitor

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 23:07:54 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Yo6p8.27641$1f1.2244168@e3500-atl2.usenetserver.com>
Source record: 36447

Does anything exist? I have the best electronics cable but alas it doesn't work on my 36" VGA TV.

Is there something to double the scan rate provided by this cable so it could display on a 640x480 compatible Monitor?

2743. GFA Basic 3.x file format

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 23:36:18 UTC
From: Mathieu Demange <m.demange@free.fr>
Message-ID: <3ca4fa70$0$21503$626a54ce@news.free.fr>
Source record: 36448

Hi :-)

I found this :

http://members.aol.com/vbdis/GFAFormat.htm

Maybe it would make some interest for someone...

Bye...

Mathieu

2744. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 23:42:23 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <zZ6p8.72968$YS3.976521236@newssvr30.news.prodigy.com>
Source record: 36449
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've got no problem at all with Bravo Sierra, I bought a tape from them for about $3.00 which would've been $10-15 on Ebay, and recieved it within a few days. I wish there were more vendors, then we could save even more money.
Mo

2745. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 23:48:11 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ca4fd39$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 36450

On 28 Mar 2002 13:56:30 , rustynutt wrote:

>Sure is weird how many people are interested in a fast Atari, but
>there are only about 133 buyers for the CT060. The Falcon might be a
>few years behind the Amiga 060 development (ok, more than a few), but
>never the less; it will bring the Falcon up the time line that much
>further.

I would love a CT60 for my Falcon, but the cost is prohibitive for me. I
just can't afford to spend several hundred pounds on something like this,
I have a mortgage and bills to pay first! :-/

How many other Falcon owners are like me? I would think quite a few.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2746. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-29 23:48:15 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ca4fd3d$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 36451

On 28 Mar 2002 20:45:39 , Galen wrote:

>When you add these two issues to the fact that most Falcons are nearly a
>decade old (some people are wary about pouring a few hundred dollars into
>old electronics they don't know how to repair), I think that 133 orders
>for the CT60 is pretty good.

Seconded.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2747. TT Demo's

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 00:55:29 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <uaa382k4cprdb6@corp.supernews.com>
Source record: 36452

Hi all,

Should be picking up my TT in a few days and am hoping to justify the purchase to the wife. She has not seen much but was very impressed by the Falcon till it died!!

Any ideas what I can get for this new machine to really show it off?

Tim

2748. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 03:56:18 UTC
From: puffpuffin@aol.com
Message-ID: <20020329225618.07859.00001797@mb-mv.aol.com>
Source record: 36453

>I've never seen a hard documented report, but assumed that at least
>10,000 Falcons were made. Shouldn't be hard to get one. In the US,
>B&C, ATY, WEizztronics and Best have them in some form of another.

Each of these dealers are charging US$800-US$1100 for a Falcon. Only desparate die-hard collectors would pay that much for a Falcon. (and yes, there are people like that)

>I recall the PAK roll out:) I wanted one, but the Mighty Sonic was
>available at the time as well. I can't image anyone still using an
>STFM and not being content with its performance. Why else would they
>use the machine?

Because some software only works on the ST such as games, Notator, M, etc. However, being a Notator user myself, I wouldn't mind having it work on a faster machine.

>I guess money is an object to some.

So unfortunately true. :-(

2749. Re: Newbie Help

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 03:57:20 UTC
From: puffpuffin@aol.com
Message-ID: <20020329225720.07859.00001798@mb-mv.aol.com>
Source record: 36454

Check out the Atari ST FAQ at:

quickfaq.atari.org

2750. Re: TT Demo's

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 08:53:18 UTC
From: yves.rogne@free.fr
Message-ID: <3ca57cfd$0$15582$626a54ce@news.free.fr>
Source record: 36455

Hi Tim,

�Any ideas what I can get for this new machine to really show it off?

Sound quality can be show with the German soundracker Paula (on Chapelie I think).

TT shifter quality with the Darkviewer but only to your male friends because of the demo pictures themes ...(-;

Regards

2751. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 10:04:34 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f9utib.nap5nd1i3467uN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 36456

Ctirad Fertr <phanatic@NOSPAMvolny.cz> wrote:

Hi Ctirad,

> > The price of the new amiga sounds realy good.
>
> The price cannot be as good, because of small production only for several
> freaks (same as CT60, xTOS..).
> BTW, There were many "comming soon new superamiga" announced since 1994 and
> none of them was really finished (or at least designed ;).
>
> > Development is realy good, but it is also a lot of money for an
> > old falcon and not more as an expansion of an old hardware.
>
> CT60. Well, this would be excellent in 1997, but not in 2002.
> Yes itï¿½s many times faster than 68030, but still slow for DVD, DivX or at
> least VCD playback.
[...]
> .....the PC based solution will be allways way faster, cheaper and hardware
> developer will never die ;)

Humm...I don't know your work for create a JIT emulator under your PC
and Aranym, but today with the JIT of Apple used under MagiCMac, you
need a PPC a 2 GHz (just an estimation I have an iMac 500 MHz) for play
a "normal" divx4 352x288 25f/s with an MP3 track. This computer not
exist. Today what do you need for play the same file under Aranym, a PC
a 20 GHz ? This computer not exist. Emulation for me is not the
solution, JIT or not, without native code it's not possible to play the
latest codec created for send latest machines.
About the CT60 you forgot than the Falcon can reduce the CPU load for
decode the MP3 track to 0, because there are a DSP. And the 060 must
only decode the divx. Sure you hope use the Deesse under Aranym but in
how many years ? The Deesse is very different of 56001 because in lot of
cases I think that you need to rewrite the program for use the PCI.
So today you cannot ignore the CT60 solution for update old machines,
and I'am not sure than SDRAM existed in 1997 ;-)

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2752. FA: ICD The Link 2 SCSI Adapter & Cable

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 10:19:41 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <bkgp8.11378$2b4.1790695@news11-gui.server.ntli.net>
Source record: 36457

See link on ebay (UK).

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2013439416

2753. Re: Who repairs broken Atari SC1435 monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 10:35:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca5883433f330@madasafish.com>
Source record: 36437

Hi the,

>Hi! I was recently playing a Jaguar game on my SC 1435 monitor, and it
>went blank, and then a semi-loud ring/hum can be heard, but the power
>green light is not lit anymore. I don't know whats the problem, but
>does anyone know who repairs broken these monitors these days? Thanks
>for any help yoiu could give me,

Local TV repairman? They' aren't that much different really,
same principles :)
--
Lyndon Amsdon

2754. Re: TT Demo's

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 10:57:54 UTC
From: steve666@clara.co.uk
Message-ID: <1f9uuft.17efxnx18m5htkN%steve666@clara.co.uk>
Source record: 36458

is there a site were i can download these from? Cheers :)

> Sound quality can be show with the German soundracker Paula (on Chapelie I
> think).
>
> TT shifter quality with the Darkviewer but only to your male friends because
> of the demo pictures themes ...(-;

2755. Re: Who repairs broken Atari SC1435 monitor?

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 11:09:55 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a846e3$qn3$1@newsreader.mailgate.org>
Source record: 36459

Depends on the repairman. Most of em have a stack of squeematics of
available tv's and sometimes they need them in order to diagnose the fault
properly. They almost definately wont have the sqmat for the 1435 but you
may get lucky and find a bloke who knows whats wrong straight away.

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:3ca5883433f330@madasafish.com...
> Hi the,
>
> >Hi! I was recently playing a Jaguar game on my SC 1435 monitor, and it
> >went blank, and then a semi-loud ring/hum can be heard, but the power
> >green light is not lit anymore. I don't know whats the problem, but
> >does anyone know who repairs broken these monitors these days? Thanks
> >for any help yoiu could give me,
>
> Local TV repairman? They' aren't that much different really,
> same principles :)

2756. Re: Looking for a game: ZOMBI

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 11:36:06 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <Gqhp8.5515$2O2.244369@news-binary.blueyonder.co.uk>
Source record: 36460

http://catalog.zen.co.uk/actinic/1632Systems/16_32_Catalogue_W_____Z_35.html

If you want a shrink wrapped original....

Nick
16/32 Systems

"Piotr Adamiak" <apjapj@wp.pl> wrote in message
news:3C9B16D9.A1365C18@wp.pl...
> Hello,
>
> Does anybody know a good download location for the game titled ZOMBI by
> Ubisoft or Infogrammes ?
>
> Thanks and all the best,
>
> APJ
>

2757. Re: Free to an aspiring ST user in the D/FW area

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 11:39:36 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <Ythp8.5535$2O2.246482@news-binary.blueyonder.co.uk>
Source record: 36461

Slight mistake I think..

Texas.... United States of America...TERRA.. Sol System.. etc etc..

;-))

Nick

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0051a894@fmlynet.org...
> FamilyNet Newsgate
>
> Sorry... that would be "Dallas/Fort Worth".
>
> (... Texas.. United States of America... Earth...Sol System...
Sagitarius
> Spiral... Milky Way Galaxy... etc etc...)
>
> My apologies.
>
> Doctor Clu
>
> > From: "JT" <smeg_007@nospam.hotmail.com>
> > WTF is D/FW?
> > Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> > news:0051583b@fmlynet.org...
> >> FamilyNet Newsgate
> >>
> >> I will have some items to find a good home in the near future. If you
> > live
> >> in the D/FW area or plan to visit soon, contact me at drclu@swbell.net.
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

2758. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 12:28:24 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a84avv$2c9g$1@news.vol.cz>
Source record: 36462

```
> Humm...I don't know your work for create a JIT emulator under your PC
> and Aranym, but today with the JIT of Apple used under MagiCMac, you
> need a PPC a 2 GHz (just an estimation I have an iMac 500 MHz) for play
> a "normal" divx4 352x288 25f/s with an MP3 track.
```

I allways thought that 68k emulation built in MAC OS uses technology similar
to JIT, but I was probably wrong. Our CPU guru saw the sources and said that
it's standard "on the fly" interpreter of 68k instruction code. It is only
very well assembly optimised, it maps m68k registers onto PPC ones, etc...
However, this is not important at all.

The important is, that many people still think that PPC is only the way for
upgrade from 68k, that PPC is something special compared to moderm x86 CPUs
or even that PPC is able to run 68k software directly. That's all wrong !
The only advantage of PPC is the big endian byte ordering and that's all.
Anyway, you need a 68k emulation, same as on the PC.

```
> Emulation for me is not the solution, JIT or not,

Unfortunatelly, emulation is a must if you want a faster CPU than 68060.

> without native code it's not possible to play the
> latest codec created for send latest machines.
```

I don't agree. I don't want to say any rumours about the speed of the
Aranym-JIT, but you can look here http://www.amithlon.com, how fast the 68k
emulation can be. BTW, Aranym uses the same CPU core ;)

```
Ctirad
```

2759. Re: Disk tool

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 15:00:35 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <a84jt3$2knf$1@news5.isdnet.net>
Source record: 36463

Hello Steve :-)

> What's the best tool to use to convert my Atari disk for use
> with the PC emulator. (I've got Winston but am trying out
> Steem just now too).
>
> I've got Makedisk but I'm having problems getting the disk
> recognised.

I don't know if it's the best, but this the one that I use very easierly:
Windows Floppy Disk Copy 1.02
http://music-atari.org/atari/emul/diskutil.htm
There is many others disks utilities on this Web page :-)

Regards...

--
Paul CAILLET.
http://music-atari.org
http://musique.atari.org

2760. Re: Free to an aspiring ST user in the D/FW area

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 15:14:43 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1017515206.2286.1@eos.uk.clara.net>
Source record: 36465

Hi Neighbour

"Nick Harlow" <nick@1632systems.co.uk> wrote in message
news:Ythp8.5535$2O2.246482@news-binary.blueyonder.co.uk...

| Slight mistake I think..
|
| Texas.... United States of America...TERRA.. Sol System.. etc etc..

Glaring cock up more like,

Texas, America, World, Gates mansions, Universe, Solar system, United States
of America.

Everywhere else is the dust in the milky way.

--

Steve. S.

The Welshgits outgoing dribble is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.343 / Virus Database: 190 - Release Date: 22/03/02

2761. Re: TT Demo's

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 18:10:03 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <uac02ljgtb8770@corp.supernews.com>
Source record: 36464

Tim,

Browse the web, play in Papyrus, do anything that shows her just how fast
the TT is.. ;)

Mark

Tim Anderson wrote:

> Hi all,
>
> Should be picking up my TT in a few days and am hoping to justify the
> purchase to the wife. She has not seen much but was very impressed by the
> Falcon till it died!!
>
> Any ideas what I can get for this new machine to really show it off?
>
>
> Tim
>
>
>

2762. Re: TT Demo's

Newsgroup: comp.sys.atari.st
Date: 2002-03-30 19:28:44 UTC
From: yves.rogne@free.fr
Message-ID: <3ca611eb$0$21510$626a54ce@news.free.fr>
Source record: 36466

�is there a site were i can download these from? Cheers :)
> Sound quality can be show with the German soundracker Paula (on Chapelie I
> think).
> TT shifter quality with the Darkviewer but only to your male friends because
> of the demo pictures themes ...(-;

```
The great Server of Royal Academy of Belgium (closed on Sundays I think) :

ftp:// 193.190.204.128 and 193.190.205.13

Have fun
```

M�gamodeste

```
PS : the Darkviewer isn't finished because of a lack of feedback (don't restore
the original palette when exiting) but if you like it tell me and I will look
for TTformat pictures around. Remember : always calibrate your screen
(explained in the archive)
```

2763. Atari 1040STf is it double sided?

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 02:53:40 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <tHup8.51700$Q7.40344912@e3500-atl1.usenetserver.com>
Source record: 36467

Is the built in disk drive double sided?

2764. Help out the Atari Computer Database

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 04:36:09 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CA69238.5E956E82@yahoo.com>
Source record: 36469

Hey all I am currently in need of some Milan/Medusa/Hades photos not the boards, but the cases they came in
if they didn't come in cases? the boards will do nicely then, the photos i need will be used on m website

Http://acd.atari.org

ill give you a link on the links page but no "photo supplied by so and so right on the page" sorry.

any help is wanted for these pictures!

2765. Re: Atari 1040STf is it double sided?

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 04:38:02 UTC
From: Oracle <No.Return@go.away>
Message-ID: <Qjwp8.25801$uR5.57487@newsfeeds.bigpond.com>
Source record: 36468

yes

well mine was anyway

"Son of man" <bcozier@bellsouth.net> wrote in message
news:tHup8.51700$Q7.40344912@e3500-atl1.usenetserver.com...
> Is the built in disk drive double sided?
>
>
>
>

2766. Re: Atari 1040STf is it double sided?

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 06:32:51 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CA6AD93.28E52315@yahoo.com>
Source record: 36470

mine too.

Oracle wrote:

> yes
>
> well mine was anyway
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:tHup8.51700$Q7.40344912@e3500-atl1.usenetserver.com...
> > Is the built in disk drive double sided?
> >
> >
> >
> >

2767. Re: Newbie Help Please

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 06:53:00 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CA6B24C.A7CCE53E@yahoo.com>
Source record: 36472

robglan@shaw.ca wrote:

> Can someone please point me to a site where I can get information on
> how to find out what TOS version I have in my newly acquired 1040 stf?
>

whats the last year it says on the info part of TOS? if it says 85, its
1.0
if it says anything else past 85 the better.

>
> I have tried transferring files on floppy disk from my pc to the Atari
> with no luck as yet. I tried renaming the files but am not sure what
> extension should be used rather than the .st extension on most files.
>

you cant just rename them, you need a program called makedisk
that program will take the disk and turn it into a disk image
and put diskimages onto atari disks for instant atari ST use

I dont know where makedisk can be found, but your favorite search engine
should be able to find it. and if you find it and try to use it, make sure
you are
in dos and not windows

so lets say you downloaded a disk image from atar.st and its a game.
you goto DOS mode (not a DOS window in windows, that wont work)
pop in the 720kb floppy disk (dont use a new disk 1.44mb disk they
wont work for very long) then make sure you use a command that is
something
like

makedisk /write diskimagethatyoudownloaded.st /auto

and but one of those /word doesn't have the / in it.

>
> If anyone can also assist re files downloaded from the internet larger
> than 720k - are these for later model machines only?
>

if its larger than 720k it was not ment to be on a disk.
you will need an ST harddrive and a serial cable to your PC
being a DB9female on one end and DB25female on the other
expect to pay 30 dollars for that cord and perhaps 40$ for
the ST harddrive.

>
> Thank you for any help
>
> New Atari User

and if you want to go on the internet with your ST
you can, but forget it its more trouble than its worth.

you will need an ST modem and ST harddrive
unless you are willing to pay for it, which i cant sadly
you wont be able to do it.

Thats all the help for now :P

2768. Re: Atari 1040STf is it double sided?

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 06:53:08 UTC
From: Oracle <No.Return@go.away>
Message-ID: <viyp8.25882$uR5.57749@newsfeeds.bigpond.com>
Source record: 36471

i beleive the 1040's had standard double sided internal drives and the early
520's had single sided internal drives, but the machine it self is capable
of using a double sided drive

"Jess LaFleur" <atari_jess@yahoo.com> wrote in message
news:3CA6AD93.28E52315@yahoo.com...
> mine too.
>
> Oracle wrote:
>
> > yes
> >
> > well mine was anyway
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:tHup8.51700$Q7.40344912@e3500-atl1.usenetserver.com...
> > > Is the built in disk drive double sided?
> > >
> > >
> > >
> > >
>

2769. Re: Newbie Help Please

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 07:06:20 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CA6B56B.62CA5B78@yahoo.com>
Source record: 36473

but yeah, most of the time silly questions get people in trouble, everyone has these questions at one point so like someone else suggested just read the quick FAQ

and no i dont know where that is either, but its easy to find in any search engine

2770. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 08:17:08 UTC
From: <>
Message-ID: <1017643368-39262AEicMi@ntlworld.com>
Source record: 36358

From: sidcelery@cix.co.uk (Harry Sideras)
Date: Mon, 25 Mar 2002 00:06:32 +0000 (UTC)

>> Is STiNG messing up my serial port settings somehow?
>
>I don't know if I'm being silly here, but doesn't STinG install
>TCP\IP? I thought this would prevent Connect from being able to read
>what was coming over the modems.
>
>(Someone tell me if I'm being a bit thick here...)

'Fraid so H, would make absolutely no difference at all. Mind you, if you opened Connect during an Internet connection then you might then be in trouble...

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2771. Re: Help out the Atari Computer Database

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 09:27:46 UTC
From: sluna2@earthlink.net
Message-ID: <3CA6D748.7080205@earthlink.net>
Source record: 36474

Jess LaFleur wrote:

> Http://acd.atari.org

I would not recommend going to this site, as it instantly spams
you with about half a dozen pop-up ads. It might be safe in Opera if
you tell it to squealch pop-ups though.

I seriously suggest you find another host. The one you're on
right now is... really bad. =P

2772. Re: Help out the Atari Computer Database

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 10:00:44 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.gltacsjr@localhost>
Source record: 36475

sluna2@earthlink.net wrote:
>
> Jess LaFleur wrote:
> > Http://acd.atari.org
> I would not recommend going to this site, as it instantly spams
> you with about half a dozen pop-up ads. It might be safe in Opera if
> you tell it to squealch pop-ups though.

Some of the popup commercials also tries to automatically change
the start page of your browser.

> I seriously suggest you find another host. The one you're on
> right now is... really bad. =P

It is indeed

/Joakim

2773. Re: Atari TT and Falcon menory upgrade (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 10:36:22 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a86ora$rd5$1@news8.svr.pol.co.uk>
Source record: 36476

> You could always install an English version of MagiC on it.

I did that on my TT, it is not 100% but it is a quick solution, however I do know someone that can blow some ROMs for people, in fact I will have a programmer soon too.

I am not to sure what legal problems there could be but considering the age of the machine, and the fact that you are simply changing the language - I am sure that no one would care.

Elliot...

2774. Falcon TOS 4.95

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 10:44:34 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a86pai$l8u$1@news6.svr.pol.co.uk>
Source record: 36477

Any one tried this Beta version of TOS on their Falcon, does it work?

Elliot...

2775. Re: Atari 1040STf is it double sided?

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 10:48:57 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <CQBp8.23389$Ko1.4264590@news6-win.server.ntlworld.com>
Source record: 36478

Hello.

Easy way to tell.....SS or DS

1. Look inside the drive with a torch. If you see two heads it's DS, if you see one head on the bottom and a felt pad on the top it's SS.

"Oracle" <No.Return@go.away> wrote in message news:viyp8.25882$uR5.57749@newsfeeds.bigpond.com...
> i believe the 1040's had standard double sided internal drives and the early
> 520's had single sided internal drives, but the machine it self is capable
> of using a double sided drive

Never seen a 520F. (F, not FM)

As standard......

The early 1040f was SS with TOS 1.00 and red lights on the keyboard.

Way to tell the FM TOS is from the GEM copyright date.

1985 is TOS 1.00

'85-'87 is 1.02

'85-'89 is 1.04

STEs are either 1.06 or 1.62.

Barrie at Keychange. www.keychange.co.uk

2776. XaAES + (n_dlg | wdialog)

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 13:20:55 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CA70CC6.79DE93E8@chello.nl>
Source record: 36481

Hi

The problems caused by wdialog and n_dlg are starting to annoy me.
Hooking into the AES vector is something that doesnt fit in the concept of XaAES.

XaAES seems to be good enough now that it is tantalizing to run Jinnee or Ease under
XaAES. But these programs are really designed to run with MagiC.

So as long as I have *not* implemented all the MagiC extensions native in XaAES
programs that need MagiC extensions are not yet supported.

Note that a significant part of the problems is also caused by the fact that many
of such programs do not use the info provided by objc_sysvar & appl_getinfo exhaustively.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2777. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 13:36:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017583556-63704AEicMi@gmx.net>
Source record: 36480

From: rustynutt@hotmail.com (rustynutt)
Date: 28 Mar 2002 13:56:30 -0800

Hi Mike,

>Sure is weird how many people are interested in a fast Atari, but
>there are only about 133 buyers for the CT060. The Falcon might be a
>few years behind the Amiga 060 development (ok, more than a few), but
>never the less; it will bring the Falcon up the time line that much
>further.

There's nothing weird about it, but business like usual... personally I'm impressed that 133 people out there are interested in the CT-60. But one would have to know ofcourse how many of these people already use a CT-40 to make a valuable assessment. Another question to ask also is what these people are expecting to do with all that extra power...
Putting a Porche engine into a 1980's Lada doesn't turn that Lada into a Porche, it's just a faster Lada... putting a CT-60 into a Falcon doesn't shift the time line at all. To shift the time line one would also have to add a couple of goodies like a graphic card, fast IDE and SCSI interface, ethernet interface etc... just like the Lada, the Falcon is crippled by its original design.

>Atari's Euro market (towards the dark end:) was much larger than in
>the US.

Sorry, but except for the first year (1985) the Euro market has always been larger. It wasn't only larger but also more inventive. Do you really think that it's pure luck that almost 90% of the software and hardware originates from Europe?

>Still, if the Milan 040/060 clones had made available here in
>numbers, they would have sold. Maybe not in the thousands, but surely
>equal to the numbers actually sold already. The Medua was another
>story, and advanced design in it's time, and price accordingly.

This topic has been shewed on and spit out many times before. To be able selling dedicated hardware, you need dedicated dealers. These dealers are all out of business... what's left is a pitifull bunch calling themselves dealers, this week we've has an exemple here of one of these dealers his experience and knowlegde.... the poor sod asked us where and how he could order a version of CAB !!! Would you order/buy a Milan or CT-60 from that guy? I know I wouldn't.... Unless one is extremely lucky and happens to live in a region where there is a *real* Atari dealer active, one has no choice other then buying through mailorder. The *only* reason why you couldn't buy a Milan in the US was because the American dealers never

ordered any in the first place, which once again goes to show how much
they value their customers.
Milan isn't a large factory, it's just a bunch of very dedicated Atarians
who designed and assembled the computers after a full days work somewhere
in the back of a garage. They never had the resources to go and visit all
the Atari dealers located and scattered all over the world.
Ask yourself how you found out about the Milan, ethernet romport adaptor,
the CT-60 or even some new software..... exactly, here, through internet
and the dedicated newsgroups. If someone wants a CT-60 he'll have to order

it straight from the developer, the chances that an American dealer will
stock them is minimal, and even if they would... would you trust a cowboy
enough to let him have a go with his soldering iron in your Falcon ?

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2778. Looking for someone to Transfer some notator files from atari floppy to PC midi format????

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 14:24:07 UTC
From: Blair <blair_cromwell@yahoo.com>
Message-ID: <jt6eau8dmmlhc5iegadocbp2e8n3l4cf2e@4ax.com>
Source record: 36482

```
if you could help me out please respond by email, with your location
thanks
blair
blair_cromwell@yahoo.com
```

2779. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 14:36:29 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <uae7nen9akq79d@corp.supernews.com>
Source record: 36483

<snip>
> This is a device to allow you to connect an Atari to an ISA
> NE2000 network card. This comes after working with Dr. Thomas
> Redelberger. It connects to the ROM port, or cartridge port as
> some people call it. Stacks supported are Sting, Magicnet and
> Mintnet.
<snip>

And it's a nice price to.

You can bet when I get my new Atari this will be one of my first purchases

Tim

2780. Re: The best icon organizer to scan and manage icons

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 15:19:27 UTC
From: iconfun@21cn.com
Message-ID: <ef3da517.0203310719.7eb68863@posting.google.com>
Source record: 36484

"JT" <smeg_007@nospam.hotmail.com> wrote in message
news:<a81jmguol1@newsreader.mailgate.org>...
> PISS OFF

...
PISS YOU
...

2781. Re: Newbie Help Please

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 16:51:25 UTC
From: robglan@shaw.ca
Message-ID: <3ca73e61.4553626@shawnews>
Source record: 36485

Thank you for the detailed assistance. Unfortunately my TOS rom date
is 1985, so I assume it is version 1.0. If I am just wanting to play a
few games on the St is there value in upgrading to a later version?

Thank you again for the great explanation.

I have downloaded the software I need now so I should be playing games
by the time you read this :)

Bye for now

On Sun, 31 Mar 2002 01:53:00 -0500, Jess LaFleur
<atari_jess@yahoo.com> wrote:

>
>
>robglan@shaw.ca wrote:
>
>> Can someone please point me to a site where I can get information on
>> how to find out what TOS version I have in my newly acquired 1040 stf?
>>
>
>whats the last year it says on the info part of TOS? if it says 85, its
>1.0
>if it says anything else past 85 the better.
>
>>
>> I have tried transferring files on floppy disk from my pc to the Atari
>> with no luck as yet. I tried renaming the files but am not sure what
>> extension should be used rather than the .st extension on most files.
>>
>
>you cant just rename them, you need a program called makedisk
>that program will take the disk and turn it into a disk image
>and put diskimages onto atari disks for instant atari ST use
>
>I dont know where makedisk can be found, but your favorite search engine
>should be able to find it. and if you find it and try to use it, make sure
>you are
>in dos and not windows
>
>so lets say you downloaded a disk image from atar.st and its a game.
>you goto DOS mode (not a DOS window in windows, that wont work)
>pop in the 720kb floppy disk (dont use a new disk 1.44mb disk they
>wont work for very long) then make sure you use a command that is
>something

>like
>
>makedisk /write diskimagethatyoudownloaded.st /auto
>
>and but one of those /word doesn't have the / in it.
>
>
>>
>> If anyone can also assist re files downloaded from the internet larger
>> than 720k - are these for later model machines only?
>>
>
>if its larger than 720k it was not ment to be on a disk.
>you will need an ST harddrive and a serial cable to your PC
>being a DB9female on one end and DB25female on the other
>expect to pay 30 dollars for that cord and perhaps 40$ for
>the ST harddrive.
>
>>
>> Thank you for any help
>>
>> New Atari User
>
>and if you want to go on the internet with your ST
>you can, but forget it its more trouble than its worth.
>
>you will need an ST modem and ST harddrive
>unless you are willing to pay for it, which i cant sadly
>you wont be able to do it.
>
>Thats all the help for now :P
>
>

2782. Re: acd.atari.org & CAB :-)

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 18:24:21 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CA75454.92369C84@yahoo.com>
Source record: 36486

thanks that really made me feel better about the ACD and its popups =)

Brian Van Tilborg wrote:

> I just read some complaints regarding popups and home
> page changing when going to this site.
>
> NO PROBLEMS with CAB :-).
>
> Some things are good when primitive.
> Brian.

2783. Re: Help out the Atari Computer Database

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 18:25:57 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CA754B5.808E1087@yahoo.com>
Source record: 36487

yes I know atm is cruddy, I am TRYING to find a good server like
say atari.org themselves. but i want to finish spiffing up the site in
hopes that
they will take me. if someone here can suggest a better place, please do
so!

oh and picture donators will appear on the donators page still not yet
made.

2784. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 18:26:20 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ca762f02d71640@pandora.be>
Source record: 36489
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/7up233e7.tos
(229.330 bytes) English version of the text editor 7UP

ftp://chapelie.rma.ac.be/atari/editors/7up233b7.tos
(230.678 bytes) German version of the text editor 7UP

ftp://chapelie.rma.ac.be/atari/editors/7up_hyp.lzh
(245.849 bytes) 7up's hypertext documentation. German only.

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka204.zip
(829.234 bytes) 2D Graph Describer, 3D Modeller

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/sys_info/sinf5eng.zip
(145.350 bytes) SysInfo V5.0. The program analyses Atari Hard/Software
and provides you with information on the setup and it's additional functions.
English version. Freeware

ftp://chapelie.rma.ac.be/atari/utilities/sys_info/sinf5ger.zip
(290.733 bytes) SysInfo V5.0 German version. Freeware
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2785. Re: Help out the Atari Computer Database

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 18:29:18 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CA7557E.95D49F03@yahoo.com>
Source record: 36488

sluna2@earthlink.net wrote:

> I would not recommend going to this site,

yuno that really hurts, you should judge me on the content of the site
and not the banners =P

Then YOU tell me where to move it, and dont say geocities or tripod or
angelfire
and my ISP gives me 25mb of storage and 5mb of bandwidth so thats out of
the
question. and if you keep the banner adds open, im pretty sure they wont
keep
opening, if they do... then all the more reason to move right?

2786. FA: (UK) ICD SCSI Host Adapter & Progate 170Mb Hard Disk

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 18:53:33 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <YXIp8.29935$gj7.4743250@news2-win.server.ntlworld.com>
Source record: 36490

Follow the links:

ICD Link 2 SCSI Host Adapter & Cable
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2013439416

Protar ProGate II - 170Mb External SCSI hard drive
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2013821399

2787. Re: ? 'bout Calamus (music)

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 19:33:54 UTC
From: ag352@chebucto.ns.ca
Message-ID: <a87ob2juj1@News.Dal.Ca>
Source record: 36491

I've experimented a bit. The easiest thing is to have a copy of NOTATOR SL, and export a page into Calamus as an IMG file. All the notes will be set up as they were in NOTATOR, but you can eliminate all the written stuff, where NOTATOR prints them using those nasty GDOS bitmapped characters.

Once the page is set up in calamus, use your text frames and favourite fonts to add the written info. This has the added advantage of allowing you to put the elements where you want them, regardless of defaults according to some MIDI parameter.

JG

2788. Re: The best icon organizer to scan and manage icons

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 20:18:38 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.ohnmjimr@localhost>
Source record: 36492

As long as the program is not running on any Atari or compatible hardware, it is not relevant to post commercials about it here, simple as that.

/Joakim

http://topp.atari-users.net

2789. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 20:24:44 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a893c8moa1@news.vol.cz>
Source record: 36360

```
> ethernet interface etc... just like the Lada, the Falcon is crippled by
> its original design.
```

Well, "crippled" is not the right word. Falcon was excellent machine in 1993
(or 1992 ?) compared to PCs or any Amiga. Yes, it would be even better with
full 32bit BUS on the expansion connector and without infamous SDMA bug,
however do you really know any computer which is completely bugs free ?
The Falcon design is simply old and you can't expect a miracle from it.

```
Ctirad
```

2790. Re: Got a 1040 STE for $3

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 21:44:06 UTC
From: Alex Taylor <alex_taylor@nospam.ntlworld.com>
Message-ID: <WpLp8.30821$gj7.4883062@news2-win.server.ntlworld.com>
Source record: 36495

"Oracle" <No.Return@go.away> wrote in message
news:Lbin8.18865$uR5.44247@newsfeeds.bigpond.com...
> and it works perfectly. and was in imacualate condition, although the
floppy
> drive was dead. no matter, i have a spare stfm i took the drive from.
works
> great!

I got three of them for free, all working, including hi-res monitors! But they're ex-school and have some yellow security paint on them, but fortunately only on the back and underside. Two hi-res monitors are cheapo mono VGA jobs with modified plugs, the other Atari SM144 needs the plug replacing since it's loose and crashes the machine. They didn't come with any mice though :-(

--
Alex Taylor.
Remove 'nospam' to reply by email.

--
Nostalgic reminiscence. It's not what it used to be.

2791. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 21:53:28 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CA784E8.CAADAC10@chello.nl>
Source record: 36346

```
Hallvard Tangeraas wrote:
>
> I rechecked, and it seems that by pressing the gray parts around the
> slider you scroll down to the next item which isn't shown in the window
> (I'm testing this with a window on the desktop containing the drive's
> contents with lots of folders; more folders than there's room for to be
> shown at once).
> By pressing the "down arrow" (or "up arrow", depending on what you've
> already scrolled) you just move up/down to the next row of icons.
>
> Thinking about it, an estimated guess would be that the bug simply sends
> *two* mouse-clicks instead of one, like it should when scrolling using
> either of the above two areas.
> Can anyone confirm if this is correct?
> Or is just one of the fields affected?
>

There is a simple way to get around the bug from within programs.
The 2.06/3.06 desktop could be one of such programs.
I guess more programmers found out how.

The following method lets programs work OK without the arrowfix.

/* short mp[8] is message buffer */

case WM_ARROWED:
if (w->arrowd) /* is there a arrow function for window w? */
{
static int old=0;

/* We dont do it if mp[2] changes to > 0.
Why this all is necessary is not found in any documentation, but it works.
If mp[2] never changes to >0 there is no problem and it works normal.

It seems that if you hold the button down on an arrow, mp[2] becomes >0,
but that in some TOSes the wait time is so short that you get 2 events
on what seems to be only 1 click; one event with 0 and one with x20 in mp[2].
*/
if (!(mp[2] > 0 and old eq 0))
(*w->arrowd)(w,mp); /* perform the arrow function for window w. */
old = mp[2];
}
break

--
Groeten; Regards.
```

Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2792. Re: Disk tool

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 22:06:22 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <HJLp8.10528$OP.407052@stones>
Source record: 36347

"Paul CAILLET" <atarinews@alussinan.org> wrote

| I don't know if it's the best, but this the one that I use
very easierly:
| Windows Floppy Disk Copy 1.02
| http://music-atari.org/atari/emul/diskutil.htm
| There is many others disks utilities on this Web page :-)

Thanks. I still had problems with that one. I guess it may
be the disk format or something. I'll have to get the real
machine out and see if a fresh disk helps.

Steve M

2793. Starball

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 22:07:40 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <APLp8.9439$51.344565@wards>
Source record: 36348

Anywhere I can download this ?
It was shareware and one of the best games for the Atari.
Another one I'm after is Cybernetix.

I've found info about these but never found a file to
download .

Steve M

2794. FA8 MROS driver? / CAF206 studio module

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 22:16:57 UTC
From: Freek Munniksma <fmunniksma@hetnet.nl>
Message-ID: <e638ce72a4250de96b3d9de26266dd5b.14589@mygate.mailgate.org>
Source record: 36349

Hi all,

itï¿½s been a while ago for me to post a message in an Atari NG...

1. I tried a Steinberg FA8 (8 individual audio outputs) on a Falcon
running CAF206. Couldnï¿½t get a sound out of it. Do you need an MROS
driver for the FA8? If yes, where can i get it?

2. Iï¿½m still looking for the studio and cuetrax modules for CAF206.

Greetings, Freek Munniksma.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

2795. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 22:53:45 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3CA793A1.FA29F6E1@ataritimes.com>
Source record: 36350

Lyndon Amsdon wrote:

> This is a device to allow you to connect an Atari to an ISA
> NE2000 network card.

Awesome! I've been waiting for something like this for years!

One question though: Does it work with 100 megabit network cards? (I'm not very familiar with NE2000 except that it was a Novell standard many many years ago.)

Thanks!

--
Gregory D. George

=-=-=-

2796. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 23:34:36 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3CA79D34.D171440@ataritimes.com>
Source record: 36352

Steve Marshall wrote:

> Anywhere I can download this ?
> It was shareware and one of the best games for the Atari.
> Another one I'm after is Cybernetix.
>
> I've found info about these but never found a file to
> download .

Ok. I've dug the .MSA version out of my archives. Hope this works for
you:

http://home.att.net/~ataritimes/starball.zip

--
Gregory D. George

=-=-=-

2797. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-03-31 23:39:18 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3CA79E4D.C5818ECA@ataritimes.com>
Source record: 36353

Lyndon Amsdon wrote:

> Hmm, it is ISA only but do remember that there were some ISA
> cards built for 100 megabit.

Yes, I have one as a matter of fact! (Which is why I asked) I also have
a 100 mb only hub, which means 10 mb card wouldn't be able to connect at
all.

> But really, there is no point as
> the computer is the limit on the transfer speed. The ROM port
> is read only, a trick has to be used to make it a write port as
> well. Anyway, with Atari apps being coded so nice and small who
> needs such things ;-)

I see what you mean. 10 mb is much more than the Atari's port can handle
anyway. I guess the real question is: Would the drivers work with a
100mb card...

So, it SHOULD work if the card is NE2000 compatable, right?

--
Gregory D. George

=-=-=-

2798. un temps, du sujet, était: BP - Interview with the troll

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 01:19:36 UTC
From: ms.willie@caramail.com
Message-ID: <ec875121.0203311719.55ab6723@posting.google.com>
Source record: 36354
Cross-posted to: alt.html,alt.romath,comp.infosystems.www.authoring.html,comp.lang.javascript,comp.sys.atari.st

trop dri¿½le:

"self" <nospam@nospam.com> wrote in message
news:<_AMp8.60692$Q7.48060145@e3500-atl1.usenetserver.com>...
> [The following is a pseudo-interview with a Usenet troll. While the event is
> imaginary, anything in double quotes was taken from actual Usenet posts.]
>
> PART 1 INTRODUCTION TO THE TROLL
> Good afternoon, Mr. Usenet Troll. So nice of you to join us here today for a
> talk.
>
> Well, actually I'm out in my driveway right now, putting some new plastic
> sheeting in my car, so I guess this must be a virtual interview. and you can
> just call me Brain-dead Poster, or BP for short.
>
> Okay, BP. I should make that clear at the outset that we have already
> compiled some of your more unique ideas, based on past posts that you have
> made to Usenet. The format should allow any new readers to get a quick
> snapshot of your rather innovative ways of thinking, while you get back out
> to the car on blocks in your side-yard. The readers can answer the question
> for themselves: "Just who is BP?", based on your own prior words.
>
> Hey, no problem. Even I can understand that.
>
> Well, let's get started. Why don't you tell us a little about yourself, in
> your own words.
>
> "Two things I never do. 1. I never start a flame war 2. I never resort to
> insults to prove a point in a discussion. But unfortunately whenever someone
> is relatively new to a certain group some people think they can be abusive
> towards that person assuming they are a "newbie." I tolerate no shit from
> people in real life or on the internet. Many people think because they are
> hiding behind a keyboard that they can say or do as they please and their
> manners go out the window. It's very simple; people should not start
> slinging insults if they cannot handle the replies. As far as what my post
> make people think of me, I could care less. They have no impact on any
> aspect of my life. This is simply a discussion group, those who take it
> beyod that will have to deal with the consequeces. "
>
> Wow. That's a pretty interesting opening. So, tell us, how could Usenet be
> made a better place to visit?
>
> "Quit topposting, as it is bad netiquette"

>
> Hmmm. Well, that certainly is consistent with commonly accepted Netiquette,
> but I think you tend to top post more often than not yourself, don't you Mr.
> BP? So are you now going to stop the practice?
>
> "I really despise liars and hopocrites."
>
> Um. I guess that would be 'hypocrites' ?
>
> "It is rude and arrogant to correct spelling on usenet."
>
> Oops, sorry - I feel like such a foll.
>
> "What's a foll, is that a hybrid fool and troll [?]"
>
> Well, back to the point - does your statement mean that you will stop top
> posting yourself, then?
>
> "you have no right to tell people what to bo"
>
> I think you mean 'do', but I suppose that's right - Usenet has no official
> rules, just commonly accepted courtesies that have come to be called
> 'Netiquette'. So maybe you'd like me to forward you a copy of current
> Netiquette in text format.
>
> "do not send attatchments on usenet."
>
> Hmmm. You seem to me to be a little rigid in your thinking, Mr. BP. Don't
> you endorse the American ideals of free-speech?
>
> "look at the history of the US it's been mob rule ever since the first boat
> landed, from the witch trials to the boston tea party to the Elian Gonzales
> saga "
>
> So, back to freedom of speech.?
>
> "...your First Amendment right to speak, is limited by my First Amendment
> right to privacy."
>
> Ah, so you believe in people's privacy above all else, then?
>
> "I would have to believe that further investigation would reveal things you
> would prefer me not to know. Understand [?] "
>
> Wow. That seems pretty ominous. I have always thought that freedom of speech
> was one of our most important rights.
>
> "Freedom of speech comes with responsibility and when people fail in their
> responsibility, government steps in and takes that freedom away. "
>

> Well, back to you - Do you think you could you sum up - "Who is BP?", using
> just a few words?
>
> "Is B.P. an asshole? Yes I am. Do I care if you think I am an asshole? No. "
>
> [Rather than continue the direct Q&A, we then decided to let BP 'speak for
> himself'; as it were, via his own words, with no intermediary, on several
> topics. Square bracketed items are non-BP commentary or clarification only.
> Enjoy.]
>
>
> NETIQUETTE
> I understand you are new to the group, but please quote correctly.
>
> Jukka, bend over, roll up the FAQ and stick it in your ass.
>
> Proper netiquette is to alert people that you have set a new followup group
>
> The problem is people are too lazy to set up their newreader and stop IE
> from adding in the sig for them so they assume to post above their auto
> added sig.
>
> Do we have ESP, can we automatically know who you are quoting. Since there
> is only one author mentioned for both levels of quotes, we could assume that
> you were talking to yourself.
>
>
> TESTING TESTING TESTING
> Hi, please email me at virtb@bellsouth.net if this post shows up in this
> group. i have had several posts not show up.
>
> testing reply group in OE5
> [posted to a comp.lang hierarchy, which, of course brought: 'DO NOT TEST IN
> REGULAR NEWSGROUPS. There is at least one newsgroup for that purpose alone:
> alt.test. Post your test messages there and keep the "real newsgroups" for
> "real messages" '.]
>
>
> ON TECHNOLOGY
> Gates owes $40 to everyone who purchased a computer with win 95 or win 98
>
> the wintel platform is on it's way to the obsolete computer hall of fame
>
> it's anybody chance to be the next microsoft, as microsoft became the next
> Digital Research
>
>
> LEGAL ADVICE/ETHICAL COMPUTING (Trolling has it's own section)
> I could have been a real prick, and just contacted your university about the
> event as well as have our corporate attorney followup with a fedex letter

>
> ...copying a website to display on anothers is a VIOLATION of my privacy.
>
> Tripod has those Popup ads which can easily be suppressed
>
> If you are going to do this, use a remailer and anon name so that it will be
> difficult to trace you
>
> you can set autoresponders to send out mail bombs, which can be kinda fun
>
> "I CONSIDERED" placing a virus in the autoresponder to send back to
> spammers.
>
> the domains being worked on were not for public display.a letter will be
> sent to your ISP.
>
> I WILL PROSECUTE TO THE FULLEST EXTENT
>
> there is the question of criminality of probing a Web server
>
> contactt he local police department
>
> or their "catch the monkey" which i righ clicked and saved, emailed to the
> site owners and demanded that they pay me the $1000 dollars as advertised
> for catching the monkey.
>
> I cant believe the moron didn't use an anonymizer before he posted.
>
> Thou shalt not lie. Which means using a real name and not an alias.
>
> I guess you also have to consider what the screen shot is for. if it is a
> properly done [whatever THAT is!] review (even if it bashes the site) the
> owner would probably take it in stride and be appreciative of the honest
> review.
>
> how did you not notice that the domain wasn't included in my sig.
>
> You also must understand Chuck since your opinion was not asked for
> concerning this matter, you have just slandered my corporation and if i was
> a real assehole, I would send my attorneys after you to litigate you into
> bankruptcy.
>
> Intent is always required in US law, the prosecutor is required to prove
> that you intended to commit the crime.
>
> you cannot be prosecuted for mugging a mugger
>
> ignorance of the rules is not a valid defense. Go run around the beach naked
> and when you are in court tell the judge that you didn't know because it was
> not posted.

>
> Is this you? Stephen Mxxxx 1xxx, Allxxx Rd., xxxxxxxx, NC 27xxx Phone:
> 336-xxx-xxx Is this the proper directions to your house from xxx Airport
> [NOTE: munged info - BP posted real thing]
>
> I am calling you out to a one on one fist fight so can beat the living shit
> out of you.
>
> In the body, copy their TOS and point to where the infraction is. Inform
> them that they are required to shut the account down and that you are
> requesting a confirmation via e-mail regarding this matter.
>
> Note I restored AUK and CIWAH.
>
> Had you went through the proper process to use a website as demonstration,
> you would have written the site owner asking for permission
>
> I have a bot grabbing and indexing URLs off the internet running in the
> background
>
> If you only knew how bad a determined person could fuck you with simply HTML
> and server side scripting.
>
> How about a site which snatches your IP when you visit a site and
> immediately telnets to your computer.
>
> I had tried using invisible text to space out a document and got booted from
> Hotbot. It takes a lot of begging to get back in
>
> Dave if you are feeling adventurous, follow each link on his page and then
> report the spam incident to each. Then he will make no money and forfiet his
> downline. I hate MLM.
>
> the reference was going back to installing AdWaster or whatever it is
> called. If you know that the free hosts will plug the leaks in defeating
> their banners, don't you think they will eventually defeat AdWasher.
>
> ABOUT TROLLING/FLAMING
> There is no need to be rude to people who ask for help, if you have no
> interest then silence will get your point accross better.
>
> Regardless of what idiots around here (CIWAH) say, I am not a troll, I just
> tend to disagree with a lot of the misinformation distributed within this
> group. There is a psychological concept called "group think".
>
> I AM NOT A TROLL, I SIMPLY DISLIKE YOU
>
> If I really wanted to TROLL this group, you would never be able to kill file
> me as I would be using a re-mailer with random headers and random names.
>

> I have also met a lot of jacka*ses who donot know how to react appropriately
> and I will severely abuse them until they are afraid to post in usenet ever
> again
>
> flaming is perfectly normal on usenet, being a coward and not facing someone
> is not acceptable behaviour anywhere. I have cordially invited this coward
> to justify his actions, but he apparantly is too cowardly to confront and
> answer to his action.
>
> You know, I have really tried to be nice to some of you dumb fucking
> arrogant dick-heads. You are one fucking moron. Yes I am destructive in
> another group because of people like you. you go in the asshole pile with
> the other losers from CIWAH.
>
> I don't come into this group for any type of intelligent discussion, because
> that rarely ever happens here.
>
> Chuck broke one of the unwritten rules. Because of this I will abuse Chuck
> wheneve I see him post in this group until he doesn't come back, or changes
> his name.
>
> I really am trying to leave this group, but my name keeps popping up and
> certain people are "putting" words in my mouth which I really do not like
> and which is also "wrong".
>
> we really do not need a group of trolls in here, although I am often accused
> of being one
>
> Excuse me TROLL what bridge did you crawl out from under. You have a kill
> filter, USE it
>
> consensus by the eTards in CIWAH is that I am a troll
>
>
> ABOUT CROSSPOSTING / BEING ON TOPIC
> I will post small snippets of javascript in the html group whenever the fuck
> I want. if you do not like it, too fucking bad.
>
> Sorry, that got c-posted in here by accident... I needed a good excuse to
> start bitch-slapping a bunch of little sissy boy cunt-wipes in another
> group.
>
> I hate fuckhead topic cops like you, I restored the original groups. Who the
> fuck are you to tell someone where they should post?
>
> I hate topic cops
>
> go to CIWAH to do this crap
>
>

> ABOUT BP'S KEWL COMPUTER SAVVY LINGO/LEXICON
> "Proggie":
> specify the OS when recomending a proggie
> if someone recs a proggie without specifying the OS, it typically means a
> win program
> if you type in the proggie name followed by <insert your os> into google
> you couldn't use a mail proggie properly
> for every free Linux proggie there is a free windows proggie of comparitive
> quality
> all they need to do is get the windows version of the gimp and other
> proggies.
> If I wrote that proggie, I would be humile enough to think this way
> Found a cool proggie
> I know there are probably some proggie which are windows only
> the mpegs come directly from either power vcr or the ati capture proggie
> soem other hardware detection proggie
> download a good free clock setting proggie
> best way to learn is to take a paint proggie
> I have a nice proggie
>
> "Addie":
> I will forward to your addy and any phone calls, I will record and play them
> on your answering machine and for your sex starved wife and your daughter.
> Better yet, maybe I will send them and forward the calls to your dad's
> dealership. that's [probably what you were hoping for wasn't it.
> Try and use my addy
> remove nospam from email addy
> remove NOSPAMPLS in addy to reply
> On 2000/11/07 Stephen ditched the sbm@hotmail.com addy
> posting my personal addy
> my addy is noneof@your.biz
> 2 images and one banner addy.
> throw in a few addy's.
>
> "/dev/null":
> wasn't I supposed to drop you in /dev/null?
> enjoy life in /dev/null
> /dev/null is where the posts from posters I do not wish to see are sent
> You are.heading to /dev/null very quickly
> Now Z-Girl, meet /dev/null
> why you are not sitting in /dev/null
> back into the shitcan (aka /dev/null.)
> who has ever been placed in /dev/null has stayed there
> straight into /dev/null
> meet /dev/null
> then it's off to /dev/null
> send the idiots off into /dev/null
> dropped into /dev/null
> drop them in /dev/null
>

> "Groupthink":
> There is a psychological concept called "group think"
> You obviously do not inder stand the concept of group think
> As I said "group think"
> this group was becoming similiar to a concept called "groupthink"
> this group was similiar it pointed out extreme examples of "groupthink."
> classic case of groupthink
> sloppy mob groupthink
> The premise of "groupthink"
> This thread is exactly the example of "groupthink"
> Another good example of groupthink
> Look more groupthink
> I had mentioned a concept in this group a while back called "groupthink
>
> I had mentioned that this group was becoming similiar to a concept called
> "groupthink" where people in any given group will argue a point whether it
> weas tight or wrong to win approval by their peers. I had noted that this
> was the concept which served as the premise for cults, hitler and communism
> when taken to the extreme (note this did not infer or suggest that this
> group was similiar it pointed out extreme examples of "groupthink."
>
> "assehole":
> if i was a real assehole
> What this virus does is detect how much of an assehole people are
> I feel a strong urge to be an assehole
> tired of a few random assehole visitors
> someone called the dean an assehole.
> you want to know why I am an assehole
> You are even calling Rick an assehole
> I beg to differ, it means Another Damn Assehole
>
> [Someone easily outted a BP spoof attempt: "As for the sock posts in
> alt.romath, I think you're right. The sock spelled "assehole" just the way
> Bill Platt did."]
>
> ABOUT AUTOS
> I was hoping to not have to get under the car, actually I couldn,t as there
> was a lot of "undergrowth". The great city of pompano decided that after 1
> year of the car sitting there, it was illegal and had to be moved.
>
> The car is kinda being overgrown with grass underneath and I would prefer to
> not have to pull the starter or go underneath the car (unless absolutely
> necessary) until I can get it to a garage.
>
> I think just patching the pans up might work, I am worried about the seats
> falling through and the trailing arm coming up through the rear seat. I will
> take some time this week end to really inspect it. The interior is mostly
> gutted but I have limited storage space so I havent been able to really get
> a good look(as I pulled it araprt, I havent been able to find a place to put
> all the parts so they are sitting in the car. I will take some pics and post

> them on one of those freebie spam me endlessley sites.
>
> I though about just covering the area around the rear hatch with fiberglass
> filler and sealing it completely
>
> The 86 T-Bird(5.0) I have which gave me headaches for 2 weeks with stalling
> and surging ended up having a bad map sensor. This is odd because the
> Chiltons doesn't have this car as having a map sensor
>
> Chiltons is useless [and yet, he uses it as a reference for GM 'limp home
> mode' verification]
>
>
> INVESTMENT ADVICE
> Go to http://www.virtualbrokers.net The site is 100% free, and
> offers....covered call calculator, list of covered call "friendly" firms,
> software downloads, Come visit us, everything is free! The team at Virtual
> Brokers
>
> worked as a broker for 5 years. I left the business to start up my Virtual
> Brokers website.
>
> Stay tuned this week for a series of articles at Virtual Brokers explaining
> the "Greenspan Conspiracy Theory and Why the Market Wont Crash." This is a 4
> part series beggining on Tues, Sept 7, 1999
>
> Date: 1999/09/03
> Hi all, I have just updated the Virtual Brokers site with a new buy. The
> stock is
> CPU on the NYSE along with a covered call strategy with a potential 1500%.
> B.P.
>
> [VERY Shortly, CPU was delisted from NYSE and sold to a Mexican holding
> company. You want positive volatility for covered calls --- NOT a
> sell-out/bankruptcy!!!]
> http://www.fool.com/DuelingFools/1999/DuelingFools990818cpu002.htm
>
> Friday, March 12, 1999
> CompUSA was trading in the mid-$30 region a year ago .now $6.00.]
>
> [http://www.suntimes.com/output/business/comp25.html January 25, 2000
> CompUSA announced last year it would cut up to 1,500 jobs, 7 percent of its
> work force, and shift its focus. Sales have continued to drop. The company
> lost $46 million in the year that ended in June and another $12.1 million in
> the following three months. "It's going to be a tall order to turn it
> around"
>
> I have decided to kill the Virtual Brokers website.My interest in the stock
> markets and stockbroker stuff has really died down so instead of keeping an
> unmainated wesite with old info is pointless.

>
>
> ON WORK
> I do this for a living and also run several web based companies
>
> How do you get functional javascript in frontpage [?] Every time i use it ,
> frontpage screws up the code
>
> I run a very successful design company as well as a highly regarded
> shopping portal which announced it's formal opening today [Date:
> 1999/12/02].
>
> I am having problems with OE5 replying to newsgoups. I can post messages ok,
> but cannot reply to group
>
> if IE 3.0 users cannot hear it, then they should update their browser, it's
> free and not difficult
>
> I would think it would be more the AOL crowd which would attempt to change
> your nice TR 14 point font to wingdings and make your text flourescent pink
> on an irridescent green background. I would think your more intelligent user
> would be interested in experincing new things.
>
> That blue on red text hurts my eyes severely.
>
> Yes some things can be forced on the www. if you come to my page at a
> minimum you will be forced to download the files I am forcing you to
> download.
>
> If you came to my house and told me you do not like the music, or the show
> on tv, or the color of my paint or demanded I change anything in my house,
> you would find your self with a door hitting you in the ass.
>
> Overiding a sites setting [with a power user's own local choice] merely
> because you can is not exactly considered normal activity. Besides a power
> user should not be giving out advice on web-site design. If a power user
> knows HTML advising on the proper HTML to use is a good thing, but to tell
> another whether to use something or not is just plain wrong.
>
> those pastels just are horrible
>
> This page is unreadable
>
> I never resort to insults to prove a point in a discussion.
>
> You are an asshole.
>
> Go fuck yourself.
>
> Rick is a snivel-shit, possum-molesting, road-kill butt-fucking Ameoba

>
> I have no alternative but to consider you a little dress wearing fag boy
> who sticks slugs up his ass for sexual stimulation since you can't find a
> women.
>
> Do you treat your clients the way you treated this lady. Do you think your
> actions in this group are appropriate for a web-developer who has to deal
> with "newbies" as a source of income. If you are going to post abusively on
> use-net, at least have the common sense to leave your business affiliation
> out of your headers.
>
> Neither my printer nor my sound work in linux. I really do not have the time
> to sit and mess witht he os to get it working.
>
> Is your ill advised advice intended to inhibit potential authors from fully
> utilizing the abilities of "normal" peoples browsers.
>
> has anyone had a problem with the new AOL5 loading documents into the wrong
> frames. I have been getting a few complaints about this.
>
> Gotta go one of my programs just crashed, I am not kidding either
>
> The way I see it, those without javascript are SOL. If I am offering
> something they want or need, they will access it on my terms. I have been
> very success in every business venture either off the net or on with that
> attitude. Going out of your way to kiss customers asses is nothing more than
> demonstrating that you do not have enough customers or business.
>
> The worst thing a web page can have is uncontrolled whitespace.
>
> It may be adviseable to make a stripped down version for cellphone and other
> mobile device access.
>
> Now if you were to properly point out the error, you would have said: B.P.
> you code cause the following error in opera 3.60 with javascript disabled.
> Now if this was to be concluded as a bug in Opera itself, all in this group
> would be encouraged to contact Opera and have them fix their browser. This
> would help Opera create a better browser and improve their user bases
> experiences on the web.
>
> I'd would like to have a user click on a link that goes to an image and
> instead it the image opening in a web browser or an image application, the
> user be forced to save it as a file and download it that way
>
> I have nav 4.7 and IE5 installed on my computer, and cannot install a lower
> version number of IE, or Navigator because it will screw up the computer. (I
> have already had to reinstall windows because of this)
>
> the biggest complaint [about Bill's website] was that people had too much
> fun

>
> Simon I am a professional web developer who is fluent in HTML, CSS1,2,P, ASP
> Javascript, VBS, PHP, Perl, ASP and various flavors of SQl. I am an
> accomplished DHTML author and know nearly every trick in the book. I get
> paid very well through a variety of sources for my knowledge. Now what were
> you saying about incompetance and clueless?
>
> You can design the Access databse off lie and upload it and connecting to it
> with ASP is a breeze. The end result will be quicker and more effivient than
> any other solution (except perhaps a PHP + mySql solution). One thin gto
> keep in mind is that you cisitor is no concerned with your data, just how
> easily he/she can use it.
>
> The project was never completed.
> concept was to create.
> iSpelunker was to be.
> This was the prototype.
> against my better advice tried to focus on it, not wanting to be in a losing
> proposition, I sold my stake.
> Will eventually implement.
> will be a Doom like interface.
> first I have to finish the conversion of the whole site.
>
> Each of those domains you found are all currently under development and will
> all eventually point to somewhere productive. I had left the Dyn-o-mall
> domain available because we have a small group of loyal customers (about
> 2000 uniques per month) who we didn't want to just pull the site out from
> under them. If you are interested in what exactly the project includes and
> you do not mind signing a non-disclosure agreement, I would gladly discuss
> it in a private forum (private chat, telephone, etc... basically not on
> use-net).
>
> my shopping site is being ignored. I finally had to write several times to
> the SE's and threaten to remove my link to their site before I finally got
> indexed.
>
> there are always a few clients who just have to have it exactly their way
> and are never satisfied.you are better off without them.
>
> I personally think the guy is a fraud and is leveraging an insignificant job
> given to him in 1993 to take advantage of the craze on the internet.
> [Speaking about author and web designer Jakob Nielsen, PhD, URL
> http://www.useit.com/jakob/]
>
> Toms Hardware Guide is a Microsloth/Intel stooge like the rest.
>
> BTW andy, you should idolize jerry as he has written a very good book on
> programming and you should blow lars as he wrote some very good books on
> blow jobs.
>

> he really has no clue what user preferences are and automatically assumes
> people are anal-retentive types like him who have to view the web their way.
>
> the search engine is targeted toward smaller websites to give web-surfers
> more opportunity to view those websites which are often overshadowed by the
> keyword hogging larger sites) as well as in any advertising revenues
> derived. If on the other hand, it turns out to be a flop, then I will go
> into another venture.
>
> I offer something free for people and I get a jackass response like this.
> it didnt'w work on nav.
> not being sure if it worksin ie4 either..
> Like it says free for individuals and non-commercial purposes..
>
> We apologize to all who may have tried to acces Virtual Brokers using
> Netscape Navigator.
>
> [Resume]
> http://home.earthlink.net/~woogieoogieboogie/resume.html
>
>
> ANY FINAL WORDS?
> I learned a long time ago, if there is a problem, look deep inside because
> that is where the problem [is].
>
> http://home.hiwaay.net/~taylorc/extra/thief/

ms.willie

2799. Atari ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 01:23:45 UTC
From: Roy <no.spam@spammers.go.home.com>
Message-ID: <a88cr1mda1@paris.btinternet.com>
Source record: 36355

Hi - Just a quick note to let you know that I've a load of Atari ST
software up on Freeserve auctions. See
http://www.fsauctions.co.uk/Scripts/LotSearch.asp?submitFlag=1&CustNo=14
40938 for details

Cheers,
Roy

2800. Atari Times Update - 3-31-2002

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 03:00:15 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3CA7CD63.45CACDC2@ataritimes.com>
Source record: 36356
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Updates at The Atari Times show up at irregular times. Be sure to check
the site regularly! Here are the most recent updates!

New Articles & Updates:

* NEW! SeaQuest 2600 review
* NEW! Liberator Arcade review
* NEW! Zero 5 Jaguar review
* NEW! Xenophobe 7800 review
* NEW! Check out Jeff's 720 machine!
* NEW! Other little hidden things you probably won't notice!

http://www.ataritimes.com

Don't forget: I still have a few 2001 Issues left. Get them while you
can! http://www.ataritimes.com/store/2001_YearEnd.html

--
Gregory D. George

=-=-=-

2801. Re: The best icon organizer to scan and manage icons

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 04:19:00 UTC
From: lp <gfa@basic.net>
Message-ID: <B8CD49E4.5C46%gfa@basic.net>
Source record: 36357

in article 1f9xm1m.7t3nip1p0dpevN%northstar2010@_I-hate-spam_yahoo.no,
Hallvard Tangeraas at northstar2010@_I-hate-spam_yahoo.no wrote on 3/31/02
11:04 PM:

> So far I've only come across "icon juggler" which is a great organizer,
> albeit only for mono icons.

Is that the one by CodeHead software by any chance?

Lonny Pursell

2802. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 07:33:21 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203312333.240841a@posting.google.com>
Source record: 36359

Ahh, Mr. Vermeier,
We finally meet.

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1017583556-63704AEicMi@gmx.net>...
> From: rustynutt@hotmail.com (rustynutt)
> Date: 28 Mar 2002 13:56:30 -0800

> impressed that 133 people out there are interested in the CT-60. But one
> would have to know ofcourse how many of these people already use a CT-40
> to make a valuable assessment. Another question to ask also is what these
> people are expecting to do with all that extra power...

Not sure what a CT-040 is....

> Putting a Porche engine into a 1980's Lada doesn't turn that Lada into a
> Porche, it's just a faster Lada... putting a CT-60 into a Falcon doesn't
> shift the time line at all. To shift the time line one would also have to
> add a couple of goodies like a graphic card, fast IDE and SCSI interface,
> ethernet interface etc... just like the Lada, the Falcon is crippled by
> its original design.

Umm, I have an ATI Mach 64 NOVA, an Expose, 24Mhz motherboard. All of
those will make good use of the 060's processing power. With an
Afterburner, the IDE is plenty fast at 24Mhz bus clock for the demands
placed on the machine. SCSI sucks (~1.8mb/sec) on the Falcon, unless
your using Cubase, why bother? Unless you've experienced a Falcon with
an Afterburner and NOVA graphics, I can see where you might "think"
there is no advantage. You are surely mistaken. As much of an Atari
loyalist that I am, I must admit that a standard Falcon is not very
fun to use. The fact that the CT060 can fit into a standard case with
a powersupply modification is pretty impressive. The machine will
perform on par with machines of the time simularly outfitted, where as
in stock form is a few notches back on the time line.

Using your same automobile logic, why then would Carrol Shelby build a
car that first came with a 289cu/in engine installed with a 427 cu/in
engine? The Cobra handle it just fine, and performance was vastly
increased.

The memory speed of the CT060 alone will make my Afterburner look
sleepy.
I have so many Falcon applications, commercial, purchased, boxed and
manual, that it would take a while to go through the list and detail
the performance increase seen with an 040 installed. If you have
anything other than a news reader installed, let me know, and I can do

some bench marks for you.

>
> >Atari's Euro market (towards the dark end:) was much larger than in
> >the US.
>
> Sorry, but except for the first year (1985) the Euro market has always
> been larger. It wasn't only larger but also more inventive. Do you really
> think that it's pure luck that almost 90% of the software and hardware
> originates from Europe?

Inventive? You call a "Desktopper" or a "LightHouse" case inventive?
Those are trash compaired to a Falcon Rack. The best Falcon ST Ram
card is made in the US. The list of products manufactured in the US
and Canada my not exceed the quanity of hardware manufactured in
Europe, but far exceeds in quality except for maybe a few items.
Wizztronics list is long, but even before them, the most advanced
accelerator for the Atari was built by Dave Small (SST 030 board),
whom also developed Magic Sac and Specter GCR. ICD's Link was around
long before Link 97 and other euro products. Hell, I had to almost get
an Electronics degree just to get a working version of Titan Designs
Expose card. You must have not been around the Atari market for very
long..... I have some STart Magazines you might like to see....

> This topic has been shewed on and spit out many times before. To be able
> selling dedicated hardware, you need dedicated dealers.

Do you know that the last few runs of the Afterburner were
manufactured in a guys garage? Those were sold to the UK by a company
called MW Electronics, and from what I can see of their business, it
isn't much larger than a garage either. Dedicated yes. Many of those
boards made it here to the US. Pitifull, not hardly.

> These dealers are
> all out of business... what's left is a pitifull bunch calling themselves
> dealers, this week we've has an exemple here of one of these dealers his
> experience and knowlegde.... the poor sod asked us where and how he could
> order a version of CAB !!!

CAB is a pretty poor example. It has lacked support for quite some
time. It is a product that was taken as far as possible given the
performance of the platform. Except for a few of the major mainstream
applications in the PC and Mac world, support for them dwendles as
well within a few years.

>Would you order/buy a Milan or CT-60 from that
> guy? I know I wouldn't.... Unless one is extremely lucky and happens to
> live in a region where there is a *real* Atari dealer active, one has no
> choice other then buying through mailorder.

Mailorder has always been the nature of the beast when dealing with
Atari products. I'm sure you didn't have several local dealers to
choose from even in it prime.

>The *only* reason why you
> couldn't buy a Milan in the US was because the American dealers never
> ordered any in the first place, which once again goes to show how much
> they value their customers.

This is a false statement. Unless I was flat out lied to, which I
doubt, there were at least two "small time Atari hoods" that were
attempting to stock Milan boards. The Milan was suppose to be
available as a "kit", and for whatever reason after their
introduction, the "kits" were not made available, at least to the two
who inquired about them. The Atari dealers that existed here in the US
were the most friendly, reliable people I have delt with. I can only
think of one developer long ago that acutally burned some people,
which was back in the 8 bit days. What a pissed off attiuted you have.

> Milan isn't a large factory, it's just a bunch of very dedicated Atarians
> who designed and assembled the computers after a full days work somewhere
> in the back of a garage. They never had the resources to go and visit all
> the Atari dealers located and scattered all over the world.
> Ask yourself how you found out about the Milan, ethernet romport adaptor,
> the CT-60 or even some new software..... exactly, here, through internet
> and the dedicated newsgroups. If someone wants a CT-60 he'll have to order

When the news of the Milan was released, I doubt they had to go
anywhere to promote their product. I don't know what the reason was
for it's low production. I would think that it wasn't supply and
demand, but the demand on the supply. At any rate, Falcon owners,
those that have been around for at least some length of time, will
have known of the CT060 developement for some time, and how to purchse
one. My only statement in the original post was that 133 orders seems
low compaired to the number of times that users have wished for a
faster machine. I paid $530.00 for a Mighty Sonic when they were
released, $600.00 plus for an Afterburner, $250.00 for an Expose, and
around $400.00 for a NOVA Graphics card. Surely the cost of the CT060
doesn't mean squat to me. I'm a Falcon user, and if there is a way to
purchase it, I will. There is no consideration in my mind if it is
cost effective, only that I want it. Mr. Czuba has made it pretty easy
to order, and considering his past record, is a reliable developer.
>
> it straight from the developer, the chances that an American dealer will
> stock them is minimal, and even if they would... would you trust a cowboy
> enough to let him have a go with his soldering iron in your Falcon ?

Yippie Kiayyy, all hardware on this users Falcon is self installed.
And partner, let me tell you sumthin. If yur Falcun is needin fixin,
Alex at ATY Computers can fix you right up. Best damn repair in town,
and makes som hot galdern chile to boot! Tell em mike set ya!@

Happy Trails,
Mike

2803. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 08:42:12 UTC
From: rs.mac@t-online.de
Message-ID: <1f9yig6.8ahgh4vseh2sN%rs.mac@t-online.de>
Source record: 36361

Ctirad Fertr <phanatic@NOSPAMvolny.cz> wrote:

> > ethernet interface etc... just like the Lada, the Falcon is crippled by
> > its original design.
>
> Well, "crippled" is not the right word. Falcon was excellent machine in 1993
> (or 1992 ?) compared to PCs or any Amiga. Yes, it would be even better with

With an DMA/SCSI transfer maximum of 1.8K/Sec?

With an half CPU what need an extra "Busemulation" as in form of four
GAL chips, that it can work?

With half the cpu clock of an one year older atari tt?

Sorry :)

1994er developers can make it better as it exist.

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

2804. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 08:56:05 UTC
From: yves.rogne@free.fr
Message-ID: <3ca820a4$0$11123$626a54ce@news.free.fr>
Source record: 36362

>Would you order/buy a Milan or CT-60 from that
> guy? I know I wouldn't.... Unless one is extremely lucky and happens to
> live in a region where there is a *real* Atari dealer active, one has no
> choice other then buying through mailorder.

In France we have to wait 3 to 6 month AFTER the dealer got the money, an d be a bit lucky, to get our Had's from the so called dealers living near the Swiss frontier.
When asking for anything directly to Medusa Computer System, we were served within two weeks, wherever country the board was send from and to.

I don't know any customer service better than Aschwanden's one, and Had's owners from Sweeden said the same.

Regards

2805. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 09:52:40 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a89anqtmh1@news.vol.cz>
Source record: 36364

> > Well, "crippled" is not the right word. Falcon was excellent machine in
1993
> > (or 1992 ?) compared to PCs or any Amiga. Yes, it would be even better
with
>
> With an DMA/SCSI transfer maximum of 1.8K/Sec?

As said. The slow SCSI was better than no SCSI at all. In additon, the usual HDD drives avaialable in 1993-1995 were not faster than about 1MB/s.

> With an half CPU what need an extra "Busemulation" as in form of four
> GAL chips, that it can work?

So once again. I never said that Falcon design is perfect, only that Falcon030 was better than PC386 or Amiga4000.

> With half the cpu clock of an one year older atari tt?

TT has 32MHz CPU, but the BUS is only 16MHz one. Anyway, the Falcon030 was never designed as a successor of the TT workstation (the Falcon040 was, but unfortunatelly it was never relased). It was designed as an STE successor with great multimedia capabilities. I was simply not only a slightly modified ST with a faster CPU, but something completely new. How many 1993 computers has DSP, 16bit sound IN/OUT or truecolor ?
I think the falcon is the only reason why the 32bit Atari scene still lives.

Ctirad

2806. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 09:58:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017660014-27003AEicMi@gmx.net>
Source record: 36365

From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Thu, 28 Mar 2002 13:46:33 +0000 (UTC)

Hi Grzegorz,

>>Once Fiffi and Emailer are running as well (after all that's what
>>multitasking is ment for), you'll appreciate the IConnect stack even more.
>
>That's why I changed Sting to MagxNet - with STiNG it is almost impossible to
>get e-mail while downloading something using CAB or aFTP, and with MagXNet it
>works great!

I can't comment on MagXNet since I haven't used it yet, but I've always had and made here strong reservations about using STiNG. The point I was trying to make is that if someone who still uses an ordinary dial-up connection and hasn't got any computers tied in a network doesn't really need to use MagXNet. IMO it's more or less overkill. IConnect will work just as good, and in certain cases even better.

>>There's no need to configure the file by hand, whatever you need to edit can be
>>done easily with IConfig.
>
>Call me crazy, but I don't like such "mysterious" config files. I'd like to know
>exactly what is stored there and be able to edit it with qed. BTW even
>NEWDESK.INF (or DESKTOP.INF) is an ASCII file :-)

One could argue that a config file which contains sensitive data like password(s) and the username *needs* to be unreadable. I like editable config files which can be edited in an ascii editor just as much as you do, but in this particular case I think it was a good idea to build in some form of protection....

>>You must activate the "profi mode" checkbox, it's essential since some default
>>values especially in the IP and TCP sections may need to be altered.
>
>What exactly should I change there?
>
>I only tried changing MTU to 1500, but it didn't seem to do any good.
>Anyway, making MagXNet to work *good* was far less complicated (or
>maybe I was lucky) - the only problem I had was due to damaged SCC.PRG.

Well it depends a bit on your ISP his settings, so you'll have to fiddle a little with the IConfig settings to get the best results.

In the DNS section change:
Query timeout => 10
Query retries => 6
Cache => 75

In the SOCKETS section change:
Max. ports => 7999
Max. baklog => 32

In the PPP section change:
Timeout => 750
Max. NAK => 8

In the TCP section change:
Receive Window => 4096
Sens window limiter => 1024

In the UDP section change:
UDP Sockets => 96

In the IP section change:
Icoming que => 30
MTU => 1480

Note that 1480 is the maximum value that should be set for MTU, 1500 is not a valid entry and Iconnect will use its default (576), the same thing applies for the other settings, if an unvalid number is entered the default number is used instead.

>I agree IConnect clients are the best ones (for me Fiffi which can handle
>several ftp sessions, where the ftp servers on the list can have unique names
>and descriptions is much better than aFTP which does not have those). It's the
>IConnect itself that I don't like...

You just need to configure them properly.... IConnect and his clients have never been popular here in this group. So there's actually very little info available about them and how to get the best performance out of them...
But let's put it this way: I've been using ASH Emailer for nearly five years now, the database file is 275Mb large and contains nearly 20.000 postings and roughly 4.000 mails, I never lost one single posting. I remember playing with crap like Newsie, MyMail, aMail etc and experiencing all kind of weird problems after a certain period. They all work fine in the beginning, but once those apps got to start managing a lot of files.... it's finito.
IMO a program like Newsie shouldn't be even mentioned here anymore, have you any idea how many thousands of postings have been devoted (and still are) to that piece of crap? it's crappy apps like Newsie that are partly responsible for people switching platforms !!
Except for Okami there is nothing out there that can beat Emailer, but once one has a large collection of posting & mails like I do, Okami slows down to an unacceptable speed on a normal Atari... as for the other IConnect clients anyone which is seriously into IRC should have at least *tried* Chatter before simply dismissing it because it's an IConnect client. People who are into Telnet will just love Teli and as for FTP, well you've said it yourself... What's missing is an ICQ client, it was rumoured that there was one in the pipeline but it's bound to stay there :-(
BTW: anyone who maintains a website should really use Fifi or at least give it the benefit of doubt, there's a very nice GEMscript available for Fiffi which turns the tedious task of updating and/or maintaining websites as simple as a mouseclick....

Last but not least, the transfer speed of IConnect will *hardly* slow down when several clients are used at once unlike with the STiNG/STiK stack. And yes I know that MiNTNet doesn't slow down either, but to use this stack MiNT needs to be installed, as for MagXNet, as long as the IConnect bridge isn't publicly released I'm not going to try it out. I'm fed up using unreliable/outdated clients....

Just my two cents worth.... ;-)

Cheers from Belgium
Dennis
--


```
____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2807. EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 10:27:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca836227b96d0@madasafish.com>
Source record: 36479

Hi!

This is a device to allow you to connect an Atari to an ISA NE2000 network card. This comes after working with Dr. Thomas Redelberger. It connects to the ROM port, or cartridge port as some people call it. Stacks supported are Sting, Magicnet and Mintnet.

Please see my website for details, things will take some time first of all as I have little capital and stock but hopefully the profits from first will go to making more and so on.

http://hardware.atari.org/ether/index.htm

If you want to create your own boards (GNU), read up on the drivers or know how the hardware works please see:

http://home.arcor.de/thomas.redelberger/index.htm

Thanks!

--
Lyndon Amsdon

2808. Re: Falcon TOS 4.95

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 10:40:52 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ca824df@dnews.tpgi.com.au>
Source record: 36366

You mean 4.92? It works OK, but you may as well use mint with AES 4.2, it is pretty much the same.

Mark

Elliot <stuff@recycledsteel.co.uk> wrote in message news:a86pai$l8u$1@news6.svr.pol.co.uk...
>
> Any one tried this Beta version of TOS on their Falcon, does it work?
>
> Elliot...
>
>

2809. Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 11:38:12 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.3.96-MiNT.1020401113116.247A-100000@localhost>
Source record: 36363

Hi

Cant you guys just for once cherish anything ppl try to do? Ct60 is brave attempt and Rodolphe works hard to make it.. Can't u just cheerish that, say a word of apreciation?? Instead of constant bashing and crapping persons which actualy do something... If falcon etc is so crappy, then get a PC (well u all have it already) an emulator and be happy.. U wont pay a penny for CT60/tempest, noone ask u do cut anything from your mouth, so is really all that bashing necessary? I didnt see so flappy and wide description of a word "fan" as i see it here... basicaly anyone with real Atari is constatly bashed.. And for all Falcon haters: name one machine from 93 which can play full stereo mp3's, Cubase audio with 8chans and realtime effects, softsynth like ACE etc etc, without modifications.. computer is not only gfx res and cpu speed..

Janez

2810. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 11:46:53 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3ca848aa$0$29607$4c56ba96@master.news.zetnet.net>
Source record: 36367

On 1 Apr 2002 11:58:24 +, Dennis Vermeire wrote:

>I can't comment on MagXNet since I haven't used it yet, but I've always had and
>made here strong reservations about using STiNG. The point I was trying to make is
>that if someone who still uses an ordinary dial-up connection and hasn't got any
>computers tied in a network doesn't really need to use MagXNet. IMO it's more or
>less overkill. IConnect will work just as good, and in certain cases even better.

IConnect just doesn't have the clients I need. I need freeware/shareware clients too. You just can't get a full set of clients for IConnect without spending a lot of money.

Sting has all of the clients I need: Newsie (News, Email, FTP), GapFTP, Finger, AtarIRC, AtarICQ.

>>I agree IConnect clients are the best ones (for me Fiffi which can handle
>>several ftp sessions, where the ftp servers on the list can have unique names
>>and descriptions is much better than aFTP which does not have those). It's the
>>IConnect itself that I don't like...

OK Fiffi is good, but expensive.

>IMO a program like Newsie shouldn't be even mentioned here anymore, have you any
>idea how many thousands of postings have been devoted (and still are) to that
>piece of crap? it's crappy apps like Newsie that are partly responsible for
>people switching platforms !!

Why are you against Newsie? It's probably the easiest to use email program around, I have a friend who can't cope with more difficult programs (due to a learning difficulty) but he copes with Newsie.

Sure it's got it's faults. But what program doesn't? Sure in it's early days it wasn't stable, but in it's latest version v0.961, it is now very stable and all famous bugs that people have spoken of have been fixed.

However it is a great example of a multi purpose program. Newsie does News and Email like Emailer, but does Emailer do FTP as well? I've never heard of it doing that. So therefore Newsie beats Emailer on this point hands down.

Emailer was probably written by a team of programmers, being a commercial release, but Newsie was written by one man, John Rojewski. This makes it a bigger achievement than Emailer.

Just my tuppenny's worth.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2811. Re: Got a 1040 STE for $3

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 11:52:58 UTC
From: Oracle <No.Return@go.away>
Message-ID: <ANXp8.26906$uR5.60508@newsfeeds.bigpond.com>
Source record: 36368

well :P

mine was as good as new, still has plastic on the label and the warranty
seal *was* still intact

"Alex Taylor" <alex_taylor@nospam.ntlworld.com> wrote in message
news:WpLp8.30821$gj7.4883062@news2-win.server.ntlworld.com...
>
> "Oracle" <No.Return@go.away> wrote in message
> news:Lbin8.18865$uR5.44247@newsfeeds.bigpond.com...
> > and it works perfectly. and was in imacualate condition, although the
> floppy
> > drive was dead. no matter, i have a spare stfm i took the drive from.
> works
> > great!
>
> I got three of them for free, all working, including hi-res monitors! But
> they're ex-school and have some yellow security paint on them, but
> fortunately only on the back and underside. Two hi-res monitors are cheapo
> mono VGA jobs with modified plugs, the other Atari SM144 needs the plug
> replacing since it's loose and crashes the machine. They didn't come with
> any mice though :-(
>
> --
> Alex Taylor.
> Remove 'nospam' to reply by email.
>
> --
> Nostalgic reminiscence. It's not what it used to be.
>
>

2812. Re: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 12:42:38 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.ithfhkol@localhost>
Source record: 36369

SWE/YesCREW wrote:
>
> Hi
>
>
> Cant you guys just for once cherish anything ppl try to do? Ct60 is
> brave attempt and Rodolphe works hard to make it.. Can't u just
> cheerish that, say a word of apreciation?? Instead of constant
> bashing and crapping persons which actualy do something... If falcon
> etc is so crappy, then get a PC (well u all have it already) an
> emulator and be happy..

Yes Ct60 is a brave attempt, and hopefully it will soon hit the streets
and recieve full appreciation. I hope anyone with a wish to boost up
the Falcon will be happy about Ct60 and I hope anyone with a desire to
run TOS programs on foreign hardware will find projects like aranym
useful. And of course it would be nice to see a new clone based on
Coldfire CPU also! There are many projects that are worth appreciation,
although they are filling completely different needs, for completely
different ppl.

All these projects deserve appeciation I think.

> I didnt see so flappy and wide description of a word "fan" as i see
> it here... basicaly anyone with real Atari is constatly bashed..

Please, you just can't be serious about that, can you?
Who get bashed for having a true Atari in here??
Anyway, the description of "fan" might better be kept wide, otherwise
we are close to start bashing anyone who is running programs on
anything but a "real" atari...

> And for
> all Falcon haters: name one machine from 93 which can play full
> stereo mp3's, Cubase audio with 8chans and realtime effects,
> softsynth like ACE etc etc, without modifications.. computer is not
> only gfx res and cpu speed..

Falcon is cool, where are the Falcon haters?

/Joakim

2813. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 14:36:00 UTC
From: lp <gfa@basic.net>
Message-ID: <B8CDDA80.5D8A%gfa@basic.net>
Source record: 36370

in article 3ca820a4$0$11123$626a54ce@news.free.fr, Mï¿½gamodeste at
yves.rogne@free.fr wrote on 4/1/02 3:56 AM:

> In France we have to wait 3 to 6 month AFTER the dealer got the money, an d be
> a
> bit lucky, to get our Hadï¿½s from the so called dealers living near the Swiss
> frontier.
> When asking for anything directly to Medusa Computer System, we were served
> within two weeks, wherever country the board was send from and to.
>
> I don't know any customer service better than Aschwanden's one, and Hadï¿½s
> owners from Sweeden said the same.

Yup, Medusa is top notch at customer service, even to the US.
Anyone who failed to get a Hades in the US, and has some excuse
about mail order has simply a lame excuse. Medusa also answered all
my technical questions.

Lonny Pursell

2814. Re: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 14:44:27 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0204010644.529eeeb4@posting.google.com>
Source record: 36371

SWE/YesCREW <jvalant@atari.org> wrote in message
news:<Pine.MNT.3.96-MiNT.1020401113116.247A-100000@localhost>...
> Hi
>
>
> Cant you guys just for once cherish anything ppl try to do? Ct60 is
> brave attempt and Rodolphe works hard to make it.. Can't u just cheerish
> that, say a word of apreciation?? Instead of constant bashing and crapping
> persons which actualy do something... If falcon etc is so crappy, then get
> a PC (well u all have it already) an emulator and be happy.. U wont pay a
> penny for CT60/tempest, noone ask u do cut anything from your mouth, so is
> really all that bashing necessary? I didnt see so flappy and wide
> description of a word "fan" as i see it here... basicaly anyone with real
> Atari is constatly bashed.. And for all Falcon haters: name one machine
> from 93 which can play full stereo mp3's, Cubase audio with 8chans and
> realtime effects, softsynth like ACE etc etc, without modifications..
> computer is not only gfx res and cpu speed..
>
>
> Janez

:) Well said.

Long live everyones Falcon!

2815. Re: The best icon organizer to scan and manage icons

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 14:51:10 UTC
From: lp <gfa@basic.net>
Message-ID: <B8CDDE0D.5D8D%gfa@basic.net>
Source record: 36372

in article 1f9yzcl.1lh7w63h8hmmeN%northstar2010@_I-hate-spam_yahoo.no,
Hallvard Tangeraas at northstar2010@_I-hate-spam_yahoo.no wrote on 4/1/02
9:34 AM:

>>> So far I've only come across "icon juggler" which is a great organizer,
>>> albeit only for mono icons.
>>
>> Is that the one by CodeHead software by any chance?
>
> That sounds familiar. I think you're right.

I dl'd it off the web, it is the one from CodeHead. It is coded in
GFA-Basic (yes the CodeHead's did not code everything in asm!) and perhaps
Gokmase should track them dowm and request the source. <hint> <hint>

When the CodeHead BBS was still up John actually told me it was coded in
GFA-Basic.

Lonny Pursell

2816. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 15:45:29 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f9z1uq.1dpg9x01n7oat8N%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 36373

Ctirad Fertr <phanatic@NOSPAMvolny.cz> wrote:

> Unfortunatelly, emulation is a must if you want a faster CPU than 68060.

Today, I'am not sure.

> > without native code it's not possible to play the
> > latest codec created for send latest machines.
>
> I donï¿½t agree. I donï¿½t want to say any rumours about the speed of the
> Aranym-JIT, but you can look here http://www.amithlon.com, how fast the 68k
> emulation can be. BTW, Aranym uses the same CPU core ;)

Humm... benchs. You cannot compare this amiga 060(-PPC) accelerator card
with the CT60 like you cannot compare a CT1 to a CT2. The bandwitch on
the CT60 is 10 times faster than the Hades 060. There are no 060 on the
world who use SDRAM ! The data cache on the 060 is 8KB not 256KB.

Sure you cannot encode in real time a DivX on the CT60, but I think it's
possible to obtain 2-4 frames/s (Aniplayer can encode DivX3/4 now ;-))

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2817. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 16:09:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017681226-23403AEicMi@gmx.net>
Source record: 36376

From: rustynutt@hotmail.com (rustynutt)
Date: 31 Mar 2002 23:33:21 -0800

Hi Mike,

>Ahh, Mr. Vermeier,
>We finally meet.

And a very happy easter to you to.... be carefull not to step on the eggs :-)

>>To shift the time line one would also have to add a couple of goodies like
>>a graphic card, fast IDE and SCSI interface, ethernet interface etc... just
>>like the Lada, the Falcon is crippled by its original design.
>
>Umm, I have an ATI Mach 64 NOVA, an Expose, 24Mhz motherboard. All of
>those will make good use of the 060's processing power. With an
>Afterburner, the IDE is plenty fast at 24Mhz bus clock for the demands
>placed on the machine.

Good for you!! So tell me how many of those other 132 prospective customers
have bought these goodies in the past? If they didn't they'll have to be
content with the Eclipse card (including the crappy driver).

>SCSI sucks (~1.8mb/sec) on the Falcon, unless your using Cubase, why bother?
>Unless you've experienced a Falcon with an Afterburner and NOVA graphics,

Why bother?
What about being able to write CD's at a reasonable speed ? let's say at 8X
without having to go through the trouble of making an image, you must try to
scan a 24bit A4 page at least once to appreciate the advantage of a fast SCSI
interface.

>Unless you've experienced a Falcon with an Afterburner and NOVA graphics, I
>can see where you might "think" there is no advantage. You are surely
>mistaken. As much of an Atari loyalist that I am, I must admit that a
>standard Falcon is not very fun to use.

Take away the Nova card and what's left?

>The fact that the CT060 can fit into a standard case with a powersupply
>modification is pretty impressive.

Sure it is.... did I comment on this?

>I have so many Falcon applications, commercial, purchased, boxed and
>manual, that it would take a while to go through the list and detail
>the performance increase seen with an 040 installed. If you have
>anything other than a news reader installed, let me know, and I can do

>some bench marks for you.

Don't bother, I know very well how our software performs on a 040, why do you think I've been singing for years in this group that people should upgrade?

>Inventive? You call a "Desktopper" or a "LightHouse" case inventive?

No, not exactly...

>The best Falcon ST Ram card is made in the US.

Really? So what advantage(s) does it have over the "European rubbish"?

>Wizztronics list is long, but even before them, the most advanced
>accelerator for the Atari was built by Dave Small (SST 030 board),
>whom also developed Magic Sac and Specter GCR.

What have any of these got to do with the Falcon ? Hell, the Spectre GCR doesn't even run on a Falcon...
IIRC the most advanced accellerator board in 1987 was built by a guy named Fredi Aschwanden, it fitted into the MegaST and was build around a 040. I still have the schematics around somewhere.
As for Whizztronics, I remember a graphic card with lousy drivers, a Hades bearing their label etc....

>You must have not been around the Atari market for very long... I have some
>STart Magazines you might like to see....

Again... don't bother. I've got them, they're stashed next to the ST-Log and ST Compute magazines, it's not a very big stack since the magazines vanished after a relatively short time. I also have their predecessors Antic and Analog stashed here... *these* last two were good informative magazines although they focused only on the Atari 8bit. Compared to Antic, that STart magazine from the same publisher is rubbish.
But perhaps I can show you some magazines? my big favourite is the French magazine "ST Magazine", one issue could easily fill-up ten of those STart magazines. Second but very close comes the German "ST-Computer" which is still published today but has lost a lot of his feathers. Third comes "ST-Magazin", another German publication, last but not least there's also the Dutch magazine "Atari Stichting" which must be the longest one running....
If you want to talk magazines go ahead.... last time I counted there were 74 different titles stashed away... did you know that there was even a Belgian magazine around which was sponsored by Atari? After three issues it died a very silent dead....

>>the poor sod asked us where and how he could order a version of CAB !!!
>
>CAB is a pretty poor example. It has lacked support for quite some
>time. It is a product that was taken as far as possible given the
>performance of the platform.

I wasn't commenting on CAB, but on that pitifull dealer with his so called warehouse full of hard and software. Sorry, but when it turns out that this "experienced" dealer doesn't even have a clue how to get in touch with the

biggest remaining software distributor, then I'm ROTFL ...

>Mailorder has always been the nature of the beast when dealing with
>Atari products. I'm sure you didn't have several local dealers to
>choose from even in it prime.

Perhaps this is true for the US. But in Europe the situation was totally different. In a country not much larger then a towel, back in 1989 there were more then 200 dealers.... here in Ghent where I live they were at a given time 7 approved official Atari dealers. In Holland, Germany, Britain and France the situation was even better...

>This is a false statement. Unless I was flat out lied to, which I
>doubt, there were at least two "small time Atari hoods" that were
>attempting to stock Milan boards. The Milan was suppose to be
>available as a "kit", and for whatever reason after their
>introduction, the "kits" were not made available, at least to the two
>who inquired about them. The Atari dealers that existed here in the US
>were the most friendly, reliable people I have delt with. I can only
>think of one developer long ago that acutally burned some people,
>which was back in the 8 bit days. What a pissed off attiuted you have.

So I'm having a pissed off attitude because I'm stating facts?
Whatever the reasons those two "Atari hoods" gave you, the fact remains that they were not able to sell a Milan to you.
Milan had some bad experiences selling the kits to dealers in Europe, some cowboys managed to fill a tower case full of inferior crap and sell it for lots of money. This didn't do the Milan reputation much good, so they decided to assemble the computers themselves. The kit wasn't supplied to dealers anymore, this is common knowledge and those two "Atari hoods" must have been aware of this also. Importing a complete assembled Milan to the US probably would have been to expensive....
Milan sold the remaining kits to us, the normal Atari users, one could order them on their website. They were priced roughly at $450 a piece.

>When the news of the Milan was released, I doubt they had to go anywhere to
>promote their product. I don't know what the reason was for it's low
>production.

You don't know? *INTEREST*.... when there's no demand there's no production, AFAIK some 1000 Milans have been shipped. Meaning that 1000 people took the plunge and bought a faster and far better Atari, 1000 may not seem a lot but compared to those 133 CT-60 customers it's a hell of a lot....

>My only statement in the original post was that 133 orders seems
>low compaired to the number of times that users have wished for a
>faster machine.

And my reply was that 133 orders is quite impressive. It's about time you start to realise that there's no market for faster Atari computers. This is not my opinion but is based on facts. The simple fact that there weren't more then 1000 people interested in a Milan is only one example. The xTOS developers their goal is to reach 500 customers.... In general Atari users

don't want to upgrade to faster computers, it's been shown time and time
again.

>Mr. Czuba has made it pretty easy to order, and considering his past record,
>is a reliable developer.

OK.... you asked for it ;-)
What past record? All I can remember is the Deese card which because of the
lack of software is unusable. If you're referring to what Centek produced then
that's a whole different ballgame. Let's hope that all major software runs
without needing any patches, Mr. Czuba may be a great developer but he's not
so great writing software.

>Yippie Kiayyy, all hardware on this users Falcon is self installed.
>And partner, let me tell you sumthin. If yur Falcun is needin fixin,
>Alex at ATY Computers can fix you right up. Best damn repair in town,
>and makes som hot galdern chile to boot! Tell em mike set ya!@

Once again.... good for you.
I live in Europe, Falcons can be picked up here for very little money, if I
would have a Falcon, which I haven't, and it would need fixing by a qualified
technician, it would be cheaper to but it next to the garbage can and pick up
another one.... ;-)

>Happy Trails,

Always straight ahead.....

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2818. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 16:39:44 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a8a2g9$n7r$1@news.tpi.pl>
Source record: 36377

Hi,

> IConnect just doesn't have the clients I need. I need freeware/shareware
> clients too. You just can't get a full set of clients for IConnect without
> spending a lot of money.

That's a good point.
However, you may install IFussion which makes it possible to use
STiNG/STik clients with IConnect.

> Sting has all of the clients I need: Newsie (News, Email, FTP), GapFTP, Finger,
> AtarIRC, AtarICQ.
>
> >IMO a program like Newsie shouldn't be even mentioned here anymore, have you any
> >idea how many thousands of postings have been devoted (and still are) to that
> >piece of crap? it's crappy apps like Newsie that are partly responsible for
> >people switching platforms !!
>
> Why are you against Newsie? It's probably the easiest to use email program
> around, I have a friend who can't cope with more difficult programs (due
> to a learning difficulty) but he copes with Newsie.

<ADVERTISEMENT>
Easiest e-mail client to use...?
Have you tried MJM?
http://gregory.atari.pl/mjm-eng.htm
</ADVERTISEMENT>

This e-mail client is in fact a *very* poor one, but being so simple
in design it is also very simple to use ;-)) if one needs just
the very basic functions.

> Sure it's got it's faults. But what program doesn't? Sure in it's early
> days it wasn't stable, but in it's latest version v0.961, it is now very
> stable and all famous bugs that people have spoken of have been fixed.

I have been using Newsie to read this group for quite a long time
and I must say it isn't really stable having also some annoying bugs
(marking incorrect articles, redraw errors, no "draft" message
option, incorrect window scrolling plus some more minor things).
Pity that the development stopped, because Newsie *could*
became really good when reached the 1.0 version.

> However it is a great example of a multi purpose program. Newsie does News
> and Email like Emailer, but does Emailer do FTP as well? I've never heard
> of it doing that. So therefore Newsie beats Emailer on this point hands
> down.

I couldn't *ever* make that built-in Newsie FTP client to work
properly...

--
Grzegorz Pawlik
http://marijuana.atari.org/

2819. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 16:39:56 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a8a2gh$n7r$2@news.tpi.pl>
Source record: 36378

Hi,

> I can't comment on MagXNet since I haven't used it yet, but I've always had and
> made here strong reservations about using STiNG.

It's good for SingleTOS, though.

> >Call me crazy, but I don't like such "mysterious" config files. I'd like to know
> >exactly what is stored there and be able to edit it with qed. BTW even
> >NEWDESK.INF (or DESKTOP.INF) is an ASCII file :-)
>
> One could argue that a config file which contains sensitive data like password(s)
> and the username *needs* to be unreadable.

So password and username might be encrypted somehow... But maybe not
in such silly way as in aFTP config file ;-)

> >What exactly should I change there?
>
> Well it depends a bit on your ISP his settings, so you'll have to fiddle a little
> with the IConfig settings to get the best results.
[......]
[......]

Thanx! I will give IConnect a second try then... ;-)

> >I agree IConnect clients are the best ones (for me Fiffi which can handle
> >several ftp sessions, where the ftp servers on the list can have unique names
> >and descriptions is much better than aFTP which does not have those). It's the
> >IConnect itself that I don't like...
>
> You just need to configure them properly.... IConnect and his clients have never
> been popular here in this group.

Why?
Is it because they are commercial?

> But let's put it this way: I've been using ASH Emailer for nearly five years now,
> the database file is 275Mb large and contains nearly 20.000 postings and roughly
> 4.000 mails, I never lost one single posting. I remember playing with crap like
> Newsie, MyMail, aMail etc and experiencing all kind of weird problems after a
> certain period. They all work fine in the beginning, but once those apps got to
> start managing a lot of files.... it's finito.

There is one bad thing about ASH Emailer (and the main reason I don't
use it myself): it has no support for ISO 8859-2 character set
(where the Polish national characters are located). And that's a pity... :-(

> IMO a program like Newsie shouldn't be even mentioned here anymore, have you any
> idea how many thousands of postings have been devoted (and still are) to that
> piece of crap? it's crappy apps like Newsie that are partly responsible for
> people switching platforms !!

But still it has the lowest requirements and can even work on a humble
1040ST with 1MB RAM and without a hard disk (I know, I tried!).

> Except for Okami there is nothing out there that can beat Emailer, but once one
> has a large collection of posting & mails like I do, Okami slows down to an
> unacceptable speed on a normal Atari... as for the other IConnect clients anyone
> which is seriously into IRC should have at least *tried* Chatter before simply
> dismissing it because it's an IConnect client.

I don't agree here. I tried Chatter on TT, and it was soooo teeeerriiiblyyy
slooooowwwww ;-) in screen refreshing that I find FracIRC better for me.
Or maybe I am spoiled by FracIRC speed? BTW "orphaned projects" (or
whatever they are called?) contacted the FracIRC author so maybe the
sources will be released one day?

--
Grzegorz Pawlik
http://marijuana.atari.org/

2820. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 17:11:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca8aba8288cb2@madasafish.com>
Source record: 36493

Hi Tim,

><snip>
>> This is a device to allow you to connect an Atari to an ISA
>> NE2000 network card. This comes after working with Dr. Thomas
>> Redelberger. It connects to the ROM port, or cartridge port as
>> some people call it. Stacks supported are Sting, Magicnet and
>> Mintnet.
><snip>
>
>And it's a nice price to.
>
>You can bet when I get my new Atari this will be one of my first purchases

Thanks for the support Tim!

--
Lyndon Amsdon

2821. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 17:21:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017686572-25143AEicMi@gmx.net>
Source record: 36380

From: jfhaslam@zetnet.co.uk (James Haslam)
Date: 01 Apr 2002 11:46:53 GMT

Hi James,

>IConnect just doesn't have the clients I need. I need freeware/shareware
>clients too. You just can't get a full set of clients for IConnect without
>spending a lot of money.

So, it's the fact that you have to pay money for a program that puts you off?
I'm not going to comment on this attitude, we've been on that road before and
all that came out of it was a lot of slandering and CSAST receiving a lot of
more posts then ususal.
Let me put it this way: if a freeware/shareware application is available that
is just as good or even better then the commercial counterpart, then I'm not
going to buy it either. If however it's crystal clear that the commercial app
offers more features, is more reliable, interacts with other programs etc...
then I'll buy it. Why use second best if you can get first class?

>>>I agree IConnect clients are the best ones (for me Fiffi which can handle
>>>several ftp sessions, where the ftp servers on the list can have unique
>>>names and descriptions is much better than aFTP which does not have those).
>>>It's the IConnect itself that I don't like...
>
>OK Fiffi is good, but expensive.

Expensive? what do you mean? it's part of CAB... it's free.

>Emailer was probably written by a team of programmers, being a commercial
>release, but Newsie was written by one man, John Rojewski. This makes it a
>bigger achievement than Emailer.

Emailer was written by Sven Kopacz, at the time he wrote it he was a student
trying to make ends meet. Now that he has graduated he has moved on,just like
so many of the talented programmers this platform once used to have. On a blue
monday he presented IConnect and Emailer to ASH, the rest is history. There
never has been a team involved in producing neither IConnect nor Emailer, and
I know this for fact. Version 2.2 was finished and assembled in the back of a
car on a notebook on the way to the Neus Atari messe of 1999, let me assure
you that there wasn't one memeber of ASH in sight. The only client which
needed a team of programmers was our beloved CAB. Without intensive help from
Jurgen Koneckzny, Manfred Lippert, Sven Kopacz, Armin Diedering and probably a
few others we would still be swearing at CAB version 2.0
May I remind you that the best programs on this platform have been written by
teams of programmers, how do you think that programs like Calamus, Papyrus,
Photoline just to name a few saw the light of day? You make it sound just like

commercial software is something to stay away from as far as possible....

>However it is a great example of a multi purpose program. Newsie does News
>and Email like Emailer, but does Emailer do FTP as well? I've never heard
>of it doing that. So therefore Newsie beats Emailer on this point hands
>down.

It seems to me that you've asked the question and provided the answer at the same time....

No, Emailer doesn't do ftp like Newsie. But if it would do ftp like Newsie does is I rather would use Fiffi. Just in case you ask why, here are two reasons, but if you want some more just ask, I've got a couple more up my sleeve. With Fiffi I can access and download/upload from several servers at the same time, when a connection breaks down, I don't have to upload or download the whole shboom all over again, since Fiffi will resume where the connection broke down.... how does Newsie compare to this?

>Why are you against Newsie? It's probably the easiest to use email program
>around, I have a friend who can't cope with more difficult programs (due
>to a learning difficulty) but he copes with Newsie.

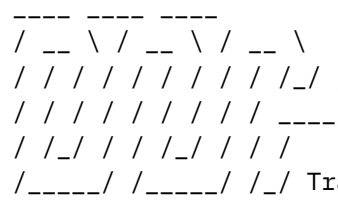
Why am I against Newsie ? thanks to this piece of crap I once lost a complete partition, it was also responsible for me loosing a lot of mail and postings. Ask anyone here who used to use Newsie, why they've stopped using it... you don't even have to ask, just take a very good look at the hundreds of postings concerning Newsie from "avid" fans.
Any program no matter how good it is, that messes with any of my partitions and especially my boot partition, is thrown in the garbage can and will remain there, even if newer updates remedy it, I tend never to look back again at it.

The only reason why Newsie got popular is because at the time it was released there wasn't anthing better around (the others were even worser). Luckily we have moved on a lot since then and now there are good and reliable programs available both commercial and freeware which unlike Newsie at very irregular intervals will loose mails and postings. Unless one is very tight on memory there's no advantage using Newsie these days.
Well James, this is my opinion, you don't have to like it nor share it, but you did ask for it....

>Just my tuppenny's worth.

Unfortunately that's not enough to buy a copy of Fiffi :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2822. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 17:43:30 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.bbfpfaqm@localhost>
Source record: 36379

Grzegorz Pawlik wrote:

> I don't agree here. I tried Chatter on TT, and it was soooo
> teeeerriiiblyyy slooooowwwww ;-) in screen refreshing that I find
> FracIRC better for me. Or maybe I am spoiled by FracIRC speed? BTW
> "orphaned projects" (or whatever they are called?) contacted the
> FracIRC author so maybe the sources will be released one day?

Sources are available on The Orphaned Projects Page since 2002-01-07
so anyone interested in continuing the FracIRC development could give
it a shot.

/Joakim

http://topp.atari-users.net

2823. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 18:57:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca8adc042c000@madasafish.com>
Source record: 36494

Hi Hallvard,

>That's excellent! I wish you all the best with your production of these.
>Will there be a similar card available later which doesn't use the
>cartridge port, but connects inside the machine etc?

Thanks. I have started on an ISA controller. I think I had the
ET4000 working. I got the monitor syncing to it but the test
picture in VMG-4000 wasn't appearing. Anyway, this ISA
controller should support NEtowrk cards too, as long as I modify
driver to point to different area in memory map (and a few other
minor changes).

>My cartridge port is fully occupied with MIDI related expansion devices.
>I believe I came across a similar interface as you're describing which
>connects to the harddisk (ACSI) port, but there was only a schematic
>available, not a complete PCB layout.

Yes, that was Thomas's first project. I wanted Ethernet on a
Falcon, which doesn't have ACSI port. I approached him about
changing driver/hardware to work from ROM port and things went
on from there :)

>Can't remember on top of my head where I found it, but you've probably
>found it as well.

Elmar Hilgert has/is done the PCB layout for EtherNEA, the ACSI
version. I don't know what has happened to that.

>Will something like this be available from you, or the PCB layout be
>made available for us DIYers?

It's GNU! The source for drivers is open, the hardware is open
too. All the images are available on Thomas's website in the
package, along with that ACSI version you mentioned.
http://home.arcor.de/thomas.redelberger/index.htm

Cheers!
--
Lyndon Amsdon

2824. Re: TOS 2.06 patches (German list)

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 20:04:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a8aegvoff1@thorium.cix.co.uk>
Source record: 36381

In message <1f9xdw1.x4794txhd5xcN%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no said:

>Ludwig Maetzke <Ludwig.Maetzke@Triaton.de> wrote:
>
>> Hi Hallvard,
>>
>> > > VDI-FIX 1.10 by Karsten Isakovic:
>
>> > What exactly is this?
>
>> AFAIK VDI-Fix should remedey a TOS error, that causes text output from
>> f. e. zip.ttp wildly being written on the desktop and not redirected
>> into a VT52 window.
>
>Huh? VT-52 window?
>What kind of installation are you talking about? You're surely not
>referring to the TOS 2.06 desktop?

No, he's not. Accompanying MagiC there is a VT52.PRG and .RSC in
the GEMSYS\GEMDESK folder, which intercepts programs trying to
write directly to the screen and redirects the output into a
window. This is necessary under multitasking to allow programs to
run in parallel and prevent one program from hogging the whole
screen.

It's not needed for single-tasking systems. But VDI-Fix also
corrects some errors of programs that do write directly to the
screen, I believe.

Regards, /Peter/

2825. Re: Help out the Atari Computer Database

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 20:25:55 UTC
From: sluna2@earthlink.net
Message-ID: <3CA8C305.6060307@earthlink.net>
Source record: 36382

Jess LaFleur wrote:

>
> sluna2@earthlink.net wrote:
>
>
>> I would not recommend going to this site,
>>
>
> yuno that really hurts, you should judge me on the content of the site
> and not the banners =P

Pop-up ads are annoying, and people deserve to know if a site is
spammy like that, whether it was intentional or not on your part.

If you can't take public criticism, then I suggest that you do not
make websites and then invite others to look. ;)

> Then YOU tell me where to move it, and dont say geocities or tripod or
> angelfire and my ISP gives me 25mb of storage and 5mb of bandwidth so thats out of
> the question. and if you keep the banner adds open, im pretty sure they wont
> keep opening, if they do... then all the more reason to move right?

Indeed. You know that you could get free web accounts on all four
of those places, and spread the data out among them. Ah, the power of
hypertext linking! ;)

2826. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 21:18:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a8airh$r25$1@thorium.cix.co.uk>
Source record: 36383

In message <a8a2gh$n7r$2@news.tpi.pl>, gregory@_SPAMMING_is_A_SIN_.atari.pl said:

>There is one bad thing about ASH Emailer (and the main reason I don't
>use it myself): it has no support for ISO 8859-2 character set
>(where the Polish national characters are located). And that's a pity... :-(

A far more serious shortcoming of the ASH Emailer is that it
often produces overlength lines that are difficult to read in OLRs
that don't wrap lines very well. I think the RFCs have a maximum
of 76 chars/line, but the message you were replaying to had far
more... up to 86 when i cluding the quote marks.

I understand that the Emailer's auto-wrap doesn't work properly and
it's better to use manual line-breaks.

Regards, /Peter/

2827. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 21:26:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca8cfaa187cf1@madasafish.com>
Source record: 36351

Hi Gregory,

>> This is a device to allow you to connect an Atari to an ISA
>> NE2000 network card.
>
>Awesome! I've been waiting for something like this for years!
>
>One question though: Does it work with 100 megabit network cards? (I'm
>not very familiar with NE2000 except that it was a Novell standard many
>many years ago.)

Hmm, it is ISA only but do remember that there were some ISA
cards built for 100 megabit. But really, there is no point as
the computer is the limit on the transfer speed. The ROM port
is read only, a trick has to be used to make it a write port as
well. Anyway, with Atari apps being coded so nice and small who
needs such things ;-)
--
Lyndon Amsdon

2828. Atari STe HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 22:20:30 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <s_4q8.2330$ku5.272597@e3500-atl2.usenetserver.com>
Source record: 36384

Ok I got my STe but when I tried to put in Barbarian it doesn't run as it does on my Atari STf. It shows 3 cannonballs with a fuse attached or something like that.

So my question is the STe compatible with STf software????

Or is there something I need to do to make the STe run in the old STf mode??

Please advise.

2829. acd.atari.org & CAB :-)

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 22:48:12 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <1017697706-233404AEicMi@bfree.on.ca>
Source record: 36113

I just read some complaints regarding popups and home
page changing when going to this site.

NO PROBLEMS with CAB :-).

Some things are good when primitive.
Brian.

2830. Re: FA8 MROS driver? / CAF206 studio module

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 23:17:15 UTC
From: xmusik@otenet.gr
Message-ID: <cfd8c831.0204011517.7a352e94@posting.google.com>
Source record: 36385

"Freek Munniksma" <fmunniksma@hetnet.nl> wrote in message
news:<e638ce72a4250de96b3d9de26266dd5b.14589@mygate.mailgate.org>...
> Hi all,
>
> itï¿½s been a while ago for me to post a message in an Atari NG...
>
> 1. I tried a Steinberg FA8 (8 individual audio outputs) on a Falcon
> running CAF206. Couldnï¿½t get a sound out of it. Do you need an MROS
> driver for the FA8? If yes, where can i get it?
>
> 2. Iï¿½m still looking for the studio and cuetrax modules for CAF206.
>
> Greetings, Freek Munniksma.
Hi!
1.Do you have an SP/DIF Falcon Digital Interface (F.D.I.).Without one
it doesn't work.You connect the FA-8 to Falcon's DSP Port and the FDI to
the FA-8.
2.These modules were not included in the C.A.F package(like on the
other platforms).They are Disk Protected and must be installed from
the original Floppy Disks!That means :searchin' everywhere...It's
very difficult to find these programs nowadays.Ask Steinberg or
Germany's discussion groups...
Bye,Antonis
(C-lab Falcon/FDI/Analog8/Jam In8) x2

2831. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-01 23:43:19 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0204011543.f815d5f@posting.google.com>
Source record: 36386

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1017681226-23403AEicMi@gmx.net>...
> From: rustynutt@hotmail.com (rustynutt)
> Date: 31 Mar 2002 23:33:21 -0800

> And a very happy easter to you to.... be careful not to step on the eggs :-)

Bahh, I'm agnostic.

> Good for you!! So tell me how many of those other 132 prospective customers
> have bought these goodies in the past? If they didn't they'll have to be
> content with the Eclipse card (including the crappy driver).

No, the logic for the GALS is available, and if it isn't, one could
make it so. The NOVA interface is very simple to build. The
possibility is there for those that would care to duplicate it.
Nothing loss except for a couple of bucks (or pigs or cows, whatever
your economy is:).
>
> >SCSI sucks (~1.8mb/sec) on the Falcon, unless your using Cubase, why bother?
> >Unless you've experienced a Falcon with an Afterburner and NOVA graphics,
>
> Why bother?
> What about being able to write CD's at a reasonable speed? let's say at 8X
> without having to go through the trouble of making an image, you must try to
> scan a 24bit A4 page at least once to appreciate the advantage of a fast SCSI
> interface.

We are not talking about bringing the Falcon, or any OEM Atari up to
current specifications here, only improving on what is available. Even
on the latest PC's, to burn at 8X is not 100%. Even my new Pentuim
will spit crap up if I try to copy multiple files from all over the
disk and record at 16X.

>
> >Unless you've experienced a Falcon with an Afterburner and NOVA graphics, I
> >can see where you might "think" there is no advantage. You are surely
> >mistaken. As much of an Atari loyalist that I am, I must admit that a
> >standard Falcon is not very fun to use.
>
> Take away the Nova card and what's left?

:) A very fast Falcon.

>
> >The best Falcon ST Ram card is made in the US.
>

> Really? So what advantage(s) does it have over the "European rubbish"?

You were the one that started the rubbish crap. The Wizztronics memory card performs flawless at 25Mhz. If you've been around as long as you say, you'll remember all the talk about trash memory cards not functioning on accelerated Falcon a few years ago. I have both the Ram Gizzmo, and Wizztronics cards. Never a problem on any of my 4 (accelerated) Falcons.

> What have any of these got to do with the Falcon ? Hell, the Spectre GCR
> doesn't even run on a Falcon...

Reread your thread. You were discussing Atari developers in general, not just development on the Falcon.

> IIRC the most advanced accellerator board in 1987 was built by a guy named
> Fredi Aschwanden, it fitted into the MegaST and was build around a 040. I
> still have the schematics around somewhere.

Right, some of the early development was only on paper. I know who Fred is.
You could actually purchase an SST Board.

> As for Whizztronics, I remember a graphic card with lousy drivers, a Hades
> bearing their label etc....

I think you need a couple of English Atari magazines. Wizztronics didn't make an FX card, nor was their label ever on a Hades.

> But perhaps I can show you some magazines? my big favourite is the French
> magazine "ST Magazine", one issue could easily fill-up ten of those STart
> magazines. Second but very close comes the German "ST-Computer" which is still
> published today but has lost a lot of his feathers. Third comes "ST-Magazin",
> another German publication, last but not least there's also the Dutch magazine
> "Atari Stichting" which must be the longest one running....

I have many copies of each as well (except for the French magazine).
Yup, yup, ST-Computer, ST-Mag..Logic, Analog, Atari World, nothing new here.

> I wasn't commenting on CAB, but on that pitifull dealer with his so called
> warehouse full of hard and software. Sorry, but when it turns out that this
> "experienced" dealer doesn't even have a clue how to get in touch with the
> biggest remaining software distributor, then I'm ROTFL ...

Must have misunderstood your rather lengthy reply.

>
> Perhaps this is true for the US. But in Europe the situation was totally
> different. In a country not much larger then a towel, back in 1989 there were
> more then 200 dealers.... here in Ghent where I live they were at a given
> time 7 approved official Atari dealers. In Holland, Germany, Britain and
> France the situation was even better...
>

Ahh, the good old days!

> Milan had some bad experiences selling the kits to dealers in Europe,

That, of course, would never occur in the US :')

> >My only statement in the original post was that 133 orders seems
> >low compared to the number of times that users have wished for a
> >faster machine.
>
> And my reply was that 133 orders is quite impressive. It's about time you
> start to realize that there's no market for faster Atari computers. This is
> not my opinion but is based on facts. The simple fact that there weren't more
> then 1000 people interested in a Milan is only one example. The xTOS
> developers their goal is to reach 500 customers.... In general Atari users
> don't want to upgrade to faster computers, it's been shown time and time
> again.

And I don't dispute that 133 cards isn't impressive, only that more
Atarians have asked for a faster Falcon than the sales numbers
indicate. Here is their chance. That, in a nutshell was my only
feelings in the first post. If ppl are happy with a stock machine,
that's great. If not, then they have better jump in before the sale if
over.

Personally don't like your tone of voice, telling me "it's about time
I realize..." You can shove that right where the sun doesn't shine.
Are you proud of yourself that you can make fun of a person that
probably has a bedroom full of manufacture wrapped software, and calls
it a business. Maybe he sells two or three packages a month. That's
how he enjoys Atari computing. In the US, that is called a home
business, no matter how inefficient he operates. You don't have to be
a genius here to run a business. He seems to have good feedback. He
doesn't need verbal assaults from some self-proclaimed loudmouth, even
if his post are sometimes unorthodox.

I realize the status of the Atari market. It's a niche hobby market.
Surely, I was thinking, that there must be at least a few hundred
Falcon users that would like the upgrade, the last stepping-stone for
the Falcon that will likely be available. The Falcon has at least some
software base. Even if a PPC is adapted to the machine, likely none of
the Falcon specific software will work.
Those were only my thoughts, they are not for you to change. I will be
the judge of that.
Enjoy your beef,
Mike

2832. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 01:45:34 UTC
From: lp <gfa@basic.net>
Message-ID: <B8CE776E.5DB8%gfa@basic.net>
Source record: 36387

in article 1017681226-23403AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 4/1/02 11:09 AM:

> Why bother?
> What about being able to write CD's at a reasonable speed ? let's say at 8X
> without having to go through the trouble of making an image, you must try to
> scan a 24bit A4 page at least once to appreciate the advantage of a fast SCSI
> interface.

I actually do that on my Hades060 without images, audio CD's to be exact and
it is a SCSI cdrom burner. On top of that the hades has the same slower
SCSI bus as the original TT yet 8x burning works. If the ct60 has more
bandwidth than a hades as I keep hearing it should be able to do 8x as well,
the falcon is actually scsi 2 if I recall correctly. Anyway I do not wish
to argue or debate really, just stating my opinion that I think the ct60
will perform well if it works as advertised.

Lonny Pursell

2833. HighWire 0.03 released!

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 01:55:42 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <uai3hr58flrk28@corp.supernews.com>
Source record: 36388

The HighWire Development Team has released the third demonstration package. Progress has been made and there are many more exciting things coming in the near future. Finding a point to release this time around has been very hard. Almost daily, some new support has been added or some old bug found and exterminated.

Improvements have been made throughout the code. Tables support is looking brilliant, frameset support has been improved again. Some irritating font issues have been fixed. Upper range character display improvements. Atari character display in text files. More 'common' buggy html code is supported. Yes many 'popular' sites have html that doesn't comply with the specs ;) And that is only a portion of the improvements.

As always, we hope that this release will silence some of the detractors who have been saying our task is impossible. Our goal is achievable, it will just take time and your support. We can always use more programmers and support on the documentation side of the project always is a critical need. Translation support for more languages would be a great addition to the project as well.

We do feel that we have something here that shows that our platforms need for an open source browser can be obtained. Currently it should not really be classified as a browser, but more of a demonstration of a parsing and rendering engine. This technology is open source, so hopefully with your support it can be the core to many projects on our platform. Not the least of which will be in the future a fully modern web browser. To reach that goal we will need time and the help of community.

HighWire Development Team
http://highwire.atari-users.net

2834. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 03:26:50 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1017717815.250218@pikachu>
Source record: 36389

Dennis,

What kind of CRACK are you smoking? iConnect is alright, I'll admit. The apps are very pertty, and with larger amounts of data might work better. I won't dispute that. I also wont' dispute that most of the STiK apps are non-commercial and have most of the problems associated with that fact. But. I feel a falcon, a weird one like mine at that, is a good test machine to show which ipstack performs the best. On a faster machine, the difference might be negligable but let's face it. On a 4 meg machine, iConnect and his friends are unusable. They simply suck up too much RAM. I dismissed them entirely until I purchased my Falcon. Upon trying them out on my falcon, I was immediately disappointed. The PPP worked poorly and the SLIP support worked not at all. STiNG and MiNTnet provide excellent transfer speeds over 115200 serial on my Falcon, there's tons of applications and ALL IMPORTANT publically documented programming API's. I can develop software for STiNG and MiNTnet. I don't have the faintest clue about iConnect.

Let's talk about teli and chatter? chatter crashed my system instantaneously, I was never even able to experience it. AtarIRC is hands down the best client, but that could be arguable if FracIRC still worked on newer versions of MagiC... Guess I have another coding missing eh?

And teli? Yeah, it's BEAUTIFUL to have a telnet client with full ansi support for something like bitchx. Telstar and telvt are both crappy, but Teli is SO SO SO SO utterly and pathetically slow that it is unusable in full 16 color mode. In my opinion this is COMPLETELY unacceptable after seeing what ConNect can do, and after all, teli is just a telnet client.

In the land of atari, things tend to win based on quality over anything else. This isn't a normal PC world. The fact that STiNG and ESPECIALLY mintnet are used is a testament to their quality. Nothing to date beats BSD style networking and I highly doubt anything will for a long time, even a pretty stack like iConnect.

If you're wondering why I have a somewhat mean tone, I feel a bit preturbed by some of your other posts. I apologize in advance for any negative tones, and really don't want to hear it back.

oh, and iFusion doesn't work well either, so much for that. Laughable speed, extreme latency using something like telstar and low overall bandwidth to boot. If I can tune the settings, that's great, but I really don't feel like doing that for a product I have to buy. Commercial software is supposed to work, yet most of the time it doesn't.

Mark
http://atari-source.com

Dennis Vermeire wrote:

> From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
> Date: Thu, 28 Mar 2002 13:46:33 +0000 (UTC)
>
> Hi Grzegorz,
>
>>>Once Fiffi and Emailer are running as well (after all that's what
>>>multitasking is ment for), you'll appreciate the IConnect stack even
>>>more.
>>
>>That's why I changed Sting to MagxNet - with STiNG it is almost impossible
>>to get e-mail while downloading something using CAB or aFTP, and with
>>MagXNet it works great!
>
> I can't comment on MagXNet since I haven't used it yet, but I've always
> had and made here strong reservations about using STiNG. The point I was
> trying to make is that if someone who still uses an ordinary dial-up
> connection and hasn't got any computers tied in a network doesn't really
> need to use MagXNet. IMO it's more or
> less overkill. IConnect will work just as good, and in certain cases even
> better.
>
>>>There's no need to configure the file by hand, whatever you need to edit
>>>can be done easily with IConfig.
>>
>>Call me crazy, but I don't like such "mysterious" config files. I'd like
>>to know exactly what is stored there and be able to edit it with qed. BTW
>>even NEWDESK.INF (or DESKTOP.INF) is an ASCII file :-)
>
> One could argue that a config file which contains sensitive data like
> password(s) and the username *needs* to be unreadable. I like editable
> config files which can be edited in an ascii editor just as much as you
> do, but in this particular case I think it was a good idea to build in
> some form of protection....
>
>>>You must activate the "profi mode" checkbox, it's essential since some
>>>default values especially in the IP and TCP sections may need to be
>>>altered.
>>
>>What exactly should I change there?
>>
>>I only tried changing MTU to 1500, but it didn't seem to do any good.
>>Anyway, making MagXNet to work *good* was far less complicated (or
>>maybe I was lucky) - the only problem I had was due to damaged SCC.PRG.
>
> Well it depends a bit on your ISP his settings, so you'll have to fiddle a
> little with the IConfig settings to get the best results.
>

> In the DNS section change:
> Query timeout => 10
> Query retries => 6
> Cache => 75
>
> In the SOCKETS section change:
> Max. ports => 7999
> Max. baklog => 32
>
> In the PPP section change:
> Timeout => 750
> Max. NAK => 8
>
> In the TCP section change:
> Receive Window => 4096
> Sens window limiter => 1024
>
> In the UDP section change:
> UDP Sockets => 96
>
> In the IP section change:
> Icoming que => 30
> MTU => 1480
>
> Note that 1480 is the maximum value that should be set for MTU, 1500 is
> not a valid entry and Iconnect will use its default (576), the same thing
> applies for the other settings, if an unvalid number is entered the
> default number is used instead.
>
>>I agree IConnect clients are the best ones (for me Fiffi which can handle
>>several ftp sessions, where the ftp servers on the list can have unique
>>names and descriptions is much better than aFTP which does not have
>>those). It's the IConnect itself that I don't like...
>
> You just need to configure them properly.... IConnect and his clients have
> never been popular here in this group. So there's actually very little
> info available about them and how to get the best performance out of
> them... But let's put it this way: I've been using ASH Emailer for nearly
> five years now, the database file is 275Mb large and contains nearly
> 20.000 postings and roughly 4.000 mails, I never lost one single posting.
> I remember playing with crap like Newsie, MyMail, aMail etc and
> experiencing all kind of weird problems after a certain period. They all
> work fine in the beginning, but once those apps got to start managing a
> lot of files.... it's finito. IMO a program like Newsie shouldn't be even
> mentioned here anymore, have you any idea how many thousands of postings
> have been devoted (and still are) to that piece of crap? it's crappy apps
> like Newsie that are partly responsible for people switching platforms !!
> Except for Okami there is nothing out there that can beat Emailer, but
> once one has a large collection of posting & mails like I do, Okami slows
> down to an unacceptable speed on a normal Atari... as for the other

> IConnect clients anyone which is seriously into IRC should have at least
> *tried* Chatter before simply dismissing it because it's an IConnect
> client. People who are into Telnet will just love Teli and as for FTP,
> well you've said it yourself... What's missing is an ICQ client, it was
> rumoured that there was one in the pipeline but it's bound to stay there
> :-(BTW: anyone who maintains a website should really use Fifi or at least
> give it the benefit of doubt, there's a very nice GEMscript available for
> Fiffi which turns the tedious task of updating and/or maintaining websites
> as simple as a mouseclick....
> Last but not least, the transfer speed of IConnect will *hardly* slow down
> when several clients are used at once unlike with the STiNG/STiK stack.
> And yes I know that MiNTNet doesn't slow down either, but to use this
> stack MiNT needs to be installed, as for MagXNet, as long as the IConnect
> bridge isn't publicly released I'm not going to try it out. I'm fed up
> using unreliable/outdated clients....
>
> Just my two cents worth.... ;-)
>
>
> Cheers from Belgium
> Dennis

2835. Re: Attitude

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 03:49:27 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1017719162.706156@pikachu>
Source record: 36390

/me breathes,

Maybe after my post to Dennis I should be telling myself to calm down.
Things do seem a bit tense these days. I think everyone is nervous about
how well certain things will perform or maybe people are thinking the
coming days are the Armegeddon of Atari. Who knows ;-). At any rate, if I
posted anything offense to anyone, I withdrawl it completely and hope to be
a happy go lucky atari owner like SWE here..

Cheers

Mark
http://atari-source.com

SWE/YesCREW wrote:

>
>
> Hi
>
>
> Cant you guys just for once cherish anything ppl try to do? Ct60 is
> brave attempt and Rodolphe works hard to make it.. Can't u just cheerish
> that, say a word of apreciation?? Instead of constant bashing and crapping
> persons which actualy do something... If falcon etc is so crappy, then get
> a PC (well u all have it already) an emulator and be happy.. U wont pay a
> penny for CT60/tempest, noone ask u do cut anything from your mouth, so is
> really all that bashing necessary? I didnt see so flappy and wide
> description of a word "fan" as i see it here... basicaly anyone with real
> Atari is constatly bashed.. And for all Falcon haters: name one machine
> from 93 which can play full stereo mp3's, Cubase audio with 8chans and
> realtime effects, softsynth like ACE etc etc, without modifications..
> computer is not only gfx res and cpu speed..
>
>
> Janez
>
>

2836. Re: Toronto Atari users

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 05:13:34 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <M7bq8.1237$hU3.1247490@news20.bellglobal.com>
Source record: 36391

Toronto

> Hey everybody, My name is Jess LaFleur, some of you people here
> already know me and some don't I run the Atari Computer Database
> located at http://acd.atari.org
>
> anyways back to my topic subject thing
>
> How many people HERE that post HERE
> live in ontario that are somewhat close (2h drive north/1hour south
> drive max)
>
> Ive tried to email the TAF but no one seems tor reply...
>
> I just wanted to know for future plans/ideas/thingins

2837. Re: TT Demo's

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 05:17:28 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <Rabq8.1240$hU3.1249683@news20.bellglobal.com>
Source record: 36392

run Cubase

> Any ideas what I can get for this new machine to really show it off?

2838. Re: Falcon TOS 4.95

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 07:14:52 UTC
From: gemtoo <jpgui@noos.fr>
Message-ID: <3ca95ab9$0$4064$79c14f64@nan-newsreader-01.noos.net>
Source record: 36393

"Mark Bedingfield" <atari@tpg.com.au> a €crit dans le message de news:
3ca824df@dnews.tpgi.com.au...
> You mean 4.92? It works OK, but you may as well use mint with AES 4.2, it
is
> pretty much the same.
>
> Mark
>
>
> Elliot <stuff@recycledsteel.co.uk> wrote in message
> news:a86pai$l8u$1@news6.svr.pol.co.uk...
> >
> > Any one tried this Beta version of TOS on their Falcon, does it work?
> >
> > Elliot...
> >
> >Hi!
With 4.92 tos, you can iconify window in single tos mode.
All progs are faster because the rom"tos" is in ram.
You have the native 3D look and feel .
Maybe other thing under, but i'm not a developer:-)
bye!
>
>

2839. Re: Falcon TOS 4.95

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 07:26:55 UTC
From: gemtoo <jpgui@noos.fr>
Message-ID: <3ca95d8c$0$3906$79c14f64@nan-newsreader-03.noos.net>
Source record: 36394

"gemtoo" <jpgui@noos.fr> a crit dans le message de news:
3ca95ab9$0$4064$79c14f64@nan-newsreader-01.noos.net...
>
> "Mark Bedingfield" <atari@tpg.com.au> a crit dans le message de news:
> 3ca824df@dnews.tpgi.com.au...
> > You mean 4.92? It works OK, but you may as well use mint with AES 4.2,
it
> is
> > pretty much the same.
> >
> > Mark
> >
> >
> > Elliot <stuff@recycledsteel.co.uk> wrote in message
> > news:a86pai$l8u$1@news6.svr.pol.co.uk...
> > >
> > > Any one tried this Beta version of TOS on their Falcon, does it work?
> > >
> > > Elliot...
> > >
> > >Hi!
> With 4.92 tos, you can iconify window in single tos mode.
> All progs are faster because the rom"tos" is in ram.
> You have the native 3D look and feel .
> Maybe other thing under, but i'm not a developer:-)
> bye!
> >
> >Oops, i forget the more important:
All "the Fpatch 2 "are integrate in 4.92.
The bug sound of original 4.O4 and The lan bug
for the SCC connection:-)
> bye
>

2840. Re: Atari STe HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 07:49:14 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a8bnq1$sb5$1@newsg4.svr.pol.co.uk>
Source record: 36395

"Son of man" <bcozier@bellsouth.net> wrote in message
news:s_4q8.2330$ku5.272597@e3500-atl2.usenetserver.com...
> Ok I got my STe but when I tried to put in Barbarian it doesn't run as it
> does on my Atari STf. It shows 3 cannonballs with a fuse attached or
> something like that.

Generally these are call "bombs", and three is a fairly basic error. Their
exact significance was discussed recently on here so a visit to
groups.google.com
to search the archives may well result in further enlightenment.

No I can't !!!!!! remember what three mean :-)

>
> So my question is the STe compatible with STf software????
>

Generally "yes", but as the STE has slightly different hardware and software
there are some programs which just don't work. Some like Tynesoft "Winter
Olymics"
can be fixed as they use an autoboot program which fails under TOS 1.6. You
can
just set the system to autoboot the ".prg" file.

Other fail because make asumptions that are no longer valid, I think that
for
example some games used hard coded direct calls to TOS and as TOS1.6
has its routines in different places to TOS 1.4 etc these now fail.

> Or is there something I need to do to make the STe run in the old STf
mode??
>

You could try using the TOS from your STf but at best that will disable some
of the STE
features and only make some games work. At worst it won't even boot....

I also think there is also a disk version of TOS 1.2 floating around
somewhere on the net that might
help.

> Please advise.
>
>
>
>

2841. Re: Atari MegaFile with SqQuest drive (MegaFile 44)

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 08:07:31 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <a8bos3hdu1@mohawk.hwcn.org>
Source record: 36296

Jim Lazarenko (jim_l@NO.telusplanet.SPAM.net) wrote:
: For the person who emailed me and said that he couldn't find it, it is item
: #2012003224 or just search for Atari MegaFile. The Syquest drive is
: actually a removable Hard Drive.

Anyone who needs a few 44 meg Bernoulli disks can email me. I have 3 I
would let go pretty cheaply.

2842. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 08:43:43 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204021035020.39-100000@easymint>
Source record: 36298

On 1 Apr 2002, James Haslam wrote:

>
> Why are you against Newsie? It's probably the easiest to use email program
> around, I have a friend who can't cope with more difficult programs (due
> to a learning difficulty) but he copes with Newsie.
>
On my old 4MB Atari STfm running STiK under Single TOS I have been a user
of Newsie for a long time. I used it for email, ftp, and news, and it
worked pretty good.

Now, on my Falcon030-CT2b with plenty of RAM, running MiNT/MiNTnet I have
many alternatives for NEWSie that are much more stable and powerful.
(aFTP, aMail, MyMail, and stuff like pine, mutt, and lynx). On this setup
Newsie crashes all the time, and I hardly ever use it anymore nowadays.

Martin

2843. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 09:22:30 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a8bt8i$kv8$1@news.tpi.pl>
Source record: 36297

On 28 Mar 2002 13:46:33 , Grzegorz Pawlik wrote:
> > Oh no... not again !!! This discussion has been held here before, the last
> > time I asked everyone here to give me a couple of URL's which the IConnect
> > OVL can't handle but are no problem under one of the STiNG OVL's, I'm still
> > waiting...
>
> I *will* install it once again soon, and try to find those sites
> once again...

For example, when I tried downloading the recent version of Highwire
http://highwire.atari-users.net/ -> Download -> Binary it turned
out that IConnect CAB OVL cannot do it ("File not found"). But
STiNG CAB.OVL worked OK.

--
Grzegorz Pawlik
http://marijuana.atari.org/

2844. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 09:23:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca9b08810ae00@madasafish.com>
Source record: 36374

Hi Gregory,

>Yes, I have one as a matter of fact! (Which is why I asked) I also have
>a 100 mb only hub, which means 10 mb card wouldn't be able to connect at
>all.

I understand. 10/100 hubs are quite a bit more expensive IIRC.

>I see what you mean. 10 mb is much more than the Atari's port can handle
>anyway. I guess the real question is: Would the drivers work with a
>100mb card...
>
>So, it SHOULD work if the card is NE2000 compatable, right?

Yes, I would think. Perhaps Dr Thomas Redelberger would know,
he wrote the drivers. They were taken from the Linux drivers and
heavily modified and optimised, we're taking assembler here!

--
Lyndon Amsdon

2845. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 09:28:54 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca9b08810ae01@madasafish.com>
Source record: 36375

Hi Hallvard,
>> Elmar Hilgert has/is done the PCB layout for EtherNEA, the
>>ACSI >> version. I don't know what has happened to that.
>
>If he's unable to get hold of I guess the only way is for someone
>(preferrably with electronic circuit design software) to take the time
>and design it from the schematics. Frustrating when it's already been
>done.

Here is his website http://www.asamnet.de/~hilgarte/
Drop him an email or something.

>I'm not too experienced with designing things from schematics, and a lot
>of things can go wrong, so I'm hoping for a PCB layout image which can
>be used to etch a circuit board, and components soldered to.
>Have you contacted Thomas Redelberger about this? I'm sure he must have
>such a file somewhere, taken that he's built one of these himself.

He wirewrapped it or a similar sort of method. I don't think he
has PCB software. I could do a PCB layout perhaps. At the
moment I'm busy with lots of other things, laying out a huge PCb
for someone :)

>A graphic card and ethernet would be a great addition to all my other
>hardware which I'm going to attach to the STe when rack-mounting it (no,
>I haven't completed it yet -actually I haven't really gotten started as
>I have other electronic projects I'm working on, but I have ideas -lots
>of them, and plan to complete it.... some time this decade ;-)

Hmm, mines coming on nicely. Soon photos on my site. Best fun
was sawing 1cm of the motherboard! ;-)
--
Lyndon Amsdon

2846. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 10:23:12 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8c0qg$i8d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36299

In article <3ca9b08810ae00@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>I understand. 10/100 hubs are quite a bit more expensive IIRC.

Not anymore - 100MBit/s-only hubs have nearly disappeared, and 10/100MBit/s switches are getting nearly as cheap as 10/100 dual-speed hubs.

>Yes, I would think. Perhaps Dr Thomas Redelberger would know,
>he wrote the drivers. They were taken from the Linux drivers and
>heavily modified and optimised, we're taking assembler here!

The only 100MBit/s ISA card I know is the 3COM 3C515 - still quite expensive, but on a PC, it will at least get more throughput than a 10Mbps card (IIRC, ~2.5MB/s real throughput via TCP), although the ISA bus severely limits it.

There is one 100MBit/s NE-2000 compatible chip from a taiwanese company, but I have never seen that used on an ISA card. 100MBit/s usually means PCI (and not NE2000 compatible from the driver side).

cu
Michael

2847. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 11:31:32 UTC
From: <>
Message-ID: <1017747194-804033AEicMi@ntlworld.com>
Source record: 36300

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Mon, 01 Apr 2002 11:58:24 +0200

>just love Teli and as for FTP, well you've said it yourself... What's missing
>is an ICQ client, it was rumoured that there was one in the pipeline but it's
>bound to stay there :-(

AtariICQ 1.54 will run with IFusion and an IConnect connection BTW.

>BTW: anyone who maintains a website should really use Fifi or at least give
>it the benefit of doubt, there's a very nice GEMscript available for Fiffi
>which turns the tedious task of updating and/or maintaining websites as
>simple as a mouseclick....

Fiffi crashes out if you try and drag a folder to the ftp server IME :-(

That script you mention isn't really complete enough to use as an automatic
updater as it really needs code adding to it to recursively check the contents
of a given folder to upload anything with the archive bit set, and to clear it
once uploaded.

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2848. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 11:39:42 UTC
From: <>
Message-ID: <1017747196-804325AEicMi@ntlworld.com>
Source record: 36301

From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Mon, 1 Apr 2002 16:39:56 +0000 (UTC)

>I don't agree here. I tried Chatter on TT, and it was soooo teeeerriiiblyyy
>slooooowwwww ;-) in screen refreshing that I find FracIRC better for me.

Not too impressed by "Chatter" myself either. It wants to put its config files
and logs in whatever destination takes its fancy. As for the window opening
bug...

It's got to be better than AtariIRC though, which I've deleted from my hard
drive permanently. Why the author decided that he'd rather lock up the
computer if certain specs weren't met instead of gracefully exiting I will
never know.

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2849. Re: Atari STe HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 15:08:25 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <a8chh9$971$1@news.panix.com>
Source record: 36302

Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> writes:

: "Son of man" <bcozier@bellsouth.net> wrote in message
: news:s_4q8.2330$ku5.272597@e3500-atl2.usenetserver.com...
: > Ok I got my STe but when I tried to put in Barbarian it doesn't run as it
: > does on my Atari STf. It shows 3 cannonballs with a fuse attached or
: > something like that.

: Generally these are call "bombs", and three is a fairly basic error. Their
: exact significance was discussed recently on here so a visit to
: groups.google.com
: to search the archives may well result in further enlightenment.

: No I can't !!!!!! remember what three mean :-)

1 reset failed
2 doubled bus error
3 address error, or one reset and one bus error
4 illegal instruction, or two doubled bus errors.

Want more, write a program. The highest numbered trap instruction
vector error gives 47 of those.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2850. ST files to Mac

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 15:16:53 UTC
From: martinoppus@yahoo.com
Message-ID: <175c8005.0204020716.990aefa@posting.google.com>
Source record: 36303

I have a number of first word files on TOS formatted diskettes, but I no longer have an ST. I'm now using an iMac running OS 9.2. I'd like to read those files (as well as some paint files - I'd be happy with just First Word) on my iMac.

It would be great if I could access an ST (format some PC diskettes and write out all the files as straight text), but I don't. Unless there's an ST user out here in the Philippines!

DUST appears to create disk files for use only on emulators. As many of you know, the mac just won't read the TOS diskettes properly. I've seen some shareware out there with a .lzh extension that might do the trick - but I have no idea how to decompress/compile these .lzh downloads.

Help!

Martin

2851. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 15:32:22 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a8ciu6$n1v$1@snipp.uninett.no>
Source record: 36304

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>I only use STiNG to download new software to the Falcon, and
>>to transfer files from computer to computer (between the Falcon, my Mac, and
>>the computer at work - all via E-mail until I can connect my Mac and Falcon
>>in a network).

> Hm.... ever thought of buying MagiCMac? This app would help you a lot to make
> things considerable less complicated.

I can't see how. A network is by far the most convenient option, atleast
if he don't run Atari-apps on his Mac.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2852. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 15:34:32 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a8cj28$n1v$2@snipp.uninett.no>
Source record: 36305

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> the IConnect OVL supplied with CAB to surf in the future.... the two STiNG
> alternative OVL's have been playing catch-up for years, and for the time
> being they still aren't as good as the original...

A bit late here, but anyway... I think you'll see that the IConnect OVL is
younger than both the STiK- and MiNTnet-OVL.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

2853. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 15:41:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a8cjfs$n1v$3@snipp.uninett.no>
Source record: 36306

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> Let me put it this way: if a freeware/shareware application is available that
> is just as good or even better then the commercial counterpart, then I'm not
> going to buy it either. If however it's crystal clear that the commercial app
> offers more features, is more reliable, interacts with other programs etc...
> then I'll buy it. Why use second best if you can get first class?

In the case of IConnect then it's crystal clear (atleast to me) that both
STiNG and MiNTnet are better choices. Simply because IConnect does not
work with anything else than dialup connections, and thus is completely
useless to me as I've had ADSL for a long time now.

This effectively also makes all IConnect-only clients useless, since the
IConnect API isn't public and therefore can't be implemented on top of
STiNG or MiNTnet.

>>OK Fiffi is good, but expensive.

> Expensive? what do you mean? it's part of CAB... it's free.

Is CAB free?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2854. Re: MagXNet setup (was: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 15:50:16 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a8cjvo$n1v$4@snipp.uninett.no>
Source record: 36307

Steve Sweet <stevesweet@freeuk.com> wrote:

> | I'd assumed that I needed to activate NetBEUI on the Laptop, but I'm told
> | that this is not necessary - but there's obviously something I've
> overlooked -
> | but what?

> Install Internet Connection Sharing on the handbag.

Internet Connection Sharing has nothing to do with SMB. ICS is pretty much
the same as IP-masquerading under STiNG or MiNTnet.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2855. Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 15:52:12 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Vskq8.1015$fy.620510@news11-gui.server.ntli.net>
Source record: 36308

Hello.

Both Lyndon and Hallvard have remarked about chopping the ST mobo to fit in a rack case.

> Hmm, mines coming on nicely. Soon photos on my site. Best fun
> was sawing 1cm of the motherboard! ;-)

> Yeah, that's what I'll have to do with my STe as well.

This is pointless butchery.

My 19", 2-4U rack case will take both the ST and Falcon mobos without resorting to this mutilation.

I'm clearing the last few out bare for £25 sterling plus carriage.

Mega STE keyboards for £10 sterling plus post.

Barrie at Keychange.

www.keychange.co.uk

2856. Re: ST files to Mac

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 17:12:57 UTC
From: Nicolas Lekuona <nlecuona.no.spam@mac.com>
Message-ID: <B8CFB339.578E%nlecuona.no.spam@mac.com>
Source record: 36309

> I have a number of first word files on TOS formatted diskettes, but I
> no longer have an ST. I'm now using an iMac running OS 9.2. I'd like
> to read those files (as well as some paint files - I'd be happy with
> just First Word) on my iMac.

Find a friend with a PC, load an ST emulator which allows you to read ST floppies and also use the PC HD (no, I don't remember which one had that capability, but there is one at least, I'm sure).

Then if the PC has a CD Burner, burn the files and read the CD on the Mac. If no CD burner available, connect through the Internet to your iDisk (part of Apple's free iTools; if you didn't activate it yet, this is the right moment) and drop the files there. Then go to your Mac and retrieve them from iDisk in the same way.

Good luck!

Nick.-
nlecuona.no.spam@mac.com
Please remove the .no.spam for answering

*Sinclair ZX Spectrum 48K + Interface I + Microdrives
*Sinclair/Amstrad ZX Spectrum +3
*Commodore 64
*Atari 520 STFM 4Mb + GCR Spectre + Supercharger
*PC Clone Pentium 60
*PC Clone AMD K6-2 500
*Compaq LTE 5380
*Apple PowerBook G4

And proud of it, man!

2857. iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 18:25:27 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8CF460D.20C03%nameerf@flash.net>
Source record: 36310

Hi there!

Would someone with some more technical experience take a look at this product and give me their opinion of whether or not it would work for connecting an iMac to a Falcon through the iMac's Ethernet port and Falcon's LAN port? Maybe using STiNG or MagXNet's networking capabilities? Thanks!

URL (hope it comes out correctly, if not, let me know!):
http://www.bizrate.com/marketplace/product_info/details__cat_id--467,prod_id--6287196,format--,de_id--212.html

Mike Freeman
nameerf@flash.net

2858. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 18:58:51 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3CA9FF99.6AA629E5@ataritimes.com>
Source record: 36311

Michael Schwingen wrote:

> >I understand. 10/100 hubs are quite a bit more expensive IIRC.
>
> Not anymore - 100MBit/s-only hubs have nearly disappeared, and 10/100MBit/s
> switches are getting nearly as cheap as 10/100 dual-speed hubs.

Yeah, but when I bought MY 100 Hub, a 10/100 was significantly more
expensive.

> The only 100MBit/s ISA card I know is the 3COM 3C515 - still quite
> expensive, but on a PC, it will at least get more throughput than a 10Mbps
> card (IIRC, ~2.5MB/s real throughput via TCP), although the ISA bus severely
> limits it.

I believe that's the exact card I have: The 3C515. Yes, very expensive.
But I didn't have a choice at the time! I needed a 100mb ISA card!

> There is one 100MBit/s NE-2000 compatible chip from a taiwanese company, but
> I have never seen that used on an ISA card. 100MBit/s usually means PCI (and
> not NE2000 compatible from the driver side).

Seems silly that someone couldn't write a NE2000 compatabable driver for
ANY card. I mean, what with all the emulators and such these days.

--
Gregory D. George

=-=-=-

2859. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 19:03:00 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a8cvbn$2u8p$1@news.vol.cz>
Source record: 36312

> Humm... benchs. You cannot compare this amiga 060(-PPC) accelerator card

I didn't want to compare any 68060 solutions. The numbers only demonstarte
how powerfull is the JIT 68k emulation.

> Sure you cannot encode in real time a DivX on the CT60

That's one of the main reasons why I'm not interested in this card.

Ctirad

2860. ST emulator site

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 19:54:18 UTC
From: Bondie <chris.snowden1@btopenworld.com>
Message-ID: <a8d29aeed1@paris.btinternet.com>
Source record: 36313

Check this new site out

www.tq-gaming.com

2861. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 20:17:47 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <zooq8.9962$51.364135@wards>
Source record: 36314

"Gregory D. George" <greg@ataritimes.com> wrote

|
| Ok. I've dug the .MSA version out of my archives. Hope
this works for
| you:
|
| http://home.att.net/~ataritimes/starball.zip

Many thanks !

Steve M

|
- / | \ http://www.ataritimes.com / | \ -

Nice site !!!!

2862. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 21:02:02 UTC
From: "M. Scheltens" <ik.was@hier.net>
Message-ID: <e%oq8.268$ee5.13640@castor.casema.net>
Source record: 36315

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:Vskq8.1015$fy.620510@news11-gui.server.ntli.net...
> Hello.
>
> Both Lyndon and Hallvard have remarked about chopping the ST mobo to fit
in
> a rack case.
>
> > Hmm, mines coming on nicely. Soon photos on my site. Best fun
> > was sawing 1cm of the motherboard! ;-)
>
> > Yeah, that's what I'll have to do with my STe as well.
>
> This is pointless butchery.
>
> My 19", 2-4U rack case will take both the ST and Falcon mobos without
> resorting to this mutilation.
>
> I'm clearing the last few out bare for £25 sterling plus carriage.
>
> Mega STE keyboards for £10 sterling plus post.
>
> Barrie at Keychange.

What exactly are the inner dimensions of these cases you have for sale?
Could I sqeeze a Mega STE motherboard in there?

Cheers,
Martijn

2863. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 22:17:52 UTC
From: vdjole@EUnet.yu
Message-ID: <a8damdphe2@news.eunet.yu>
Source record: 36318

On 2 Apr 2002 10:43:43 +, Martin Tarenskeen wrote:

>On my old 4MB Atari STfm running STiK under Single TOS I have been a user
>of Newsie for a long time. I used it for email, ftp, and news, and it
>worked pretty good.
>
>Now, on my Falcon030-CT2b with plenty of RAM, running MiNT/MiNTnet I have
>many alternatives for NEWSie that are much more stable and powerful.
>(aFTP, aMail, MyMail, and stuff like pine, mutt, and lynx). On this setup
>Newsie crashes all the time, and I hardly ever use it anymore nowadays.

Back in the days when Newsie was a frequent subject of discussion here,
I got an impression that Single TOS is the ONLY environment where it
runs fine- and then it indeed runs very fine. So I think that it is
still an optimum solution for someone with a simple setup (i.e. small
RAM, Single TOS, etc.).

Btw. as can be see, I am (still) using Newsie (V0.961) and it does not make
any particular problems. A lot of earlier bugs has been remedied. FTP
works (this has always worked for me without any special measures taken,
I don't understand the problems people had), e-mail works, news work, and
it is all-in one. Web browser is rudimentary and not really usable, but it
is understood that this has never been finished.

Concerning disk corruption, I noticed that if Newsie has to be crashed
for some reason (by user action or by Sting hanging because of something,
which I had to do several times), then Newsie does not close its log file
properly, which indeed results in a lost cluster on the disk. This lost
cluster can be viewed with e.g. Diamond Edge to contain the text of a log
file. But if Newsie exits in a regular way, everything remains ok with
the disk.

regards;

2864. Re: EtherNEC now ready to buy

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 22:17:56 UTC
From: vdjole@EUnet.yu
Message-ID: <a8damhphe3@news.eunet.yu>
Source record: 36319

On 2 Apr 2002 10:23:12 G, Michael Schwingen wrote:

>Not anymore - 100MBit/s-only hubs have nearly disappeared, and 10/100MBit/s
>switches are getting nearly as cheap as 10/100 dual-speed hubs.

Indeed. At the place where I work we needed to buy a couple of hubs
and finished with 10/100Mbit switches instead, because the price was
practically identical. Now we are very pleased that we bought the
switches- we substituted one of the older 10Mbit hubs we had as well
and the difference in performance was very noticeable in this case.

cu;

2865. Re: ST files to Mac

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 22:24:01 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <poad8a.bnm.ln@speaker.rodsbooks.com>
Source record: 36316

[Posted and mailed]

In article <175c8005.0204020716.990aefa@posting.google.com>,
martinoppus@yahoo.com (Martin) writes:
> I have a number of first word files on TOS formatted diskettes, but I
> no longer have an ST. I'm now using an iMac running OS 9.2. I'd like
> to read those files (as well as some paint files - I'd be happy with
> just First Word) on my iMac.

A lot depends on precisely how the floppies were formatted. AFAIK,
MacOS 8.x (and presumably 9.x) won't do too well with disks formatted
using the standard ST formatting tools, but MacOS *DOES* have the
capability to read FAT floppies, and at least some ST formatting tools
do create compatible floppies. (I don't have any names handy, I'm
afraid.) I just checked, and was able to mount some of my ST floppies
(as disk images) in MacOS 8.6, but others didn't work.

If you want to try reading the disks directly, the question becomes one
of how to get the ST disk hardware read on an iMac, which has no floppy
drive. One possibility would be to buy or borrow an external
USB-interfaced floppy drive or an LS-120 drive. These should be able to
handle the low-level ST disk format, turning it into a question of the
compatibility of the ST's FAT format with the MacOS FAT drivers.
Another option would be to copy the disk to an image file and transfer
it to the iMac in any convenient way, like on a Zip disk, via an
Ethernet network, etc. If you have access to a Linux box, you can use
the standard Linux dd utility to do this:

dd if=/dev/fd0 of=st-disk-image.img

You may then need to deal with MacOS type and creator codes to get it to
recognize the image as a disk image file. I'm sure there are tools
that'll do this job under DOS or Windows, too, but I don't happen to
know what they are.

If you think it's likely that the FAT format isn't MacOS-compatible,
the question becomes one of getting individual files off of the
floppies. You can then transfer them as files, via Ethernet, on a Zip
disk (the iMac can read DOS/Windows FAT Zip disks), etc. As with MacOS
compatibility with ST FAT floppies, Windows compatibility is uncertain.
It's worth trying to read your disks on a Windows system, though. When
I tried just now, I had more success with Windows than with MacOS, but
my success rate was still not 100%. Similarly with Linux (but Linux and
Windows could read different sets of ST disks, so of the three I just
tried, one could be read only in Linux, one only in Windows, and one in
both OSs). If you can't seem to get the files off the disks using

standard disk handling in whatever OS you're running, you could try an ST emulator. Set it up to copy files to your hard disk, or format a floppy with Windows beforehand and copy files to it.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

2866. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-02 22:34:40 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <ckqq8.10742$OP.434537@stones>
Source record: 36317

"Steve Marshall" <sdm@atmos-nomorejunk.plus.com> wrote

| |
| | http://home.att.net/~ataritimes/starball.zip

Hmmm, just looks like a blank disk to me - nothing on it !?

Steve M

2867. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 00:40:15 UTC
From: lp <gfa@basic.net>
Message-ID: <B8CFB99F.5DEF%gfa@basic.net>
Source record: 36320

in article B8CF460D.20C03%nameerf@flash.net, Michael and Nicole Freeman at
nameerf@flash.net wrote on 4/2/02 1:25 PM:

> Would someone with some more technical experience take a look at this
> product and give me their opinion of whether or not it would work for
> connecting an iMac to a Falcon through the iMac's Ethernet port and Falcon's
> LAN port? Maybe using STiNG or MagXNet's networking capabilities? Thanks!

I have my Hades060 and iMAC talking to each other now via a D-Link DI-704
Cable/DSL Internet Gateway. They also share the same cable mode access
so I do not have to use the iMAC in order to have the Hades online.
I'm quite happy with it.

I looked at your link but I am not sure what that item does exactly.
Not sure what is meant by "localtalk".

My setup is MiNT-Net, however I wrote a doc on how to go about it.
The doc is aimed at Hades/Milan users with MiNT-Net but maybe some of
it might be helpful? If you wish to read it let me know.

Lonny Pursell

2868. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 00:46:44 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1017794607.158257@pikachu>
Source record: 36321

Martijn,

I imagine since the Mega STe board is roughly the same size as the STe
boards, it should fit in there just fine. If not, the mega ste has some
space you can chop off to fit it. <evil sadistic grin>

Mark
http://atari-source.com

M. Scheltens wrote:

> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> news:Vskq8.1015$fy.620510@news11-gui.server.ntli.net...
>> Hello.
>>
>> Both Lyndon and Hallvard have remarked about chopping the ST mobo to fit
> in
>> a rack case.
>>
>> > Hmm, mines coming on nicely. Soon photos on my site. Best fun
>> > was sawing 1cm of the motherboard! ;-)
>>
>> > Yeah, that's what I'll have to do with my STe as well.
>>
>> This is pointless butchery.
>>
>> My 19", 2-4U rack case will take both the ST and Falcon mobos without
>> resorting to this mutilation.
>>
>> I'm clearing the last few out bare for ï¿½25 sterling plus carriage.
>>
>> Mega STE keyboards for ï¿½10 sterling plus post.
>>
>> Barrie at Keychange.
>
> What exactly are the inner dimensions of these cases you have for sale?
> Could I sqeeze a Mega STE motherboard in there?
>
> Cheers,
> Martijn
>
>
>

2869. Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 01:01:14 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <1017792822-874039AEicMi@bfree.on.ca>
Source record: 36266

Ok, I am all pumped regarding the ethernet solution. I have a few questions.

1) Is this solution relatively fast? A benchmark I can understand would be nice.

2) I want to hook up a number of my Ataris, however, they are all running different OS.

2a) My Falcon just isn't Magic Friendly for whatever reason. And I haven't installed Mint or Mintnet, but run Geneva or Straight TOS and STing.

2b) My TT Runs mainly Magic 4.0 and Sting or PPP Iconnect. I want to run Magicnet, however, one of the instructions suggests that the OS handle long file names. Is this absolutely required? I am lazy and really don't want to update to a newer version of Magic.

2c) I use some Standard STs with 2.5 to 4 meg of ram, however, even with Magic/Nvdi running some programs eats up the memory fast, so sometimes I run Single Tos and Sting. So.....

Can I network, Atari Computers running STING and MagicNet, together, and/or include Magicnet and Mintnet driven computers in the network? As I may get another TT with Mint on it?

In a worst Case Scenario, I know I can network Sting, but I am very much aware that Mintnet and Magicnet are much faster and possibly more reliable.

Also, is the PPP/Iconnect solution pretty much isolated with regards to network solutions? Am I stuck with this as a solitary dialup solution?

The reason I am saying this, is that currently my home doesn't have and won't have Cable access. Therefore the ethernet solution be used only for the local network.

I believe both Sting and Mintnet, (probably magicnet too) have masking and remote dialing, unlike Icconnect.

And now for something completely silly.

There are network hubs that have Ethernet and (DSL?) High speed phone access, combined in one unit. I don't know if these are independent or what.

Can I hook up an ethernet solution to this Hub

(1) can I do this at all,

(2) If I can do this, is their a possibility for the High Speed Phoneline access. As this is a possibility in my area.

I am looking for an "Atari" solution, however, perhaps I may have to buy a Windows driven computer and use it for the High Speed Internet connection.

Well, hope I don't sound to stupid,

I look forward to any answers.

Brian.

2870. Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 01:05:31 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Ynsq8.18311$0T6.5748946@e3500-atl1.usenetserver.com>
Source record: 36322

I mean is there like a cable that can run from ST hard drive port to a PC, and have PC emulation software provide the Hard Disk emulation so we can actually use the PC hard disk as the ST hard disk?

2871. Re: SH204

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 01:35:04 UTC
From: Brian Van Tilborg <madmax@bfree.on.ca>
Message-ID: <1017794122-134036AEicMi@bfree.on.ca>
Source record: 36267

I can assure you, it will not work with an STe.

Please keep the STes dma problems separate. I have one of these early types too:-).

The SH204 works with any ST to Mega.

A quirky unit, I bought new, and have kept to present.

I even use it for the internet on my 520ST.

Later Brian.

2872. A few words about retro gaming

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 02:24:23 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Txtq8.18799$0T6.6094504@e3500-atl1.usenetserver.com>
Source record: 36323
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Matthew:13:52: Then said he unto them, The kingdom of heaven is like unto a man that is an householder, which bringeth forth out of his treasure things new and old.

-- Jesus Christ

2873. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 02:28:45 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8CFB752.20C19%nameerf@flash.net>
Source record: 36324

in article B8CFB99F.5DEF%gfa@basic.net, lp at gfa@basic.net wrote on 4/2/02
4:40 PM:

> in article B8CF460D.20C03%nameerf@flash.net, Michael and Nicole Freeman at
> nameerf@flash.net wrote on 4/2/02 1:25 PM:
>
>> Would someone with some more technical experience take a look at this
>> product and give me their opinion of whether or not it would work for
>> connecting an iMac to a Falcon through the iMac's Ethernet port and Falcon's
>> LAN port? Maybe using STiNG or MagXNet's networking capabilities? Thanks!
>
> I have my Hades060 and iMAC talking to each other now via a D-Link DI-704
> Cable/DSL Internet Gateway. They also share the same cable mode access
> so I do not have to use the iMAC in order to have the Hades online.
> I'm quite happy with it.
>
> I looked at your link but I am not sure what that item does exactly.
> Not sure what is meant by "localtalk".

I had another site (which I've lost and can't find) where the device was
explained a little better. I'll have to find that for you. It is a
Ethernet-to-RS422 LocalTalk adapter, letting Ethernet-based Macs (like the
iMac) network through its Ethernet port to RS422-based devices (printers,
modems, other [Mac] computers, etc). I assume it uses the standard Mac
LocalTalk/AppleTalk protocols, but as I don't know exactly what that entails
or means for Falcons, I can't help you there. I was thinking, if I could
find one of these things locally, I can see if they will let me purchase it,
try it out, and return it if it doesn't work. I just thought I'd ask here
first, in case anyone has any technical advice or cautions about trying such
a device.

My only other option that I can see would be to get a ROM-port ethernet
adapter. There's a problem with that, however. I have recased my Falcon, and
it is set up in such a way that I can't easily reach the ROM-port. I use
Cubase Audio pretty often, which requires its ROM-port dongle. So I would
have to constantly be pulling apart the computer each time I want to switch
between the two. Not a fun job. Unless Mario Becroft is still intent on his
SCSI Ethernet adapter, there's nothing else I can use (that I can see - any
advice to the contrary, I'd gladly welcome!).

Mike Freeman
nameerf@flash.net

2874. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 03:02:08 UTC
From: lp <gfa@basic.net>
Message-ID: <B8CFDAB1.5E14%gfa@basic.net>
Source record: 36325

in article B8CFB752.20C19%nameerf@flash.net, Michael and Nicole Freeman at nameerf@flash.net wrote on 4/2/02 9:28 PM:

> I had another site (which I've lost and can't find) where the device was
> explained a little better. I'll have to find that for you. It is a
> Ethernet-to-RS422 LocalTalk adapter, letting Ethernet-based Macs (like the
> iMac) network through its Ethernet port to RS422-based devices (printers,
> modems, other [Mac] computers, etc). I assume it uses the standard Mac
> LocalTalk/AppleTalk protocols, but as I don't know exactly what that entails
> or means for Falcons, I can't help you there. I was thinking, if I could
> find one of these things locally, I can see if they will let me purchase it,
> try it out, and return it if it doesn't work. I just thought I'd ask here
> first, in case anyone has any technical advice or cautions about trying such
> a device.

If that device requires the appletalk protocol it won't work. As far as I know nothing on the Atari implements that protocol.

> My only other option that I can see would be to get a ROM-port ethernet
> adapter. There's a problem with that, however. I have recased my Falcon, and
> it is set up in such a way that I can't easily reach the ROM-port. I use
> Cubase Audio pretty often, which requires its ROM-port dongle. So I would
> have to constantly be pulling apart the computer each time I want to switch
> between the two. Not a fun job. Unless Mario Becroft is still intent on his
> SCSI Ethernet adapter, there's nothing else I can use (that I can see - any
> advice to the contrary, I'd gladly welcome!).

I have similar problems with my TT. So it's not wired at this time.
A SCSI option would be nice.

Lonny Pursell

2875. Re: Atari 1040 STf to VGA monitor

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 03:49:13 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <trukau8a95d560m0nco8nkk8vdnfopa76q@4ax.com>
Source record: 36326

Want to sell your cable ? You need to have a multisync monitor to auto
adapt to the specs for Atari.
Thanks

On Fri, 29 Mar 2002 18:07:54 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>Does anything exist? I have the best electronics cable but alas it doesn't
>work on my 36" VGA TV.
>
>Is there something to double the scan rate provided by this cable so it
>could display on a 640x480 compatible Monitor?
>
>
>

2876. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 04:01:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200204030601.a30013@wun.maus.de>
Source record: 36344

Hallo Jo Even!

JES>This effectively also makes all IConnect-only clients useless, since
JES>the IConnect API isn't public and therefore can't be implemented on
JES>top of STiNG or MiNTnet.

That's not true, as it has been implemented for MagiCNet (and MiNT-Net). It's
not publicly avaailable yet, but it's working.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2877. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 04:17:14 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1017807238.740605@pikachu>
Source record: 36327

Son of man wrote:

> I mean is there like a cable that can run from ST hard drive port to a PC,
> and have PC emulation software provide the Hard Disk emulation so we can
> actually use the PC hard disk as the ST hard disk?
>

Heh!

I'm sorry for the laughing, I don't want to make you feel silly, but that's silly ;-). No, instead there's SCSI and IDE interfaces for the Atari. In theory an emulator for a PC is something that is possible but never has been done. And it would be rather expensive and still require a PC! ;-)

Instead you can look to I believe atari-workshop in the UK for a Link97 scsi adapter or now, you can even get an IDE interface for your atari from Mario Becroft (search his name on google).

Once you've got one of these you can most likely pick a hard drive off the store shelf to pop in. It would be much cheaper to go this route than partaking in an ACSI to uhmmm uhhmmm..

the only port on the PC that would be fast enough is the scsi port, and well you could just use a Link97 to convert your atari's ACSI hard drive port to scsi... ;-)

Hope I helped
Mark
http://atari-source.com

2878. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 04:27:59 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1017807893.797771@pikachu>
Source record: 36328

Mike,

You could do it but it would be no different than how I provide internet to my falcon and TT. Localtalk is nothing more (it's actually less) then simple serial ports found on any PC or mac.

Unfortunately you won't get much faster speeds out of localtalk then a serial port too. I'd say 38400 on a normal STe or 115200 on a TT or Falcon. Can result in a total speed between 5-10Kbytes per second. Most people are looking to solutions that provide ethernet access directly to the atari resulting in speeds in excess of 70kbytes/second. Localtalk isnt' very fast even though it's called the LAN port.

Hope I helped
Thanks
Mark
http://atari-source.com

Michael and Nicole Freeman wrote:

> Hi there!
>
> Would someone with some more technical experience take a look at this
> product and give me their opinion of whether or not it would work for
> connecting an iMac to a Falcon through the iMac's Ethernet port and
> Falcon's LAN port? Maybe using STiNG or MagXNet's networking capabilities?
> Thanks!
>
> URL (hope it comes out correctly, if not, let me know!):
>
http://www.bizrate.com/marketplace/product_info/details__cat_id--467,prod_id
> --6287196,format--,de_id--212.html
>
> Mike Freeman
> nameerf@flash.net
>
>

2879. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 07:08:31 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8CFF8E5.20C24%nameerf@flash.net>
Source record: 36329

in article 1017807893.797771@pikachu, Mark Duckworth at
mduckworth@antii-spam.atari-source.com wrote on 4/2/02 8:27 PM:

> Mike,
>
> You could do it but it would be no different than how I provide internet to
> my falcon and TT. Localtalk is nothing more (it's actually less) then
> simple serial ports found on any PC or mac.
>
> Unfortunately you won't get much faster speeds out of localtalk then a
> serial port too. I'd say 38400 on a normal STe or 115200 on a TT or
> Falcon. Can result in a total speed between 5-10Kbytes per second. Most
> people are looking to solutions that provide ethernet access directly to
> the atari resulting in speeds in excess of 70kbytes/second. Localtalk
> isnt' very fast even though it's called the LAN port.

True, but it is much better than any other alternative I've found. And a
115200 bps rate direct connection for file transfers between the two systems
sure beats my current methods: either e-mailing them to myself from one
computer, then retrieving the e-mail again with the other computer, or
FTP-ing it to my web site, then downloading it again. Mind you, this is with
a 31200 bps connection on my Falcon, and a 49333 bps connection on my Mac,
much slower than 115200. And there's the whole
log-on/e-mail/log-off/log-on/retrieve/log-off process. I'll take the
LocalTalk, thanks! :)

Mike Freeman
nameerf@flash.net

2880. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 07:16:05 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8CFFAAB.20C25%nameerf@flash.net>
Source record: 36330

in article B8CFDAB1.5E14%gfa@basic.net, lp at gfa@basic.net wrote on 4/2/02
7:02 PM:

> in article B8CFB752.20C19%nameerf@flash.net, Michael and Nicole Freeman at
> nameerf@flash.net wrote on 4/2/02 9:28 PM:
>
>> I had another site (which I've lost and can't find) where the device was
>> explained a little better. I'll have to find that for you. It is a
>> Ethernet-to-RS422 LocalTalk adapter, letting Ethernet-based Macs (like the
>> iMac) network through its Ethernet port to RS422-based devices (printers,
>> modems, other [Mac] computers, etc). I assume it uses the standard Mac
>> LocalTalk/AppleTalk protocols, but as I don't know exactly what that entails
>> or means for Falcons, I can't help you there. I was thinking, if I could
>> find one of these things locally, I can see if they will let me purchase it,
>> try it out, and return it if it doesn't work. I just thought I'd ask here
>> first, in case anyone has any technical advice or cautions about trying such
>> a device.
>
> If that device requires the appletalk protocol it won't work. As far as I
> know nothing on the Atari implements that protocol.

On another site I found today, it said the device doesn't specifically need
AppleTalk protocols, just any LocalTalk equipped device. There was one
problem I noted. It said it didn't send IP packets, so it wouldn't be able
to work with TCP/IP. I'm not sure what it would work with, exactly, but... I
sent an e-mail to the company explaining the details of what I'd like to do,
asking if their product would work in my case, and if they have any other
advice. We'll see what happens (if they don't just laugh at the mention of
"Atari Falcon" and hit delete).

> I have similar problems with my TT. So it's not wired at this time.
> A SCSI option would be nice.

Definitely! Hopefully Mario Becroft is listening!

Mike Freeman
nameerf@flash.net

2881. Re: TT Demo's

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 07:29:54 UTC
From: Mickael Pointier <mpointie@eden-studios.fr>
Message-ID: <a8eabu$7js$1@reader1.imaginet.fr>
Source record: 36331

> Hi all,
>
> Should be picking up my TT in a few days and am hoping to justify the
> purchase to the wife. She has not seen much but was very impressed by the
> Falcon till it died!!
>
> Any ideas what I can get for this new machine to really show it off?

Try to find the 3D demo that was presented at the "Forum Atari" in
Paris around 1990, made by Zarathoustra (Pascal de France) and M-Coder
(Jean Charles Merignac).
It's in 640x480 256 colors, real time (can move the objects using the mouse)
and totaly kick ass.

Mickael Pointier

2882. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 09:47:18 UTC
From: <>
Message-ID: <1017903554-70451AEicMi@ntlworld.com>
Source record: 36280

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 2 Apr 2002 15:41:48 GMT

>This effectively also makes all IConnect-only clients useless, since the
>IConnect API isn't public and therefore can't be implemented on top of
>STiNG or MiNTnet.

With Magxnet installed one can use its ported version of GlueSTiK and a Draconis gateway, and hopefully the IConnect gateway will come out of beta soon. Then you will be able to use all (major) clients no matter what they might be. Not sure how cable modems or ADSL come into the picture however.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2883. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 09:54:00 UTC
From: <>
Message-ID: <1017903554-70764AEicMi@ntlworld.com>
Source record: 36281

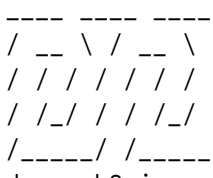
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Date: Tue, 2 Apr 2002 23:17:14 -0500

>Son of man wrote:
>
>> I mean is there like a cable that can run from ST hard drive port to a PC,
>> and have PC emulation software provide the Hard Disk emulation so we can
>> actually use the PC hard disk as the ST hard disk?
>>
>
>Heh!
>
>I'm sorry for the laughing, I don't want to make you feel silly, but that's
>silly ;-). No, instead there's SCSI and IDE interfaces for the Atari. In

With a suitable host adaptor (I think the Link 97) on the Atari and using
HDDriver I'm pretty sure that it's possible to share a _SCSI_ drive between
the PC and Atari.

Otherwise it'll be a case of using one of the utility programs such as
Ghostlink or PARCP to connect the two computers together, not as transparent
as the shared drive idea though.

--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2884. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 09:57:30 UTC
From: <>
Message-ID: <1017903556-71040AEicMi@ntlworld.com>
Source record: 36282

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Tue, 2 Apr 2002 22:17:52 +0000 (UTC)

>Concerning disk corruption, I noticed that if Newsie has to be crashed
>for some reason (by user action or by Sting hanging because of something,
>which I had to do several times), then Newsie does not close its log file

The advice that was given when the issue of disk corruption was brought up
some while ago was to disconnect from host after collecting one's messages,
quit Newsie and rerun it before reading messages.

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2885. Re: TT Demo's

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 11:25:00 UTC
From: yves.rogne@free.fr
Message-ID: <3caae68b$0$21512$626a54ce@news.free.fr>
Source record: 36332

> Hi all,
> Any ideas what I can get for this new machine to really show it off?

Chuchu Rocket !

Regards

2886. XaAES v0.943

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 11:59:01 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CAAEE0F.C4FAD3B3@chello.nl>
Source record: 36333

LS

There is a new version available on my homepage.

1
Most important fix:
rsrc_gaddr() for R_FSTRING and R_FRIMG.
The index was not added to the start address.

This fixes 3D_CALC, CDISO and probably many others.

2
Second important change:
!!!
Split up the config file in 2 parts
The first is needed for initializing XaAES.
The second needs a fully initialized XaAES.

The first replaces xaaes.cnf and is now called xa_setup.scl.
The second is new and is called xa_exec.scl

All executorial commands go to xa_exec.scl.
Currently these are:
open
run
desk
shell

xa_exec.scl is executed immediately befor entering the main kernel loop,
but prior to the release of the semaphores.

The change solves a lot of severe and dangerous entanglements while
processing the single xaaes.cnf.

The debug version of xa_setup.scl is called xa_debug.scl

If xa_....scl do not yet exist, xaaes.cnf and xaaesdbg.cnf are used
and processed as before.
But this will disappear soon. It is only maintained during transition time.
!!!!!!!!!!!!!!!!!!!

4
Before XaAES leaves, the bios curser is enabled and set to the home position.

5
Fix to prevents shel_find from accessing the floppy drive when XaAES tries
to find its files.

6
'debugpoint all' is the same as 'debug all'.

7
Implemented wind_get(-1, WF_TOP, apid) MagiC 4
Put apid in front.

8
Implemented wind_set(hdl, WF_ICONIFY, -1,-1,-1,-1) MagiC 4
Iconify to next free position.
Also a closed window can be iconified and uniconified.
Papyrus uses this form of iconify.

9
wind_get(..., WF_DCOLOR, ..., &flgs3D) MagiC 4
flgs3D := 0x0f0f

10
appl_control:
If APC_TOP is issued on a accessory, AC_OPEN is sent to that acc.

11
A ancillary program named XaNNaX
Read the readme in the folder XANNAX

12
wind_get:
Clear arguments of wind_get when invalid window handle is passed.
This prevents FIRST/NEXTXYWH loops from looping forever.
Fixes such a loop in CDISO.PRG when selecting a option from the menu.

13
Fixed a bug in export command.
the string:
avserver="THING "
was incorrectly interpreted.

where
avserver "THING "
and
avserver = "THING "
were OK.

14
Moved all the standard headers used by the current XaAES to the folder
xinclude in the xaaes source folder itself, and use them from there.
This gives a clear overview of the headers used by XaAES.
It also makes it perfectly clear which version and which brand of headers

are currently suited to get XaAES compiled at all.

If someone has more recent header files and want to use them, if it fails
there is at least a set of headers to which the more recent can be compared.
So the cause of the compilation failure can be determined unambiguously.

Have fun!

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2887. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 12:15:14 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <snCq8.15190$lq6.1991919@news6-win.server.ntlworld.com>
Source record: 36334

Hello.

> Instead you can look to I believe........

Keychange Music, 01925 266120, www.keychange.co.uk also do
SCSI and IDE adaptors.

> Once you've got one of these you can most likely pick a hard drive off the
> store shelf to pop in.

Almost..... you also need format/partioning software, possibly an external
case/PSU
and at least 2mb RAM if you want to run Notator or Cubase properly.

Barrie at Keychange.

2888. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 13:03:07 UTC
From: Oracle <No.Return@go.away>
Message-ID: <i%Cq8.28689$uR5.66292@newsfeeds.bigpond.com>
Source record: 36335

there was a program called ghost link which did this, but not through the
DMA port, but by the serial or printer port. Ive got it on disk somewhere.

serial is slower than a floppy drive so defeats the purpose.

"Son of man" <bcozier@bellsouth.net> wrote in message
news:Ynsq8.18311$0T6.5748946@e3500-atl1.usenetserver.com...
> I mean is there like a cable that can run from ST hard drive port to a PC,
> and have PC emulation software provide the Hard Disk emulation so we can
> actually use the PC hard disk as the ST hard disk?
>
>
>

2889. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 14:28:26 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <rkEq8.15391$lq6.2140661@news6-win.server.ntlworld.com>
Source record: 36336

"M. Scheltens" <ik.was@hier.net> wrote in message
news:e%oq8.268$ee5.13640@castor.casema.net...
> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> news:Vskq8.1015$fy.620510@news11-gui.server.ntli.net...
> > Hello.
> >
> > Both Lyndon and Hallvard have remarked about chopping the ST mobo to fit
> in
> > a rack case.
> >
> > > Hmm, mines coming on nicely. Soon photos on my site. Best fun
> > > was sawing 1cm of the motherboard! ;-)
> >
> > > Yeah, that's what I'll have to do with my STe as well.
> >
> > This is pointless butchery.
> >
> > My 19", 2-4U rack case will take both the ST and Falcon mobos without
> > resorting to this mutilation.
> >
> > I'm clearing the last few out bare for £25 sterling plus carriage.
> >
> > Mega STE keyboards for £10 sterling plus post.
> >
> > Barrie at Keychange.
>
> What exactly are the inner dimensions of these cases you have for sale?

```
Exactly the clearance width of an ST mobo.

> Could I squeeze a Mega STE motherboard in there?

No. The case just takes an ST mobo.
It is necessary to 'spring' the rackmounts to get the case in but once in
everthing is OK.

To put a Mega STE or TT in a rack use a rack shelf and velcro the Atari onto
it from the back.

Barrie at Keychange. www.keychange.co.uk
```

2890. Re: Atari 1040 STf to VGA monitor

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 15:22:21 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <eXEq8.22888$0T6.7228768@e3500-atl1.usenetserver.com>
Source record: 36337

"atarikid" <atarikid@cox.net> wrote in message
news:trukau8a95d560m0nco8nkk8vdnfopa76q@4ax.com...
> Want to sell your cable ? You need to have a multisync monitor to auto
> adapt to the specs for Atari.

I believe a TFT display will work as well because they support Horizontal
frequency of 15.75 Khz. I'm keeping the cable for when I get one.

> Thanks
>
>
> On Fri, 29 Mar 2002 18:07:54 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >Does anything exist? I have the best electronics cable but alas it
doesn't
> >work on my 36" VGA TV.
> >
> >Is there something to double the scan rate provided by this cable so it
> >could display on a 640x480 compatible Monitor?
> >
> >
> >
>

2891. Re: Atari 1040 STf to VGA monitor

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:05:25 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <a8f985rga1@freenet9.carleton.ca>
Source record: 36338

I adapted a MonitorMaster to provide VGA out and here are some of
my observations:

NEC 3A's and NEC 3D's (Multisyncs) will show all three resolutions;

NEC 2D's will only show HI (mono) resolution;

most VGA monitors will show only HI (mono) resolution.

I don't know how the Best Electronics cable works. If it has a switch
for HI (mono), it may work with a desktop VGA monitor or with your
VGA TV. There is little or no chance it will provide LOW or MEDIUM
res unless your VGA multisyncs.

There is a file to describe how to make your own MONO res cable, if
your present cable doesn't provide this feature. In essence, it grounds
one pin (to indicate MONO to your ST) and ties the three colour outputs
into one signal to provide mono = hi resolution.

IMHO, however, nothing beats the crisp quality of a real Atari monitor,
particularly in HI res.

Randy Kwak
"Son of man" (bcozier@bellsouth.net) writes:
> Does anything exist? I have the best electronics cable but alas it doesn't
> work on my 36" VGA TV.
>
> Is there something to double the scan rate provided by this cable so it
> could display on a 640x480 compatible Monitor?
>
>
>
>

2892. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:12:34 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8D07868.20C35%nameerf@flash.net>
Source record: 36339

in article B8CFFAAB.20C25%nameerf@flash.net, Michael and Nicole Freeman at nameerf@flash.net wrote on 4/2/02 11:16 PM:

> On another site I found today, it said the device doesn't specifically need
> AppleTalk protocols, just any LocalTalk equipped device. There was one
> problem I noted. It said it didn't send IP packets, so it wouldn't be able
> to work with TCP/IP. I'm not sure what it would work with, exactly, but... I
> sent an e-mail to the company explaining the details of what I'd like to do,
> asking if their product would work in my case, and if they have any other
> advice. We'll see what happens (if they don't just laugh at the mention of
> "Atari Falcon" and hit delete).

Update: I got a response from the company, and they said the device wouldn't work for my setup. :(So I'm back to square one. Thanks for your advice, anyway! I'll have to wait (in desperate anticipation) for Mario's SCSI Ethernet device (Please hurry, Mario!!! :)).

Mike Freeman
nameerf@flash.net

2893. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:34:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942410-34167AEicMi@gmx.net>
Source record: 36152

From: rustynutt@hotmail.com (rustynutt)
Date: 1 Apr 2002 15:43:19 -0800

Hi Mike,

>I realize the status of the Atari market. It's a niche hobby market.
>Surely, I was thinking, that there must be at least a few hundred
>Falcon users that would like the upgrade, the last stepping-stone for
>the Falcon that will likely be available. The Falcon has at least some
>software base. Even if a PPC is adapted to the machine, likely none of
>the Falcon specific software will work.

I agree, but like I said there's nothing new under the sun. Atari users have a long track record of not wanting to upgrade their computers. This attitude was partly responsible for Atari going under, initially when the Falcon was first released Atari hoped that a large portion of the userbase would take the jump and upgrade, unfortunately most didn't and sticked to their trusty ST/STE. Can you imagine Mac or PC users doing the same thing? Atari constantly had to try to find new customers because the existing base was happy with their previous products.

All that time and energy waisted for only a measly 133 cards, I bet that the developer of the CT-60 envisioned it quite differently... can you imagine how the moral of the Tempest developers must be right now? their prospective card targets the very same users, it went unnoticed in this group, but a couple of weeks ago it was officially announced that the DesTTiny card for the TT would not be produced meaning that the potential market for the Tempest is now even smaller.

>And I don't dispute that 133 cards isn't impressive, only that more
>Atarians have asked for a faster Falcon than the sales numbers
>indicate. Here is their chance. That, in a nutshell was my only
>feelings in the first post.

I think the CT-60 has arrived to late. A lot of Atarians who wanted/needed a faster Atari bought a Hades or Milan. And then there's the enormous number of people to consider who migrated to the PC or Mac and do whatever it is they are doing with an emulator. Last but not least there's also the group who's working with a AB40 or CT2 card. These people are probably quite happy with what they've got and have no real reason to upgrade to a CT-60.

>If ppl are happy with a stock machine, that's great. If not, then they have
>better jump in before the sale if over.

That's probably what's going to happen. There was a time that Nova cards, TT-Magnum RAM cards, network cards etc... could be bought right from the shelves, only a small fraction of the targeted users bought them. But now that these

products are out of stock and out of production everyone wants them... the result is that small fortunes are being payed for these expansions now, so to conclude, a CT-60 is a nice investment, in a couple of years from now it will be worth at least twice as much.

>Those were only my thoughts, they are not for you to change. I will be
>the judge of that.

It seems to me that we're tuned to the same channnel, but have a different way of broadcasting the same message :-)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2894. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:35:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942414-35047AEicMi@gmx.net>
Source record: 36153

From: xlator@cix.compulink.co.uk
Date: Mon, 1 Apr 2002 21:18:41 +0000 (UTC)

Hi Peter,

>A far more serious shortcoming of the ASH Emailer is that it often produces
>overlength lines that are difficult to read in OLRs that don't wrap lines
>very well.

It's not a shortcoming of ASH Emailer but of the user, although I admit it is
more or less confusing. In the menu "Options" one can set the maximum length
for mails and/or postings. These settings however have nothing to do with the
way a mail or posting will be sent. The settings apply to the way the mail is
displayed on the screen.

>I understand that the Emailer's auto-wrap doesn't work properly and
>it's better to use manual line-breaks.

There's nothing wrong with the auto-wrap, it's completely up to the user, if I
would set my screen to for example 160 characters, then you would get mails
that are perfectly auto-wrapped between the 155th and 160th character. More
and people are working in higher resolutions, and they tend to use a larger
window because it more comfortable reading mails that way. Unfortunately they
sometimes forget to limit the size of the window to 80 chars. and the result
is that Emailer produces a overlong posting/mail.
Much of these "faults" are due to ASH Emailer only being available in German,
although DDP translated the program there's no English manual, so the user has
to learn the ins and outs of the program by trial and error....

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2895. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:36:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942400-32095AEicMi@gmx.net>
Source record: 36149

From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Date: Mon, 1 Apr 2002 22:26:50 -0500

Hi Mark,

>What kind of CRACK are you smoking? iConnect is alright, I'll admit. The
>apps are very pertty, and with larger amounts of data might work better. I
>won't dispute that. I also wont' dispute that most of the STiK apps are
>non-commercial and have most of the problems associated with that fact.

So what exactly are you trying to dispute? the fact that I'm smoking crack?
You should give it a try, it broadens ones mind...

>But. I feel a falcon, a weird one like mine at that, is a good test
>machine to show which ipstack performs the best. On a faster machine, the
>difference might be negligable but let's face it. On a 4 meg machine,
>iConnect and his friends are unusable. They simply suck up too much RAM.
>I dismissed them entirely until I purchased my Falcon.

An average installation of Magic, Jinnee and NVDI will use up something like
2Mb, which leaves you with roughly 1.5Mb free RAM.... are you trying to tell
me that 1.5Mb isn't enough to do your thing? The only client which might use
up that precious memory completely is CAB, and that's not a stack related
issue. Tinkering a little with the cache settings will remedy this.

>Upon trying them out on my falcon, I was immediately disappointed. The PPP
>worked poorly and the SLIP support worked not at all.
>Let's talk about teli and chatter? chatter crashed my system
>instantaneously, I was never even able to experience it. AtarIRC is hands
>down the best client, but that could be arguable if FracIRC still worked on
>newer versions of MagiC... Guess I have another coding missing eh?

Oh boy, some guys have all the luck!! IConnect's PPP working poorly, SLIP not
working at all and then the icing on the cake is Chatter crashing. Hell, even
FracIRC doesn't work anymore... Has it ever occured to you that maybe perhaps
something isn't set up the way it should be?
For your information FracIRC works very well under MagiC 6.20

>And teli? Yeah, it's BEAUTIFUL to have a telnet client with full ansi
>support for something like bitchx. Telstar and telvt are both crappy, but
>Teli is SO SO SO SO utterly and pathetically slow that it is unusable in
>full 16 color mode.

Oh, but that's easily fixed.... treat yourself to a CT-60 :-)

>If you're wondering why I have a somewhat mean tone, I feel a bit preturbed
>by some of your other posts.

Do you really? Just hang in there, I'm only warming myself up, it's been a long cold winter... I've kept my trap shut for a couple of months, but after seeing all the garbage and nonsense that have been posted here lately I just couldn't resist the temptation anymore.

>oh, and iFusion doesn't work well either, so much for that.

So what's new?

>Commercial software is supposed to work, yet most of the time it doesn't.

You've just won the first prize for the statement of the year!!!

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2896. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:36:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942396-31391AEicMi@gmx.net>
Source record: 36148

From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Tue, 2 Apr 2002 09:22:30 +0000 (UTC)

Hi Grzegorz,

>For example, when I tried downloading the recent version of Highwire
>http://highwire.atari-users.net/ -> Download -> Binary it turned
>out that IConnect CAB OVL cannot do it ("File not found"). But
>STiNG CAB.OVL worked OK.

Now that is funny....
Until today I never had a problem accessing that site, downloading the files
is just a matter of a mouseclick. what makes it even funnier is that a couple
of months ago I mailed version .02 to several people which weren't able to
download it themselves.
You are using the latest version of IConnect and CAB.OVL I hope?

PS: a screenshot of IConnect running CAB downloading the above mentioned file
is now in your mailbox.....

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2897. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:37:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942404-32935AEicMi@gmx.net>
Source record: 36150

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 2 Apr 2002 15:41:48 GMT

Hi Jo Even,

>In the case of IConnect then it's crystal clear (atleast to me) that both
>STiNG and MiNTnet are better choices. Simply because IConnect does not
>work with anything else than dialup connections, and thus is completely
>useless to me as I've had ADSL for a long time now.

True... (I actually agree with you for once!!)
But this thread has taken a wrong turn somewhere. I originally replied to Mike who couldn't get a proper connection with STiNG and adviced him to try it with IConnect.... in my experience IConnect is nearly foolproof, if one can't get a connection using IConnect then the chances of that person succeeding with a different stack are minimal.

>>>OK Fiffi is good, but expensive.
>
>> Expensive? what do you mean? it's part of CAB... it's free.
>
>Is CAB free?

No ofcourse it isn't, but some people here think it should be...
Anyway Fiffi, IConnect and Telnet are part the CAB package, I realise that there are a couple of Wensuite users among us and that there might even be a Draconis user lurking around the corner somewhere. But it's probably safe to assume that 95% of the Atari users use CAB to surf on the internet, so for 95% of these people using Fiffi costs nothing, they don't have to fork out any extra money since they've already got it.

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2898. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:37:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942390-30148AEicMi@gmx.net>
Source record: 36146

From: didier.mequignon@REMOVE.wanadoo.fr (Didier MEQUIGNON)
Date: Mon, 1 Apr 2002 17:45:29 +0200

Hi Didier,

>The bandwitch on the CT60 is 10 times faster than the Hades 060. There are no
>060 on the world who use SDRAM ! The data cache on the 060 is 8KB not 256KB.

Nice figures, but these don't mean anything to me. Are we talking about 20,
50, 100 or even 200%, or just some measly percents extra?

>Humm... benchs. You cannot compare this amiga 060(-PPC) accelerator card
>with the CT60 like you cannot compare a CT1 to a CT2.

It seems to me that it's easy enough to compare different configs, how long
does it take to rotate a 2Mb TIFF in Photoline, in what amount of time can
Calamus display a certain page, how long does it take to pack a well defined
amount of files, how long is Aniplayer busy converting a 3' WAV into an MP3
etc... These are "real life" tests, and they mean much more to average non
technical users like me then all the blablabla about bandwidth and advantages
of using SDRAM.

>Sure you cannot encode in real time a DivX on the CT60, but I think it's
>possible to obtain 2-4 frames/s (Aniplayer can encode DivX3/4 now ;-))

That's not even slow motion....

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2899. Re: The best icon organizer to scan and manage icons

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:38:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942418-35723AEicMi@gmx.net>
Source record: 36154

Hi Hallvard,

>Now, is there a proper working icon editor/organizer available for the
>Atari platform?

Take a look at "Icon Extractor", this program was released last year and
entered the Magic Online contest (what ever happened to Bengy?)...
As far as organising icons go and extracting icons from "weird" icon formats
this program will suit your needs. Unfortunately it doesn't contain an editor
so it only meets half of your requierements.
http://www.club-internet.fr/perso/lafabrie

Cheers from Belgium
Dennis
--

```
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2900. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:40:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942426-37575AEicMi@gmx.net>
Source record: 36156

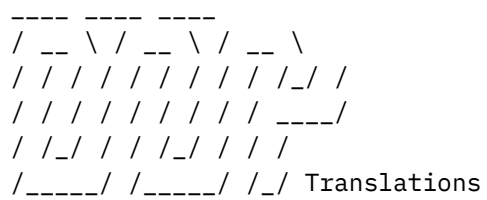
From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Mon, 1 Apr 2002 16:39:56 +0000 (UTC)

Hi Grzegorz,

>There is one bad thing about ASH Emailer (and the main reason I don't
>use it myself): it has no support for ISO 8859-2 character set
>(where the Polish national characters are located). And that's a pity... :-
>(

It's possible with a little fiddling ;-), it's a undocumented feature... all that's needs to be done is to change the ISO-8859-1 line in the header of a mail to ISO-8859-2, and KeyTab, Dragfont and a appropriate characterset must be installed as well. Drop me a mail containing some of the Polish characters and I'll send you a screenshot back of Emailer displaying them in full glory.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2901. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 16:55:39 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3cab32c0$0$77322$6d5eecc5@news.eurekanet.com>
Source record: 36340

Steve Marshall wrote in message ...
>
>"Steve Marshall" <sdm@atmos-nomorejunk.plus.com> wrote
>
>| |
>| | http://home.att.net/~ataritimes/starball.zip
>
>Hmmm, just looks like a blank disk to me - nothing on it !?
>
>Steve M
>
>
>

You can find it here

http://www.umich.edu/~archive/atari/Games/

Directly at

http://www.umich.edu/~archive/atari/Games/starball.zip

Would be cool if we could get the original author to open source it.
The PC version he made in 95, must be pretty much dead by now...

Dan
aka baldrick

2902. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 17:04:14 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3cab3487$0$3111$6d5eecc5@news.eurekanet.com>
Source record: 36341

Steve Marshall wrote in message ...
>Anywhere I can download this ?
>It was shareware and one of the best games for the Atari.
>Another one I'm after is Cybernetix.
>
>I've found info about these but never found a file to
>download .
>
>Steve M
>
>

You can find it here

http://www.umich.edu/~archive/atari/Games/

or directly
http://www.umich.edu/~archive/atari/Games/starball.zip

Dan
aka baldrick

2903. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 17:05:12 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a8fcsp$vj4$1@newsg2.svr.pol.co.uk>
Source record: 36342

"Son of man" <bcozier@bellsouth.net> wrote in message
news:Ynsq8.18311$0T6.5748946@e3500-atl1.usenetserver.com...
> I mean is there like a cable that can run from ST hard drive port to a PC,
> and have PC emulation software provide the Hard Disk emulation so we can
> actually use the PC hard disk as the ST hard disk?
>

Well I guess there is "kind of". I seem to think there are some plans for an
ASCI -> ISA adaptor for use with
NE2000 network cards? You could then link the PC using an Ethernet cable and
either NFS
or SMB networking would allow access to the PC hard drive, but I know thats
not what was meant.

And whilst this sounds fine in practise to really implement would not be
straight forward.
If you went for the real low level solution you would have to dedicate a
partition to the ST
and then how would you stop the PC messing with it. Or you could create just
a file on the
PC, but then you would need to translate the i/o addresses etc...

In practise its easier to do ASCI to SCSI (they are meant to be similar) and
just stick
a SCSI drive on the end. Or to build an IDE interface and again use the disk
locally.

>
>

2904. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 17:13:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200204031913.a30022@wun.maus.de>
Source record: 36274

Hi Lonny!

L>I have similar problems with my TT. So it's not wired at this time. A
L>SCSI option would be nice.

Well, the TT having an ACSI port, too, you could go for the ACSI port solution
by Dr. Thomas Redlberger and Elmar Hilgart, which should become available in
the near future.

For the Falcon owners, this is no solution, though :-(

With best regards
Ekkehard

2905. Anyone want a SH204 Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 17:16:29 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <oJGq8.19298$ku5.1758851@e3500-atl2.usenetserver.com>
Source record: 36343

It doesn't work with the STe

Want to trade something for it or make an offer?

This drive doesn't look a day old and works perfectly.

2906. Re: Anyone want a SH204 Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 17:22:01 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <GRGq8.440$cC5.305329@newsfeed.slurp.net>
Source record: 36345

I would be interested in it but I have 2 STes. What do you mean it doesn't work on a STe? Thanks.

Joshua.

"Son of man" <bcozier@bellsouth.net> wrote in message news:oJGq8.19298$ku5.1758851@e3500-atl2.usenetserver.com...
> It doesn't work with the STe
>
> Want to trade something for it or make an offer?
>
> This drive doesn't look a day old and works perfectly.
>
>
>

2907. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 17:44:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942392-30771AEicMi@gmx.net>
Source record: 36147

From: lp <gfa@basic.net>
Date: Mon, 01 Apr 2002 20:45:34 -0500

Hi Lonny,

>I actually do that on my Hades060 without images, audio CD's to be exact and
>it is a SCSI cdrom burner. On top of that the hades has the same slower
>SCSI bus as the original TT yet 8x burning works.

The SCSI bus of the Hades can handle speeds up to 5Mb/sec, the TT can only handle something in the region of 1.8Mb/sec, and that's quite a difference. Unless you're using a very ancient harddisk which I doubt, then the average transfer speed should be *at least* 3.5Mb.
BTW: Audio CD's are not a good example because they don't put much strain on the system. On a simple ST with a LINK97 interface, burning Audio CD's at 2X isn't even a problem. I have no idea what software you use, but AFAIK you can't create an image of a to be created Audio CD, Audio CD's are created in track at once mode, and there's no such thing as an image involved for TAO recording...

>If the ct60 has more bandwidth than a hades as I keep hearing it should be
>able to do 8x as well, the falcon is actually scsi 2 if I recall correctly.

What has bandwidth and/or processor power got to do with the physical limits of the SCSI-bus?

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2908. Re: Anyone want a SH204 Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 17:57:19 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <GjHq8.19410$ku5.1781674@e3500-atl2.usenetserver.com>
Source record: 36246

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:GRGq8.440$cC5.305329@newsfeed.slurp.net...
> I would be interested in it but I have 2 STes. What do you mean it doesn't
> work on a STe? Thanks.

Well to tell the truth I haven't tried it with an STe, but on this page :

http://www.myatari.com/bc520hw.txt

If you do a search on SH204, you will see it says not for STE.

That's where I'm getting this info from.

>
> Joshua.
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:oJGq8.19298$ku5.1758851@e3500-atl2.usenetserver.com...
> > It doesn't work with the STe
> >
> > Want to trade something for it or make an offer?
> >
> > This drive doesn't look a day old and works perfectly.
> >
> >
> >
>
>

2909. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 18:09:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200204032009.a30023@wun.maus.de>
Source record: 36273

Hallo Son of!

SOM>I mean is there like a cable that can run from ST hard drive port to
SOM>a PC, and have PC emulation software provide the Hard Disk emulation
SOM>so we can actually use the PC hard disk as the ST hard disk?

Yes. Well, not exactly. There has been a device to achieve this, though (kind of). There once was a PC-Emulator which in fact was a complete little PC, attached to the ACSI port. This device's memory could be used as a fast RAM-disk on the ACSI Port if not in use.

With a Falcon or TT, you could just link the SCSI chains of the Atari and the PC, provided that there are less than 8 devices (including both computers). Then both computers can access all attached drives, but you've got to be very careful with writing data to the same device from both computers.

The best (or rather: only) way for STs would be to go for an ACSI-to-ethernet adaptor and use Samba or FTP-Server on the PC and some client on the Atari.

Other than that, you could also use a crosslink parallelport cable and PLIP to interconnect the two machines.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2910. Re: Anyone want a SH204 Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 18:41:08 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a8flo2$5hj$1@newsg2.svr.pol.co.uk>
Source record: 36250

```
"Son of man" <bcozier@bellsouth.net> wrote in message
news:GjHq8.19410$ku5.1781674@e3500-atl2.usenetserver.com...
> "Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
> news:GRGq8.440$cC5.305329@newsfeed.slurp.net...
> > I would be interested in it but I have 2 STes. What do you mean it
doesn't
> > work on a STe? Thanks.
>
> Well to tell the truth I haven't tried it with an STe, but on this page :
>
> http://www.myatari.com/bc520hw.txt
>
> If you do a search on SH204, you will see it says not for STE.
>
> That's where I'm getting this info from.
>
>

I can't see why it won't work on an STe the DMA prot is supposed to
be the same as other STs. There were some issues with some hard drives
which were cured by updating the DMA chip. However this problem affected
"most"
types of ASCI <-> SCSI adaptor not just SH204s so if you have an STe with
the duff
chip you probably need to fix the chip.

Search the archives at groups.google.com for more info.

> >
> > Joshua.
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:oJGq8.19298$ku5.1758851@e3500-atl2.usenetserver.com...
> > > It doesn't work with the STe
> > >
> > > Want to trade something for it or make an offer?
> > >
> > > This drive doesn't look a day old and works perfectly.
> > >
> > >
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>
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>

2911. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 19:08:02 UTC
From: lp <gfa@basic.net>
Message-ID: <B8D0BD41.5E42%gfa@basic.net>
Source record: 36247

in article B8D07868.20C35%nameerf@flash.net, Michael and Nicole Freeman at nameerf@flash.net wrote on 4/3/02 11:12 AM:

> Update: I got a response from the company, and they said the device wouldn't
> work for my setup. :(So I'm back to square one. Thanks for your advice,
> anyway! I'll have to wait (in desperate anticipation) for Mario's SCSI
> Ethernet device (Please hurry, Mario!!! :)).

I thought there were usb to rs232 serial devices for the mac, just a simple device that has nothing to do with localtalk, appletalk and such. Have you looked for something like that? Modem2 at 115kbytes/sec would be just as usable.

I'm holding out for a scsi or asci device myself, as the ethernet speed on the hades already has me hooked. ;O)

Lonny Pursell

2912. CT60 news !

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 19:10:26 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3cab5580$0$5013$626a54ce@news.free.fr>
Source record: 36248

Hi everybody !

I get again a private net access at my new home...
And I follow again the projects.

The news :
- CT60 is gone to the production factory, yesterday, Tuesday, the April 2nd, 2002 !!
Cards will come back in 1 month !
- Patrice Mandin joined the developer list of the CT60 with DOOM & QUAKE and told me that he is sure the 2 games will run on CT60 !

--
Rodolphe CZUBA

2913. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 19:35:07 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a8flhb$j6k$1@snipp.uninett.no>
Source record: 36249

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> JES>This effectively also makes all IConnect-only clients useless, since
> JES>the IConnect API isn't public and therefore can't be implemented on
> JES>top of STiNG or MiNTnet.

> That's not true, as it has been implemented for MagiCNet (and MiNT-Net). It's
> not publicly avaailable yet, but it's working.

So Vassilis figured it out eventually? :-) He told me that he was
contemplating such a project a long time ago, but said that it was
difficult since he had to reverse-engineer the API.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2914. Anyone got a copy of creator or notator for the st "hacked version"

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 19:53:51 UTC
From: Blair <blair_cromwell@yahoo.com>
Message-ID: <odnmaukm4qttumlrrrdh75gp7dpun2rbm9@4ax.com>
Source record: 36251

[No readable article body recovered]

2915. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 19:54:26 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CAB5DF2.485D257@yahoo.com>
Source record: 36252

that is exactly what i want to do, ghost link is REALLY close to it
but sadly you cant actually RUN the programs from your PC

its gonna use a null modem cable hopefully
but i want to do this as well.

Son of man wrote:

> I mean is there like a cable that can run from ST hard drive port to a PC,
> and have PC emulation software provide the Hard Disk emulation so we can
> actually use the PC hard disk as the ST hard disk?

2916. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 20:07:03 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <ugJq8.516$cC5.336381@newsfeed.slurp.net>
Source record: 36253

Actually the Falcon LAN port is 230400 bps which is almost 30KBps. Decent
for internet stuff.

Joshua.

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:B8CFF8E5.20C24%nameerf@flash.net...
> in article 1017807893.797771@pikachu, Mark Duckworth at
> mduckworth@antii-spam.atari-source.com wrote on 4/2/02 8:27 PM:
>
> > Mike,
> >
> > You could do it but it would be no different than how I provide internet
to
> > my falcon and TT. Localtalk is nothing more (it's actually less) then
> > simple serial ports found on any PC or mac.
> >
> > Unfortunately you won't get much faster speeds out of localtalk then a
> > serial port too. I'd say 38400 on a normal STe or 115200 on a TT or
> > Falcon. Can result in a total speed between 5-10Kbytes per second.
Most
> > people are looking to solutions that provide ethernet access directly to
> > the atari resulting in speeds in excess of 70kbytes/second. Localtalk
> > isnt' very fast even though it's called the LAN port.
>
> True, but it is much better than any other alternative I've found. And a
> 115200 bps rate direct connection for file transfers between the two
systems
> sure beats my current methods: either e-mailing them to myself from one
> computer, then retrieving the e-mail again with the other computer, or
> FTP-ing it to my web site, then downloading it again. Mind you, this is
with
> a 31200 bps connection on my Falcon, and a 49333 bps connection on my Mac,
> *much* slower than 115200. And there's the whole
> log-on/e-mail/log-off/log-on/retrieve/log-off process. I'll take the
> LocalTalk, thanks! :)
>
> Mike Freeman
> nameerf@flash.net
>

2917. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 20:15:02 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1fa31iv.f3mefp1nujuciN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 36254

Ctirad Fertr <phanatic@NOSPAMvolny.cz> wrote:

> > Humm... benchs. You cannot compare this amiga 060(-PPC) accelerator card
>
> I didnï¿½t want to compare any 68060 solutions. The numbers only demonstarte
> how powerfull is the JIT 68k emulation.

No it's just 10 times faster than this old Amiga card:
- 060 100 MIPS 50 MHZ
- Athlon something like 4000 MIPS 1,2GHz
<=> 500MHZ 060 (?) with a CPU 40 times (?) faster !

Now this some true results (not benchs) ;-)
under MagicMac/iMac 500MHz with his poor JIT (?) with an avi
file CookieBlues_340x176.avi 94 seconds DivX4/mp3 converted in
DivX3/pcm:
- Aniplayer/libavcodec compiled with GCC-68K 2.95 => 330 seconds
- ffmpeg/libavcodec compiled with GGC-PPC 2.95 => 47 seconds
So the MacOS 68K emulation in this example is 7 times slower than the
native PPC code.

> > Sure you cannot encode in real time a DivX on the CT60
>
> Thatï¿½s one of the main reasons why Iï¿½m not interested in this card.

And you cannot encode with this PC in real time, the CT60 can reduce
to a minimum a 5 times faster (more because the 060 can use the DSP for
MP3 decoding), it's not enough.
DivX encoding is not possible under emulation.
Sure you can buy a PC at 2GHz but in this conditions, I prefer buy a
CT60, it's the same way of the spirit atari.

Under PPC, maybe a G4 is a solution GCC can produce code 10 time faster
(a maximum) when the altivec is used.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

2918. Re: Anyone want a SH204 Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 20:16:19 UTC
From: glenzabr@xmission.com
Message-ID: <a8fnu4$4jt$1@news.xmission.com>
Source record: 36255

```
In article <a8flo2$5hj$1@newsg2.svr.pol.co.uk>, "Dave Wade"
<dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>
>"Son of man" <bcozier@bellsouth.net> wrote in message
>news:GjHq8.19410$ku5.1781674@e3500-atl2.usenetserver.com...
>> "Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
>> news:GRGq8.440$cC5.305329@newsfeed.slurp.net...
>> > I would be interested in it but I have 2 STes. What do you mean it
>doesn't
>> > work on a STe? Thanks.
>>
>> Well to tell the truth I haven't tried it with an STe, but on this page :
>>
>> http://www.myatari.com/bc520hw.txt
>>
>> If you do a search on SH204, you will see it says not for STE.
>>
>> That's where I'm getting this info from.
>>
>>
>
>I can't see why it won't work on an STe the DMA prot is supposed to
>be the same as other STs. There were some issues with some hard drives
>which were cured by updating the DMA chip. However this problem affected
>"most"
>types of ASCI <-> SCSI adaptor not just SH204s so if you have an STe with
>the duff
>chip you probably need to fix the chip.
>
>Search the archives at groups.google.com for more info.
>
>
>> >
>> > Joshua.
>> >
>> > "Son of man" <bcozier@bellsouth.net> wrote in message
>> > news:oJGq8.19298$ku5.1758851@e3500-atl2.usenetserver.com...
>> > > It doesn't work with the STe
>> > >
>> > > Want to trade something for it or make an offer?
>> > >
>> > > This drive doesn't look a day old and works perfectly.
>> > >
>> > >
```

>> >

There were problems with some SH204 drives and STE's that required you replace
a chip on the HA board inside the SH204

2919. Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 20:24:41 UTC
From: Freek Munniksma <fmunniksma@hetnet.nl>
Message-ID: <00f60fc348664d6d74cb854076af122b.14589@mygate.mailgate.org>
Source record: 36256

Hello all.

I just got a Falcon in a bigtower with lots of hardware extensions.
(Yes, iï¿½m going to get professional help...)
One of these goodies is a Magnum 8 Mb fast ram card on the extension
port.
The st ram is a standard 4 Mb. I have a 16 Mb (14 Mb usable) st ram
extension in one of my other two(..) Falcons, so i tried the 16 Mb st
ram in my new bigtower. Alas, the Magnum boot program couldnï¿½t
find the Magnum ram.
Can the Falcon only adress(find) a max of 14 Mb Ram, or is there a trick
for this?

Greetings, Freek Munniksma.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

2920. Mint question

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 20:25:16 UTC
From: Olivier Scalbert <olivier.scalbert@algosyn.com>
Message-ID: <3CAB652C.DC958F1F@algosyn.com>
Source record: 36257

Hi,

I am trying to run on a ST emulator, a little program written in C and
compiled with mint . And it does not work ... !
I do not know if I have problem with my code, or with mint installation
or with the emulator!
Can somebody send me a small C program (that does nothing!) and the
complete compile and link command, so I can test ?

Thanks in advance

Olivier

2921. Some things sound bad on F030

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 20:45:32 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a8fplfvlm1@news5.svr.pol.co.uk>
Source record: 36258

Why do some things sound really bad on my F030, I have noticed this with demos mostly, some sound fine but others sound distorted as if the gain is too high.

Why is this?

Elliot...

2922. Re: Anyone want a SH204 Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 21:07:52 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <i6Kq8.20208$ku5.1839915@e3500-atl2.usenetserver.com>
Source record: 36259

```
"GMAN" <glenzabr@xmission.com> wrote in message
news:a8fnu4$4jt$1@news.xmission.com...
> In article <a8flo2$5hj$1@newsg2.svr.pol.co.uk>, "Dave Wade"
<dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
> >
> >"Son of man" <bcozier@bellsouth.net> wrote in message
> >news:GjHq8.19410$ku5.1781674@e3500-atl2.usenetserver.com...
> >> "Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
> >> news:GRGq8.440$cC5.305329@newsfeed.slurp.net...
> >> > I would be interested in it but I have 2 STes. What do you mean it
> >doesn't
> >> > work on a STe? Thanks.
> >>
> >> Well to tell the truth I haven't tried it with an STe, but on this page
:
> >>
> >> http://www.myatari.com/bc520hw.txt
> >>
> >> If you do a search on SH204, you will see it says not for STE.
> >>
> >> That's where I'm getting this info from.
> >>
> >>
> >>
```

> >> > > This drive doesn't look a day old and works perfectly.
> >> > >
> >> > >
> >> >
>
>
>
> There were problems with some SH204 drives and STE's that required you
replace
> a chip on the HA board inside the SH204

Ok I'll try the SH204 I have with an STE and see if it works fine. I'll post
the results.

2923. Re: Atari 1040 STf to VGA monitor

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 21:16:26 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204031316.2d782c61@posting.google.com>
Source record: 36260

"Son of man" <bcozier@bellsouth.net> wrote in message
news:<Yo6p8.27641$1f1.2244168@e3500-atl2.usenetserver.com>...
> Does anything exist? I have the best electronics cable but alas it doesn't
> work on my 36" VGA TV.
>
> Is there something to double the scan rate provided by this cable so it
> could display on a 640x480 compatible Monitor?

ST High should work. Otherwise you will need a scan converter. Many
exist, and I'd try looking at www.softhut.com or some other Amiga
dealer, since they use them.

Galen

2924. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 21:26:53 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8fs2t$182$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36262

In article <00f60fc348664d6d74cb854076af122b.14589@mygate.mailgate.org>,
Freek Munniksma <fmunniksma@hetnet.nl> wrote:
>The st ram is a standard 4 Mb. I have a 16 Mb (14 Mb usable) st ram
>extension in one of my other two(..) Falcons, so i tried the 16 Mb st
>ram in my new bigtower. Alas, the Magnum boot program couldn't
>find the Magnum ram.
>Can the Falcon only adress(find) a max of 14 Mb Ram, or is there a trick
>for this?

The CPU in the falcon can only address 16MB of physical memory - subtracting
2MB for TOS, IO space etc., you get 14MB of address space that can be easily
used for Ram.

I am not sure if the Magnum should work with a 16MB SIMM (the development
was long ago - I can look it up if you want to), but in any case, the amount
of ST-RAM plus TT-RAM can not exceed 14MB.

cu
Michael

2925. Re: Anyone want a SH204 Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 21:28:06 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <gpKq8.20282$ku5.1846670@e3500-atl2.usenetserver.com>
Source record: 36261

It works!

My SH204 works with the STe!

It's that particular SH204 listed on the wqebpage has gives the trouble, not all as someone else here pointed out. Mine works fine.

"Son of man" <bcozier@bellsouth.net> wrote in message news:i6Kq8.20208$ku5.1839915@e3500-atl2.usenetserver.com...
>
> "GMAN" <glenzabr@xmission.com> wrote in message
> news:a8fnu4$4jt$1@news.xmission.com...
> > In article <a8flo2$5hj$1@newsg2.svr.pol.co.uk>, "Dave Wade"
> <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
> > >
> > >"Son of man" <bcozier@bellsouth.net> wrote in message
> > >news:GjHq8.19410$ku5.1781674@e3500-atl2.usenetserver.com...
> > >> "Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
> > >> news:GRGq8.440$cC5.305329@newsfeed.slurp.net...
> > >> > I would be interested in it but I have 2 STes. What do you mean it
> > >doesn't
> > >> > work on a STe? Thanks.
> > >>
> > >> Well to tell the truth I haven't tried it with an STe, but on this
page
> :
> > >>
> > >> http://www.myatari.com/bc520hw.txt
> > >>
> > >> If you do a search on SH204, you will see it says not for STE.
> > >>
> > >> That's where I'm getting this info from.
> > >>
> > >>
> > >
> > >I can't see why it won't work on an STe the DMA prot is supposed to
> > >be the same as other STs. There were some issues with some hard drives
> > >which were cured by updating the DMA chip. However this problem
affected
> > >"most"
> > >types of ASCI <-> SCSI adaptor not just SH204s so if you have an STe
with
> > >the duff
> > >chip you probably need to fix the chip.
> > >

> > >Search the archives at groups.google.com for more info.
> > >
> > >
> > >> >
> > >> > Joshua.
> > >> >
> > >> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > >> > news:oJGq8.19298$ku5.1758851@e3500-atl2.usenetserver.com...
> > >> > > It doesn't work with the STe
> > >> > >
> > >> > > Want to trade something for it or make an offer?
> > >> > >
> > >> > > This drive doesn't look a day old and works perfectly.
> > >> > >
> > >> > >
> > >> >
> >
> >
> > There were problems with some SH204 drives and STE's that required you
> replace
> > a chip on the HA board inside the SH204
>
> Ok I'll try the SH204 I have with an STE and see if it works fine. I'll
post
> the results.
>
>
>
>

2926. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 22:02:36 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204031402.bfa9d04@posting.google.com>
Source record: 36263

rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0203290903.337150c4@posting.google.com>...
> Guess that's was kind of what I ment by the digital audio statement. I
> don't know that I would use a Falcon as a dedicated fax machine when
> one could be had for pennies (pence:) compaired what a nice stock
> Falcon brings now a days.
It's not JUST a fax machine, but it is THE fax machine, and so needs
to be on constantly.

> Money? You can't take it with you. Is it worth pissing it away on a
> used Falcon and a CT060? Depends if you want a fast Atari or not:)

A (second) used Falcon and a CT060 is exactly how I did it!

Galen

2927. Re: MagiCMac upgrading costs?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 22:12:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942424-36887AEicMi@gmx.net>
Source record: 36155

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Mon, 01 Apr 2002 22:47:37 GMT

Hi Hallvard,

>Yeah, that would be great (which would also mean not having to pay
>import duties/taxes). How much approx. does an upgrade cost?

IIRC it's 20 Euro (DM 39) but take a look at the website to be absolutely
sure...

>>if you run a lot of Atari software that uses the FPU. All the PPC
>>processors are crap when it comes to emulating the FPU in 68xxx mode.
>>But with PowerFPU installed however, the emulated FPU is really *fast*.
>
>How much does PowerFPU cost?
>Any downsides of using it?

PowerFPU costs $29, AFAIK their are no downsides using it, it's a Mac control
panel application which you can easily turn on/of. All the Mac 68K programs
running on a PPC will benefit from it greatly as well (i.e Filemaker Pro), IMO
anyone using MagiCMac on a PPC should consider seriously using this program.
Description: "PowerFPU is a commercial 68K emulator for PPC computers, by
working closely withy the built-in Apple 68K emulator and re-directing the 68K
FPU calls to the PPC CPU, the appliaction provides extremely fast 68K emulation.
PowerFPU is over ten times faster then the Apple 68K emulator and faster then
most versions of the Motorola FPU chip itself."

>> Before you do take a look at http://www.newsell.de , this firm sells brandnew
>> UMAX PPC 603 and 604 clones, the machines can be expanded all the way up to a
>> G4/500Mhz with a Sonnet processor card. They sell configurations ranging from
>> a barebone tower to a fully expanded G4/500Mhz with USB, Firewire, etc...
>
>Yes, but I have to keep in mind the import duties, taxes and postage
>before I have it here.

Postage through Europe costs $20, not unreasonable considering the volume and
weight of the package. As for duties and other costs, this is something you can
calculate yourself.

>It'll probably be a lot cheaper to buy a second hand PPC Mac with some usable
>specs, but still not "the latest model".

The Pulsar DP is a Mac 9600 clone, build to the exact same specs. Umax hasn't
chipped on costs, the quality of this machine is outstanding, and considering
it's brandnew, you'll have to look very hard to find a comparable second hand
offer.

Cheers from Belgium
Dennis
--

____ ____ ____
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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2928. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 22:18:51 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204031418.d70fef@posting.google.com>
Source record: 36264

> Yippie Kiayyy, all hardware on this users Falcon is self installed.
> And partner, let me tell you sumthin. If yur Falcun is needin fixin,
> Alex at ATY Computers can fix you right up. Best damn repair in town,
> and makes som hot galdern chile to boot! Tell em mike set ya!@

Knowing Alex for quite a while, I can guarantee that "Yippie Kiayyy"
is not something he'd be likely to say. (Among other things, he's
Asian). :-)

Galen

2929. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 22:41:54 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <yU4q8A+8A4Yf092yn@NoSpam.com>
Source record: 36094

In article <B8CFF8E5.20C24nameerf@flash.net>,
Michael and Nicole Freeman <nameerf@flash.net> wrote:
>True, but it is much better than any other alternative I've found. And a
>115200 bps rate direct connection for file transfers between the two systems
>sure beats my current methods: either e-mailing them to myself from one
>computer, then retrieving the e-mail again with the other computer, or
>FTP-ing it to my web site, then downloading it again. Mind you, this is with
>a 31200 bps connection on my Falcon, and a 49333 bps connection on my Mac,
>*much* slower than 115200. And there's the whole
>log-on/e-mail/log-off/log-on/retrieve/log-off process. I'll take the
>LocalTalk, thanks! :)

What I've done is set up an old 486DX2-66 (upgraded to a 83MHz Pentium Overdrive)
running Debian Linux. I use Uniterm to upload and download files from my ST and
connect my W2k box to it using Samba. It also runs netatalk so I can connect
my Mac Color Classic and IIcx.

I haven't tried setting up IP networking with my ST yet though.

--
Ryan 'Gozar' Collins

2930. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 22:44:57 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <QzLq8.11057$OP.447971@stones>
Source record: 36265

"baldrick" <baldricknospam@netset.com>

| You can find it here
|
| http://www.umich.edu/~archive/atari/Games/
|
| Directly at
|
| http://www.umich.edu/~archive/atari/Games/starball.zip
|
| Would be cool if we could get the original author to open
source it.
| The PC version he made in 95, must be pretty much dead by
now...

Cheers Dan. Did the Starball authors do any other ST games ?

Steve M

2931. Re: SH204

Newsgroup: comp.sys.atari.st
Date: 2002-04-03 23:45:15 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <FiMq8.25900$0T6.7623378@e3500-atl1.usenetserver.com>
Source record: 36268

My SH204 works fine with the STe that I have.

"Brian Van Tilborg" <madmax@bfree.on.ca> wrote in message
news:1017794122-134036AEicMi@bfree.on.ca...
>
> I can assure you, it will not work with an STe.
>
> Please keep the STes dma problems separate. I have one of these early
> types too:-).
>
> The SH204 works with any ST to Mega.
>
> A quirky unit, I bought new, and have kept to present.
>
> I even use it for the internet on my 520ST.
>
> Later Brian.
>
>

2932. Re: Newbie Help Please

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 00:16:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204031616.71dd5b37@posting.google.com>
Source record: 36269

robglan@shaw.ca wrote in message news:<3ca73e61.4553626@shawnews>...
> Thank you for the detailed assistance. Unfortunately my TOS rom date
> is 1985, so I assume it is version 1.0. If I am just wanting to play a
> few games on the St is there value in upgrading to a later version?
>
Not really. Later versions have a number of bugs corrected, but these
are mainly in I/O and don't apply to the person loading games off of a
floppy.

Galen

2933. Re: iMac to Falcon via Ethernet-LocalTalk Bridge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 00:50:29 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8D0F1CA.20C59%nameerf@flash.net>
Source record: 36270

in article B8D0BD41.5E42%gfa@basic.net, lp at gfa@basic.net wrote on 4/3/02
11:08 AM:

> in article B8D07868.20C35%nameerf@flash.net, Michael and Nicole Freeman at
> nameerf@flash.net wrote on 4/3/02 11:12 AM:
>
>> Update: I got a response from the company, and they said the device wouldn't
>> work for my setup. :(So I'm back to square one. Thanks for your advice,
>> anyway! I'll have to wait (in desperate anticipation) for Mario's SCSI
>> Ethernet device (Please hurry, Mario!!! :)).
>
> I thought there were usb to rs232 serial devices for the mac, just a simple
> device that has nothing to do with localtalk, appletalk and such. Have you
> looked for something like that? Modem2 at 115kbytes/sec would be just as
> usable.

I saw one, but in the fine print it said something about not being usable
for computer-to-computer networking. I'll keep looking for others and other
options. Thanks!

Mike Freeman
nameerf@flash.net

2934. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 00:56:10 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8D0F320.20C5A%nameerf@flash.net>
Source record: 36271

in article a8fs2t$182$1@nets3.rz.RWTH-Aachen.DE, Michael Schwingen at michaels@ccac.rwth-aachen.de wrote on 4/3/02 1:26 PM:

> In article <00f60fc348664d6d74cb854076af122b.14589@mygate.mailgate.org>,
> Freek Munniksma <fmunniksma@hetnet.nl> wrote:
>> The st ram is a standard 4 Mb. I have a 16 Mb (14 Mb usable) st ram
>> extension in one of my other two(..) Falcons, so i tried the 16 Mb st
>> ram in my new bigtower. Alas, the Magnum boot program couldnï¿½t
>> find the Magnum ram.
>> Can the Falcon only adress(find) a max of 14 Mb Ram, or is there a trick
>> for this?
>
> The CPU in the falcon can only address 16MB of physical memory - subtracting
> 2MB for TOS, IO space etc., you get 14MB of address space that can be easily
> used for Ram.

Isn't the 2Mb for Videl addressing?

> I am not sure if the Magnum should work with a 16MB SIMM (the development
> was long ago - I can look it up if you want to), but in any case, the amount
> of ST-RAM plus TT-RAM can not exceed 14MB.

How about cards like the Afterburner, CT2 and CT60 that say that you can use up to 256Mb of TT-RAM? I think the way it works is, you can't have more than 14Mb accessible ST-RAM, but can have any amount of TT-RAM the card you get will allow. Someone please correct me if I'm wrong.

Mike Freeman
nameerf@flash.net

2935. 1040 stf ram mod?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 01:23:43 UTC
From: si <si@g1vrh.yourcap.demon.co.uk>
Message-ID: <1017883457.22679.0.nnrp-10.9e98e961@news.demon.co.uk>
Source record: 36292

Greetings,

Can anyone point me to a site that has a 72 pin simm ram mod for the
1040stf?

Possibly any other stuff worth while doing to the 1040?

Just dug it out of the cupboard, figured i'd have a play with it ;)

TIA

Ste

2936. Re: Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 02:54:10 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <neeg8a.p33.ln@speaker.rodsbooks.com>
Source record: 36272

[Posted and mailed]

In article <1017792822-874039AEicMi@bfree.on.ca>,
Brian Van Tilborg <madmax@bfree.on.ca> writes:

I'm justing starting to get back into Ataris after a multi-year
absence, so I can't answer your questions about ST network stacks,
compatibility with specific configurations, etc.; but I can answer some
of your later questions....

> There are network hubs that have Ethernet and (DSL?) High speed phone
> access, combined in one unit. I don't know if these are independent or
> what.

You're probably thinking of broadband routers -- things like the Linksys
BEFSR41 or NetGear RT-314. These devices function as network routers
(albeit very simple ones compared to what ISPs and backbone operators
run), and they often include hubs or switches so you can link multiple
computers to your broadband modem. They typically use a tool called
Network Address Translation (NAT) to let you run multiple computers on
one external IP address.

> Can I hook up an ethernet solution to this Hub

Yes. In fact, with several computers, you'd need a hub or switch to link
them all, assuming you're using recent twisted-pair wiring and not
ancient coaxial stuff. For local use only, this hub or switch wouldn't
need to have broadband router features, though.

> (2) If I can do this, is their a possibility for the High Speed Phoneline
> access. As this is a possibility in my area.

Yes. If Digital Subscriber Line (DSL) is available, it should work via
a broadband router to provide your STs with Internet access, once
you've added Ethernet and TCP/IP to the STs. (I'm basing this statement
on solid networking principles, though, not actual knowledge. I'd be
shocked if a working ST TCP/IP stack did NOT work for DSL access via a
working broadband router, though.) In fact, many DSL providers use a
protocol called PPPoE to assign IP addresses. I don't know if any of
the ST stacks support this. If not, a broadband router (or a computer
running some other OS configured to do the job) would be the only way
to link an ST to such an ISP. Also, some ISPs may get obnoxious if you
have problems under anything but Windows, but you probably already
figured that....

> I am looking for an "Atari" solution, however, perhaps I may have to buy
> a Windows driven computer and use it for the High Speed Internet

> connection.

Nah. Personally, I use a ZyXEL P-314 (the OEM version of the NetGear
RT-314) on a cable modem, and it works flawlessly with quite a zoo of
OSs, to which I expect to add an Atari TT soon.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

2937. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 04:48:50 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0204032048.49a3018e@posting.google.com>
Source record: 36275

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0204031418.d70fef@posting.google.com>...
> > Yippie Kiayyy, all hardware on this users Falcon is self installed.
> > And partner, let me tell you sumthin. If yur Falcun is needin fixin,
> > Alex at ATY Computers can fix you right up. Best damn repair in town,
> > and makes som hot galdern chile to boot! Tell em mike set ya!@
>
> Knowing Alex for quite a while, I can guarantee that "Yippie Kiayyy"
> is not something he'd be likely to say. (Among other things, he's
> Asian). :-)
>
> Galen

Yes, I know:) I was just pokin fun at Dennis for the cowboy statement.
In the early 90's, I spend a lot of the governments money at ATY:)
Mike

2938. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 04:54:57 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0204032054.7180746f@posting.google.com>
Source record: 36276

michaels@ccac.rwth-aachen.de (Michael Schwingen) wrote in message
news:<a8fs2t$182$1@nets3.rz.RWTH-Aachen.DE>...
> In article <00f60fc348664d6d74cb854076af122b.14589@mygate.mailgate.org>,
> Freek Munniksma <fmunniksma@hetnet.nl> wrote:
> >The st ram is a standard 4 Mb. I have a 16 Mb (14 Mb usable) st ram
> >extension in one of my other two(..) Falcons, so i tried the 16 Mb st
> >ram in my new bigtower. Alas, the Magnum boot program couldnï¿½t
> >find the Magnum ram.
> >Can the Falcon only adress(find) a max of 14 Mb Ram, or is there a trick
> >for this?
>
> The CPU in the falcon can only address 16MB of physical memory - subtracting
> 2MB for TOS, IO space etc., you get 14MB of address space that can be easily
> used for Ram.
>
> I am not sure if the Magnum should work with a 16MB SIMM (the development
> was long ago - I can look it up if you want to), but in any case, the amount
> of ST-RAM plus TT-RAM can not exceed 14MB.
>
> cu
> Michael

This might just be an old memory cell burping, but I recall the Magnum
card utility sets alternate ram at a different location than where TT
Ram (and Afterburner or MightySonic alternate ram) is addressed. That
somehow limits the maximum alternate ram address space. I think that
was how it was explained to me, and kind of what I saw hacking the
utility.
Mike

2939. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 05:03:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200204040703.a30044@wun.maus.de>
Source record: 36161

Hallo Jo Even!

JES>So Vassilis figured it out eventually? :-)

Yes, he did.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2940. Re: Some things sound bad on F030

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 05:04:50 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1017896690.258113@pikachu>
Source record: 36277

Elliot,

I just recently solved these problems with my falcon. Some people get bad RAM inside the DSP which is a very bad thing, and unless you want to solder in a new DSP, you're cooked ;) Your falcon might not have the bass boost/line level instead of mic level hardware fix installed and or The DMA fix. These two fairly simple hardware fixes should be your first suspect.

Mark
http://atari-source.com

Elliot wrote:

> Why do some things sound really bad on my F030, I have noticed this with
> demos mostly, some sound fine but others sound distorted as if the gain is
> too high.
>
> Why is this?
>
> Elliot...

2941. Re: Toronto Atari users

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 05:10:20 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204032110.2a828590@posting.google.com>
Source record: 36278

Jess LaFleur <maria.lafleur@sympatico.ca> wrote in message
news:<3C92FBBC.73D06D69@yahoo.com>...
> Hey everybody, My name is Jess LaFleur, some of you people here
> already know me and some don't I run the Atari Computer Database
> located at http://acd.atari.org
>
> anyways back to my topic subject thing
>
> How many people HERE that post HERE
> live in ontario that are somewhat close (2h drive north/1hour south
> drive max)
>
> Ive tried to email the TAF but no one seems tor reply...

Geee..Wasn't there such an individual here who took pride in his no
ambition title as Veep of TAF? "Chunks" has some explaining to do
for not replying, Hmmm maybe he has a lady/male friend now to
occupy time.

> I just wanted to know for future plans/ideas/thingins

> thanks,
>
> Atari-Jess

sinclap!

2942. Re: Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 05:32:04 UTC
From: lp <gfa@basic.net>
Message-ID: <B8D14F84.5E7B%gfa@basic.net>
Source record: 36279

in article neeg8a.p33.ln@speaker.rodsbooks.com, Rod Smith at
rodsmith@speaker.rodsbooks.com wrote on 4/3/02 9:54 PM:

> Yes. If Digital Subscriber Line (DSL) is available, it should work via
> a broadband router to provide your STs with Internet access, once
> you've added Ethernet and TCP/IP to the STs. (I'm basing this statement
> on solid networking principles, though, not actual knowledge. I'd be
> shocked if a working ST TCP/IP stack did NOT work for DSL access via a
> working broadband router, though.) In fact, many DSL providers use a
> protocol called PPPoE to assign IP addresses. I don't know if any of
> the ST stacks support this. If not, a broadband router (or a computer
> running some other OS configured to do the job) would be the only way
> to link an ST to such an ISP. Also, some ISPs may get obnoxious if you
> have problems under anything but Windows, but you probably already
> figured that....

PPPoE is not available unless some major coding break thru has happened
recently. ;-)

There is a DHCP client for MiNT-Net, it might be beta and I've not tested it
myself. I got lucky and my ISP has static IP, however I bought a D-Link
DI-704 so I could connect more than one machine.

Lonny Pursell

2943. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 07:16:07 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1017904567.902917@pikachu>
Source record: 36284

Mike,

You're absolutely right, except that when I read over his original post, I got the feeling he wasn't looking for somethign like that. If he wants a simple networking tool that will allow a PC's disks to be used on the atari over a slow link, he can simply look to ghostlink or something of that nature. But I had more of a feeling he was intending to use it directly through hardware, which would be absurd unless an ACSI ISA/PCI card was built for the PC (why?! ;-)) or you did the direct scsi to scsi link to PC in WHICH case why not just use the scsi drive directly? I was only trying to drive at the fact that it would be rather redundant as the atari can use pc disks directly. ;-)

Cheers,
Mark
http://atari-source.com

Mike De.Petris wrote:
> Wrong 8^)
>
> Look for HDD_DMN, a good networking program to connect a PC to the Atari
> using a cable on the parallel port, quite fast, project born together with
> ParCP that now is the best for this purpose, HDD Demon stopped development
> and made sources available.
>
> They we may speak about sharing the scsi chain between PC and Atari things
> that I did at the times when I was developing MikeNet, again doing the
> same sharing between Ataris on MIDI cables.
>

2944. Re: Some things sound bad on F030

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 07:50:12 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204040946480.37-100000@easymint>
Source record: 36287

On Wed, 3 Apr 2002, Elliot wrote:

>
> Why do some things sound really bad on my F030, I have noticed this with
> demos mostly, some sound fine but others sound distorted as if the gain is
> too high.
>
> Why is this?
>
> Elliot...
>
Have you tried lowering the volume settings using falcon's sound setup cpx
?

Have you tried using headphones ?

Have you tried a line out to a hifi stereo ?

Martin Tarenskeen

2945. Re: Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 08:22:05 UTC
From: gemtoo <jpgui@noos.fr>
Message-ID: <3cac0d9c$0$9907$79c14f64@nan-newsreader-03.noos.net>
Source record: 36286

"lp" <gfa@basic.net> a �crit dans le message de news:
B8D14F84.5E7B%gfa@basic.net...
> in article neeg8a.p33.ln@speaker.rodsbooks.com, Rod Smith at
> rodsmith@speaker.rodsbooks.com wrote on 4/3/02 9:54 PM:
>
> > Yes. If Digital Subscriber Line (DSL) is available, it should work via
> > a broadband router to provide your STs with Internet access, once
> > you've added Ethernet and TCP/IP to the STs. (I'm basing this statement
> > on solid networking principles, though, not actual knowledge. I'd be
> > shocked if a working ST TCP/IP stack did NOT work for DSL access via a
> > working broadband router, though.) In fact, many DSL providers use a
> > protocol called PPPoE to assign IP addresses. I don't know if any of
> > the ST stacks support this. If not, a broadband router (or a computer
> > running some other OS configured to do the job) would be the only way
> > to link an ST to such an ISP. Also, some ISPs may get obnoxious if you
> > have problems under anything but Windows, but you probably already
> > figured that....
>
> PPPoE is not available unless some major coding break thru has happened
> recently. ;-)
>
> There is a DHCP client for MiNT-Net, it might be beta and I've not tested
it
> myself. I got lucky and my ISP has static IP, however I bought a D-Link
> DI-704 so I could connect more than one machine.
>
Hi,
It still exist another way.
SMC broadband routeur, can work alone.
It is a java prog on eeprom:-)
Java exist too for tos computer:-)
The dhcp stuff is integrate in the" barricade".
After that you have a compl�te standalone routeur,
independant of O.S.
So, you can do after that what you want:-)
Share internet connection
Use a local lan ethernet network with firewall protection.
It still exist too a special compil of samba to share printers:-)
with linux & tos &MiNT for exemple.
bye

> -------------
> Lonny Pursell

>
>

2946. Re: Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 08:22:38 UTC
From: gemtoo <jpgui@noos.fr>
Message-ID: <3cac0d9d$0$9907$79c14f64@nan-newsreader-03.noos.net>
Source record: 36285

"lp" <gfa@basic.net> a �crit dans le message de news:
B8D14F84.5E7B%gfa@basic.net...
> in article neeg8a.p33.ln@speaker.rodsbooks.com, Rod Smith at
> rodsmith@speaker.rodsbooks.com wrote on 4/3/02 9:54 PM:
>
> > Yes. If Digital Subscriber Line (DSL) is available, it should work via
> > a broadband router to provide your STs with Internet access, once
> > you've added Ethernet and TCP/IP to the STs. (I'm basing this statement
> > on solid networking principles, though, not actual knowledge. I'd be
> > shocked if a working ST TCP/IP stack did NOT work for DSL access via a
> > working broadband router, though.) In fact, many DSL providers use a
> > protocol called PPPoE to assign IP addresses. I don't know if any of
> > the ST stacks support this. If not, a broadband router (or a computer
> > running some other OS configured to do the job) would be the only way
> > to link an ST to such an ISP. Also, some ISPs may get obnoxious if you
> > have problems under anything but Windows, but you probably already
> > figured that....
>
> PPPoE is not available unless some major coding break thru has happened
> recently. ;-)
>
> There is a DHCP client for MiNT-Net, it might be beta and I've not tested
it
> myself. I got lucky and my ISP has static IP, however I bought a D-Link
> DI-704 so I could connect more than one machine.
>
Hi,
It still exist another way.
SMC broadband routeur, can work alone.
It is a java prog on eeprom:-)
Java exist too for tos computer:-)
The dhcp stuff is integrate in the" barricade".
After that you have a compl�te standalone routeur,
independant of O.S.
So, you can do after that what you want:-)
Share internet connection
Use a local lan ethernet network with firewall protection.
It still exist too a special compil of samba to share printers:-)
with linux & tos &MiNT for exemple.
bye

> -------------
> Lonny Pursell

>
>

2947. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 08:54:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <6870_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36283

In uno strano messaggio del 02 Apr 02 Mark Duckworth (2:333/608.1) scrisse al
povero All :
>> I mean is there like a cable that can run from ST hard drive port to a PC,
>> and have PC emulation software provide the Hard Disk emulation so we
>> can actually use the PC hard disk as the ST hard disk?
>>
MD> I'm sorry for the laughing, I don't want to make you feel silly, but
MD> that's silly ;-). No, instead there's SCSI and IDE interfaces for the
MD> Atari. In theory an emulator for a PC is something that is possible but
MD> never has been done. And it would be rather expensive and still require
MD> a PC! ;-)

Wrong 8^)

Look for HDD_DMN, a good networking program to connect a PC to the Atari
using a cable on the parallel port, quite fast, project born together with
ParCP that now is the best for this purpose, HDD Demon stopped development
and made sources available.

They we may speak about sharing the scsi chain between PC and Atari things
that I did at the times when I was developing MikeNet, again doing the same
sharing between Ataris on MIDI cables.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
PCMCIA - People Can't Memorize Computer Industry Acronyms

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2948. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 09:33:43 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a8h7dl$1jmu$1@news.vol.cz>
Source record: 36289

> Can the Falcon only adress(find) a max of 14 Mb Ram,

The falcon has only 24bit address BUS, so it can address only 16MB of total memory.
14MB is for RAM and rest 2MB are for TOS ROM, registers of custom chips, additional ROM (ROM port) and some reserved space.

Ctirad

2949. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 09:42:04 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a8h7dl$1jmu$2@news.vol.cz>
Source record: 36290

> How about cards like the Afterburner, CT2 and CT60 that say that you can use
> up to 256Mb of TT-RAM? I think the way it works is, you can't have more than
> 14Mb accessible ST-RAM, but can have any amount of TT-RAM the card you get
> will allow. Someone please correct me if I'm wrong.

No. Any card with the new CPU has it's own memory controller for FastRAM. So you can connect 14MB ST-RAM into Falcon motherboard + many MB of FastRAM (how many depends on the memory controller, the 68030/040/060 can address up to 4GB).

Ctirad

2950. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 09:45:41 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a8h7dm$1jmu$3@news.vol.cz>
Source record: 36288

> No it's just 10 times faster than this old Amiga card:
> - 060 100 MIPS 50 MHZ

No. It is up to 25 times faster for some tasks.

> - Athlon something like 4000 MIPS 1,2GHz

To compare 68k MIPS with a x86 MIPS (or Dhrystones) is a nonsense.

> <=> 500MHZ 060 (?) with a CPU 40 times (?) faster !

The point is, that you can buy a complete "500MHz 060" based computer for
the same money as the CT60.

> Now this some true results (not benchs) ;-)

The true results are that I can play Quake under WinUAE-JIT on a reasonable
speed (no less than 10fps) up to 1024x768 resolution on my 900MHz Athlon.
Without JIT i have 2.5 fps in the 320x240 (same Quake and same WinUae, only
with disbaled JIT cache), which is, BTW, about the same result I have in
Aranym.
If you want benchmark Quake under MagiCMAC, just type "timedemo demo 1" in
the Quake console.
Another true result is that I can play VCD (30fps, layer2 soundtrack) on the
same "machine" at full speed.

Sure the WinUAE is not comparable with Amithlon or Aranym, because it is
still a complete Amiga emulator running under windows. However, it's easiest
way how to explore the new dimensions of 68k emulation.

> > > Sure you cannot encode in real time a DivX on the CT60
> >
> > That's one of the main reasons why I'm not interested in this card.
>
> And you cannot encode with this PC in real time, the CT60 can reduce

Oh sorry, I thought that "encode" was a typo.

> DivX encoding is not possible under emulation.

But DivX *decoding* at full speed should be possible. I don't say it will
work on any 600Mhz Celeron, but on 1Ghz K7 in should be possible (and such
CPU doesn't cost more than a full tank of benzin ;). In short time there
will be a 64bit hammers from AMD....

Ctirad

2951. Re: Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 10:03:28 UTC
From: <>
Message-ID: <1017991676-41188AEicMi@ntlworld.com>
Source record: 36182

From: Brian Van Tilborg <madmax@bfree.on.ca>
Date: Wed, 03 Apr 2002 01:01:14 GMT

>Ok, I am all pumped regarding the ethernet solution. I have a few
>questions.
>
>1) Is this solution relatively fast? A benchmark I can understand would
>be nice.

No figures, but you can draw conclusions for yourself since the only real
alternatives are using the serial or MIDI ports.

>2a) My Falcon just isn't Magic Friendly for whatever reason. And I
>haven't installed Mint or Mintnet, but run Geneva or Straight TOS and
>STing.

This might have a bearing on what you decide.

>2b) My TT Runs mainly Magic 4.0 and Sting or PPP Iconnect. I want to run
>Magicnet, however, one of the instructions suggests that the OS handle
>long file names. Is this absolutely required? I am lazy and really don't
>want to update to a newer version of Magic.

It's absolutely vital if you want to run Magxnet.

I think you might end up using STiNG and ftp to access other computers in
your network - especially if you're keeping to plain TOS on that Falcon.
Others will have to advise how MiNT would work/fit in in this situation, but

I suspect that you won't get the simplicity of Magxnet and BNet to access
the other Ataris in your network.

>Also, is the PPP/Iconnect solution pretty much isolated with regards to
>network solutions? Am I stuck with this as a solitary dialup solution?

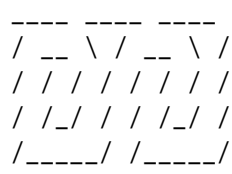
Only if you use IConnect clients, and even then Vassillis will (I hope)
release the IConnect gateway, which seems to work very well.

I'm not going to attempt to answer your other questions as I'm a newbie at
this - and I'm not sure what you mean by "high speed telephone access". If
this is ADSL then you'll need a PC as an intermediary with a router (which
can be software) AIUI.

Let us know how you get on with this, I shall be following this thread with
interest!

Cheers

--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2952. aFTP/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 10:15:26 UTC
From: <>
Message-ID: <1017991678-41528AEicMi@ntlworld.com>
Source record: 36183

Is anyone using aFTP with Magxnet, or can suggest what I'm doing wrong please?

I've applied Vassilis' patch to the MiNT version of aFTP and have started it it by opening the "U" drive and navigating to it from there, but I'm getting the "Cannot resolve host" error message without a flicker from the modem.

Any insights? I can use the Magxnet CAB overlay with no problems, but a preliminary test with aMail also failed with a "Cannot connect to POP server" error message.

Cheers

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2953. Re: Anyone want a SH204 Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 11:41:23 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a8he5ihvl1@newsg3.svr.pol.co.uk>
Source record: 36291

Just a word of warning. If you have the duff DMA chip the effect MAY not
happen immediately.
It can start after things have got warmed up (say 15 to 20 mins?) use.
Sorry I can't be more precise, its been a long time....

"Son of man" <bcozier@bellsouth.net> wrote in message
news:gpKq8.20282$ku5.1846670@e3500-atl2.usenetserver.com...
> It works!
>
> My SH204 works with the STe!
>
> It's that particular SH204 listed on the wqebpage has gives the trouble,
not
> all as someone else here pointed out. Mine works fine.
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:i6Kq8.20208$ku5.1839915@e3500-atl2.usenetserver.com...
> >
> > "GMAN" <glenzabr@xmission.com> wrote in message
> > news:a8fnu4$4jt$1@news.xmission.com...
> > > In article <a8flo2$5hj$1@newsg2.svr.pol.co.uk>, "Dave Wade"
> > <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
> > > >
> > > >"Son of man" <bcozier@bellsouth.net> wrote in message
> > > >news:GjHq8.19410$ku5.1781674@e3500-atl2.usenetserver.com...
> > > >> "Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
> > > >> news:GRGq8.440$cC5.305329@newsfeed.slurp.net...
> > > >> > I would be interested in it but I have 2 STes. What do you mean
it
> > > >doesn't
> > > >> > work on a STe? Thanks.
> > > >>
> > > >> Well to tell the truth I haven't tried it with an STe, but on this
> page
> > :
> > > >>
> > > >> http://www.myatari.com/bc520hw.txt
> > > >>
> > > >> If you do a search on SH204, you will see it says not for STE.
> > > >>
> > > >> That's where I'm getting this info from.
> > > >>
> > > >>
> > > >

> > > >I can't see why it won't work on an STe the DMA prot is supposed to
> > > >be the same as other STs. There were some issues with some hard
drives
> > > >which were cured by updating the DMA chip. However this problem
> affected
> > > >"most"
> > > >types of ASCI <-> SCSI adaptor not just SH204s so if you have an STe
> with
> > > >the duff
> > > >chip you probably need to fix the chip.
> > > >
> > > >Search the archives at groups.google.com for more info.
> > > >
> > > >
> > > >> >
> > > >> Joshua.
> > > >> >
> > > >> "Son of man" <bcozier@bellsouth.net> wrote in message
> > > >> news:oJGq8.19298$ku5.1758851@e3500-atl2.usenetserver.com...
> > > >> > It doesn't work with the STe
> > > >> >
> > > >> > Want to trade something for it or make an offer?
> > > >> >
> > > >> > This drive doesn't look a day old and works perfectly.
> > > >> >
> > > >> >
> > > >> >
> > > >
> > > >
> > > There were problems with some SH204 drives and STE's that required you
> > replace
> > > a chip on the HA board inside the SH204
> >
> > Ok I'll try the SH204 I have with an STE and see if it works fine. I'll
> post
> > the results.
> >
> >
> >
> >
>
>
>

2954. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 14:58:13 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a8hpm5$8m4$4@snipp.uninett.no>
Source record: 36293

derryck@.nospamcrapcix.co.uk wrote:

>>This effectively also makes all IConnect-only clients useless, since the
>>IConnect API isn't public and therefore can't be implemented on top of
>>STiNG or MiNTnet.

> With Magxnet installed one can use its ported version of GlueSTiK and a
> Draconis gateway, and hopefully the IConnect gateway will come out of beta
> soon. Then you will be able to use all (major) clients no matter what they
> might be. Not sure how cable modems or ADSL come into the picture however.

They should all work fine as long as there are ethernet-drivers for
Magxnet. And I believe there are. Don't know about PPPoE and DHCP though.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2955. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 14:59:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1017942406-33551AEicMi@gmx.net>
Source record: 36151

From: rustynutt@hotmail.com (rustynutt)
Date: 1 Apr 2002 15:43:19 -0800

Hi Mike,

>Are you proud of yourself that you can make fun of a person that
>probably has a bedroom full of manufacture wrapped software, and calls
>it a business.

Not proud, but *very* satisfied :-)

>Maybe he sells two or three packages a month. That'show he enjoys Atari
>computing. In the US, that is called a home business, no matter how
>inefficient he operates. You don't have to be a genius here to run a
>business. He seems to have good feedback. He doesn't need verbal assaults
>from some self-proclaimed loudmouth, even if his post are sometimes
>unorthodox.

Frankly, I don't care if he sells a truckload or only one package a month, I don't like people posting here and expecting a reply by personal mail, if he can't be bothered reading the replies, then he shouldn't post here in the first, place, and another thing I don't like is his weekly spam, as far as I'm concerned he got what was coming to him... I consider his weekly spam to be a verbal assault as well, he's doing it for years now and anyone objecting to it is disregarded or being told off. So yes, he needs a lot of insulting from loudmouths like me. It's not because you don't mind his spam, that everyone here approves of it as several posts in the past have shown time and time again.

BTW Except for Peter who inadvertedly gave him a wrong email address, AFAIK I was the only one here that actually helped him out and pointed him in the right direction, which only goes to show that I'm not complety evil.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2956. Re: Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 15:12:24 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a8hqgo$8m4$5@snipp.uninett.no>
Source record: 36294

Brian Van Tilborg <madmax@bfree.on.ca> wrote:

> 1) Is this solution relatively fast? A benchmark I can understand would
> be nice.

I don't have any benchmark results right here, but on my Milan with a PCI ethernet card and MiNTnet, I get around 700-750Kb/s on my 10Mbps network. My Falcon/Afterburner with Elmar Hilgarts ROMport adapter and MiNTnet is a lot slower, around 100Kb/s IIRC. My TT with the same adapter is equally fast with MiNTnet and slightly slower with STiNG/MagiC. However, STiNG seems to slow down the system a lot at this speed. I haven't tried Magxnet on my TT yet, but from what I've heard it should be about as fast as MiNTnet.

> 2b) My TT Runs mainly Magic 4.0 and Sting or PPP Iconnect. I want to run
> Magicnet, however, one of the instructions suggests that the OS handle
> long file names. Is this absolutely required? I am lazy and really don't
> want to update to a newer version of Magic.

I'm afraid I can't answer this, as I don't know enough about Magxnet.

> Can I network, Atari Computers running STING and MagicNet, together,
> and/or include Magicnet and Mintnet driven computers in the network? As I
> may get another TT with Mint on it?

No problem. STiNG, MiNTnet and Magxnet all use TCP/IP, so you can mix and match as long as you set up the network properly. With the exception of Magxnet (well, I have used it slightly, but that was an experimental version a long time ago) I've used all of these with success. I even have a few Windows machines in the same network, works great.

> In a worst Case Scenario, I know I can network Sting, but I am very much
> aware that Mintnet and Magicnet are much faster and possibly more
> reliable.

I don't think I've had any problems with STiNG being unreliable, but it doesn't perform nearly as well as MiNTnet.

> Also, is the PPP/Iconnect solution pretty much isolated with regards to
> network solutions? Am I stuck with this as a solitary dialup solution?

IConnect is modem only. It can't even handle nullmodem-connections.

> I believe both Sting and Mintnet, (probably magicnet too) have masking
> and remote dialing, unlike Icconnect.

Don't know about IConnect, but both STiNG and MiNTnet have it. I used it for a long time with great success. Had the modem connected to my Falcon

running MiNTnet, and my TT and STacy running STiNG or MiNTnet (depending on what OS it booted) connected to the LAN.

> Can I hook up an ethernet solution to this Hub

Can't answer your questions about this, I don't even have a phone line anymore...

> I am looking for an "Atari" solution, however, perhaps I may have to buy
> a Windows driven computer and use it for the High Speed Internet
> connection.

Perhaps, it depends on your ISP. My ISP use a Cisco DSL-router that takes care on anything, I just connected it to my hub and changed the defaultroute on my computers to point to the router. That's it, no PPPoE, DHCP (well, the router has a DHCP-server and I would probably have used it if I hadn't had my LAN configured already) or anything. Just wash'n go.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2957. AMail outbox

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 16:13:54 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204041806580.127-100000@easymint>
Source record: 36159

Does anyone recognize the following problem: When I have composed more than one message that is sitting in my outbox waiting to be sent, AMail can't mail them succesfully. With only one message in the outbox clicking on the "send" icon does the job without problems. ????

Martin Tarenskeen

Atari Falcon030/CT2b, MiNT 1.15.12 with mintnet, XaAES 0.943 or N.AES 2.0, THiNG 1.27 etcetera.

2958. Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 17:06:58 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.bcogbnbj@localhost>
Source record: 36157

Hi,

Is there such a thing as a collection of free speedo fonts on the www
somewhere? I'd like to have a few more to chose from when messing with
Highwire here.

Regards,

Joakim

http://aicq.atari-users.net

2959. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 17:36:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a8i2vgbee1@snipp.uninett.no>
Source record: 36158

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>Is CAB free?

> No ofcourse it isn't, but some people here think it should be...
> Anyway Fiffi, IConnect and Telnet are part the CAB package, I realise that
> there are a couple of Wensuite users among us and that there might even be a
> Draconis user lurking around the corner somewhere. But it's probably safe to
> assume that 95% of the Atari users use CAB to surf on the internet, so for 95%
> of these people using Fiffi costs nothing, they don't have to fork out any
> extra money since they've already got it.

Does the author of Fiffi get paid? If he does, then Fiffi isn't free at
all. In fact, for most users (I don't think a majority of CAB-users also
use IConnect) Fiffi is just a piece of software they have to pay for but
don't use. But I think I've said that before ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2960. Player manager

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 18:12:36 UTC
From: Bondie <chris.snowden1@btopenworld.com>
Message-ID: <a8i52k$2ji$1@helle.btinternet.com>
Source record: 36160

Hi,

Does any know where I can download the rom for Player Manager?

Bondie

2961. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 18:17:25 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1017950341.12553.0@iapetus.uk.clara.net>
Source record: 36166

Hi GokMasE

| Is there such a thing as a collection of free speedo fonts on the www
| somewhere? I'd like to have a few more to chose from when messing with
| Highwire here.

Free is not the problem, its transportability. If you design a site with a Speedo font its not going to look right on almost every machine in existence, since very few people use Speedo fonts.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.344 / Virus Database: 191 - Release Date: 02/04/02

2962. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 18:38:09 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1017950345.12553.1@iapetus.uk.clara.net>
Source record: 36167

Hi Pete

| >There is one bad thing about ASH Emailer (and the main reason I don't
| >use it myself): it has no support for ISO 8859-2 character set
| >(where the Polish national characters are located). And that's a pity...
:-(
|
| A far more serious shortcoming of the ASH Emailer is that it
| often produces overlength lines that are difficult to read in OLRs
| that don't wrap lines very well.

This has been discussed before, its the responsability of the recieving
software to format the line correctly. Blame the relevant software for its
own shortcomings.

|I think the RFCs have a maximum of 76 chars/line, but the message you were
replaying to had far
| more... up to 86 when including the quote marks.
| I understand that the Emailer's auto-wrap doesn't work properly and
| it's better to use manual line-breaks.

eMailer's wrapping works fine for me.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.344 / Virus Database: 191 - Release Date: 02/04/02

2963. Re: Some things sound bad on F030

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 18:38:23 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a8i6j3$2br$1@newsg3.svr.pol.co.uk>
Source record: 36162

Someone sent me the components to do the Bass and Line level adjustments but this sounds much worse, really crackly.

ACE works fine, sounds great in fact and so do many Demos, it is just a number don't. Maybe it is the just the above, I hear these are the same mods as done on the C-LAB Falcons so maybe these demos were just done on those Falcons and never tested on the originals.

Is there any test software for the DSP memory?

Elliot...

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message news:1017896690.258113@pikachu...
>
> Elliot,
>
> I just recently solved these problems with my falcon. Some people get bad
> RAM inside the DSP which is a very bad thing, and unless you want to
solder
> in a new DSP, you're cooked ;) Your falcon might not have the bass
> boost/line level instead of mic level hardware fix installed and or The
DMA
> fix. These two fairly simple hardware fixes should be your first suspect.
>
> Mark
> http://atari-source.com
>
> Elliot wrote:
>
> >
> > Why do some things sound really bad on my F030, I have noticed this with
> > demos mostly, some sound fine but others sound distorted as if the gain
is
> > too high.
> >
> > Why is this?
> >
> > Elliot...
>
>

2964. Re: Some things sound bad on F030

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 18:39:11 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a8i6ki$2co$1@newsg3.svr.pol.co.uk>
Source record: 36163

> Have you tried lowering the volume settings using falcon's sound setup cpx

No

> Have you tried using headphones ?

No

> Have you tried a line out to a hifi stereo ?

Yes, the same problem (I think, will check again).

2965. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 19:02:57 UTC
From: gemtoo <jpgui@noos.fr>
Message-ID: <3caca3ac$0$17149$79c14f64@nan-newsreader-01.noos.net>
Source record: 36164

"Ctirad Fertr" <phanatic@NOSPAMvolny.cz> a crit dans le message de news:
a8h7dl$1jmu$1@news.vol.cz...
> > Can the Falcon only adress(find) a max of 14 Mb Ram,
>
> The falcon has only 24bit address BUS, so it can address only 16MB of
total
> memory.
> 14MB is for RAM and rest 2MB are for TOS ROM, registers of custom chips,
> additional ROM (ROM port) and some reserved space.
>
> Ctirad
>
hi!
> Yes, but no
The first point is the processor: the 68030 can adress 4 GIGA of memory.
the second point is the tos limitation :only 1giga.
between, it still exist choice :exemple centurbo
specific hardware with original ram+edo on the card:-)
another choice:
virtual memory, the hard drive is "ram" too:-)
bye!
>
>
>

2966. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 19:11:39 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204042105120.101-100000@easymint>
Source record: 36169

On Thu, 4 Apr 2002, GokMasE wrote:

> Steve Sweet wrote:
>
> > | Is there such a thing as a collection of free speedo fonts on the
> > www | somewhere? I'd like to have a few more to chose from when
> > messing with | Highwire here.
> >
> > Free is not the problem, its transportability. If you design a site
> > with a Speedo font its not going to look right on almost every
> > machine in existence, since very few people use Speedo fonts.
>
> Certainly, but where can I get hold of speedo fonts?
> I am not seeking to use them for designing webpages, but ATM Highwire
> needs speedo fonts for rendering text. Hence, I am looking for a place
> to download the actual speedo fonts. Any ideas?
>
> /Joakim
>

The Speedo fonts I have came with NVDI and WordPlus5.
And since NVDI can also use TrueType and Postscript Type 1 fonts, I have
also installed some fonts that are available (free !) for Ghostscript, and
fonts that I found in a sparemint RPM package (URW fonts, also free)
I'm not sure if Highwire can use these, but I guess it's no problem when
using NVDI.

Martin

2967. [GAME] Doom and Quake, new versions

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 19:41:55 UTC
From: Patrice Mandin <pmandin@caramail.com>
Message-ID: <3aai8a.jk3.ln@127.0.0.1>
Source record: 36165

Hello,

Following the progress made to SDL, I updated both Doom and Quake.
You now can give a try to pmdoom-0.28 and nuq-0.7.
Thanks to people who tested the previous versions and sent me bug
reports. There is still audio and cdrom support missing in SDL. So one
day it will be complete.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2968. Re: Can the Falcon adress more than 14

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 20:04:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <248dbc44244ae2@madasafish.com>
Source record: 36207

Hi Djordje,

>By the way (and somewhat off-topic), MC68K processors have "function code"
>FC0-FC2 outputs which, as some docs say, might be used (theoretically)
>to make the CPU with a 24bit address bus to address up to eight alternative
>16MB memory spaces. Those outputs are obviously used for *something* in Atari
>machines (because they are connected to other chips)- but, any idea for what?

After reading St Internals it's possible to use four 16MB
blocks. How compatible this is I don't know. Some FC
combinations were reserved for future use/implementation. I
know it's possible on ST to have address like $01C00000. This
is the place where alternate RAM is mapped to from an ET4000
graphics card. And docs say "to stop OS doing DMA transfers".
--
Lyndon Amsdon

2969. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 20:06:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <248dbc44244ae3@madasafish.com>
Source record: 36208

Hi Michael,

>The whole falcon is a 16MHz 68000 design, with the 68030 being added
>afterwards (with a lot of glue logic in the GALs). You notice this in many
>aspects of the circuit.

I never knew a 68030 was decided *that* late in the Falcon
design. It seems strange that in 1992/1993 they'd still be
considering a 68000!
--
Lyndon Amsdon

2970. Re: Can the Falcon adress more than 14

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 20:09:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <248dbc44244ae4@madasafish.com>
Source record: 36209

Hi Michael,

> - Interrupt acknowledge cycles

Yes, all FC goes high, and A16-19. I think the other address lines go high too but A16-19 is what 68000 datasheet says to look for. A1-3 tell the chipset which interupt is being serviced, I believe the same code as on IPL lines.

> - write protecting the first 1k (or was it 4k) when CPU is in
>user mode

1024 bytes indeed. All the vectors point to addresses here.

--
Lyndon Amsdon

2971. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 20:13:23 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.ilnmchap@localhost>
Source record: 36168

Steve Sweet wrote:

> | Is there such a thing as a collection of free speedo fonts on the
> www | somewhere? I'd like to have a few more to chose from when
> messing with | Highwire here.
>
> Free is not the problem, its transportability. If you design a site
> with a Speedo font its not going to look right on almost every
> machine in existence, since very few people use Speedo fonts.

Certainly, but where can I get hold of speedo fonts?
I am not seeking to use them for designing webpages, but ATM Highwire
needs speedo fonts for rendering text. Hence, I am looking for a place
to download the actual speedo fonts. Any ideas?

/Joakim

2972. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 20:40:50 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.bksebtae@localhost>
Source record: 36170

Martin Tarenskeen wrote:
> The Speedo fonts I have came with NVDI and WordPlus5.
> And since NVDI can also use TrueType and Postscript Type 1 fonts, I
> have also installed some fonts that are available (free !) for
> Ghostscript, and fonts that I found in a sparemint RPM package (URW
> fonts, also free) I'm not sure if Highwire can use these, but I guess
> it's no problem when using NVDI.

As of yet, Highwire will fail to render text correctly unless Speedo fonts are used. This will probably change later on, but for now it would be useful to have a little collection of Speedo fonts for tests.

Regards,

Joakim

2973. Re: Mint question

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 20:59:38 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3CACBEBA.580BE5EA@club-internet.fr>
Source record: 36171

```
Olivier Scalbert a ï¿½crit:
>
> Hi,
>
> I am trying to run on a ST emulator

which one?

> , a little program written in C and
> compiled with mint . And it does not work ... !
> I do not know if I have problem with my code, or with mint installation
> or with the emulator!
> Can somebody send me a small C program (that does nothing!) and the
> complete compile and link command, so I can test ?

dumb.c :

/* dumb.c */
#include <stdio.h>
#include <stdlib.h>

int main(int argc, char **argv)
{
printf("this is a dumb program\r\n");
getchar();
exit(0);
}

On my cross-mint installation I compile it using :

m68k-atari-mint-gcc -o dumb.prg dumb.c

which creates a working dump.prg executable of around 100 kbytes.
(the getchar is here to let time to see the message before the
program ends, when launched from the desktop)

On a true Mint installation the command is probably

gcc -o dumb.prg dumb.c

Laurent.
```

2974. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 20:59:59 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8iesf$754$1@nets3.rz.RWTH-Aachen.DE>
Source record: 36172

In article <B8D0F320.20C5A%nameerf@flash.net>,
Michael and Nicole Freeman <nameerf@flash.net> wrote:
>>
>> The CPU in the falcon can only address 16MB of physical memory - subtracting
>> 2MB for TOS, IO space etc., you get 14MB of address space that can be easily
>> used for Ram.
>
>Isn't the 2Mb for Videl addressing?

No. The video-ram can be anywhere in the ST RAM area, and the Videl
registers take up a few bytes in the normal IO space.

>How about cards like the Afterburner, CT2 and CT60 that say that you can use
>up to 256Mb of TT-RAM? I think the way it works is, you can't have more than
>14Mb accessible ST-RAM, but can have any amount of TT-RAM the card you get
>will allow. Someone please correct me if I'm wrong.

Only if the card has its own CPU - the CPU in the falcon can only address
16MB, no matter if you declare it as ST-RA or alternate RAM (like the Magnum
does).

If a card has its own CPU, it can easily add TT-RAM at addresses above 16MB
- the limit would be a bit less than 4GB then.

cu
Michael

2975. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 21:01:34 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8ieve$754$2@nets3.rz.RWTH-Aachen.DE>
Source record: 36173

In article <fc53daf3.0204032054.7180746f@posting.google.com>,
rustynutt <rustynutt@hotmail.com> wrote:
>
>This might just be an old memory cell burping, but I recall the Magnum
>card utility sets alternate ram at a different location than where TT
>Ram (and Afterburner or MightySonic alternate ram) is addressed. That

Right. The Magnum RAM is at addresses below 16MB - the falcon CPU can not
access memory abovce 16MB. "real" TT-RAM (in a TT) is at addresses above
16MB.

cu
Michael

2976. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 21:03:01 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8if25$754$3@nets3.rz.RWTH-Aachen.DE>
Source record: 36174

In article <3caca3ac$0$17149$79c14f64@nan-newsreader-01.noos.net>,
gemtoo <jpgui@noos.fr> wrote:
>The first point is the processor: the 68030 can adress 4 GIGA of memory.

Not the one used in the Falcon - it has only 24 address lines.

>the second point is the tos limitation :only 1giga.

Huh? where does this limit come from? I am quite sure TOS should be able to
handle 2GB (maybe more, unless there are problems with addresses being
"negative").

cu
Michael

2977. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 21:18:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cacc5062cb990@madasafish.com>
Source record: 36214

Hi Ctirad,

>However, I didnï¿½t find the way how to block access
>into basic 16MB of memory, when I would access the new memory banks. That
>is most probably impossible without general redesign of the main
>COMBEL/VIDEL combo.

What about making a cut on the /AS (or whatever the equivilant
is on 030)? You could intercept this but I'm not sure how
effective this would be, as the other control signals would
still be flowing to the COMBEL/VIDEL. Even if the 68030 was a
last minute thing, that last minute could have been used to
stick the extra addr/data to exp connector!
--
Lyndon Amsdon

2978. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 21:29:07 UTC
From: Rodolphe Pineau <pineau@rti-zone.org>
Message-ID: <DA3r8.1439$6u2.906335480@newssvr13.news.prodigy.com>
Source record: 36175

On Thu, 04 Apr 2002 12:40:50 -0800, GokMasE wrote:

> Martin Tarenskeen wrote:
>> The Speedo fonts I have came with NVDI and WordPlus5. And since NVDI
>> can also use TrueType and Postscript Type 1 fonts, I have also
>> installed some fonts that are available (free !) for Ghostscript, and
>> fonts that I found in a sparemint RPM package (URW fonts, also free)
>> I'm not sure if Highwire can use these, but I guess it's no problem
>> when using NVDI.
>
> As of yet, Highwire will fail to render text correctly unless Speedo
> fonts are used. This will probably change later on, but for now it would
> be useful to have a little collection of Speedo fonts for tests.
>
> Regards,
>
> Joakim

Under Linux there are some Speedo fonts. If you want I caneither send
you an email with them or put them on my server in a zip files so you can
download them. I can even test them on my falcon to be sure they're
working fine before doing anything.
Regards, Rodolphe
--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / Astronomy /...

2979. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-04 21:35:03 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.mrcprbdc@localhost>
Source record: 36176

Rodolphe Pineau wrote:
>
> Under Linux there are some Speedo fonts. If you want I caneither send
> you an email with them or put them on my server in a zip files so you
> can download them. I can even test them on my falcon to be sure
> they're working fine before doing anything.
> Regards, Rodolphe

Thank you very much, I'd appreciate that very much! :)
Emailing them would be alright with me.

Best regards,

Joakim

2980. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 00:09:14 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <JY5r8.59$%g.32788@news6-win.server.ntlworld.com>
Source record: 36177

Hello.

> Both Lyndon and Hallvard have remarked about chopping the ST mobo to fit
in
> a rack case.

I have posted a pic of the rack case on my old atamusic site,
www.atamusic.u-net.com
I will post some more over the weekend.

Barrie at Keychange.

2981. Re: 1040 stf ram mod?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 01:50:27 UTC
From: si <si@g1vrh.yourcap.demon.co.uk>
Message-ID: <1017971457.4314.0.nnrp-10.9e98e961@news.demon.co.uk>
Source record: 36178

Greetings,

> >Can anyone point me to a site that has a 72 pin simm ram mod for the
> >1040stf?
>
> This is for Stacy but I did change things to work on STFM.
> http://atari.nvg.org
Splendid, thank you kindly.

> >Possibly any other stuff worth while doing to the 1040?
>
> Upgrade serial port, other bits and bobs, depends how much you
> want to do :)
I'll probably do a fair bit on it eventualy, but want to consider all of the
mods I can before I start.

Cheers

Ste

2982. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 01:50:35 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0204041746010.32486-100000@shell.pacifier.com>
Source record: 36180
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

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2983. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 01:52:12 UTC
From: lp <gfa@basic.net>
Message-ID: <B8D26D7C.5EC8%gfa@basic.net>
Source record: 36179

in article 1017942392-30771AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 4/3/02 12:44 PM:

> The SCSI bus of the Hades can handle speeds up to 5Mb/sec, the TT can only
> handle something in the region of 1.8Mb/sec, and that's quite a difference.
> Unless you're using a very ancient harddisk which I doubt, then the average
> transfer speed should be *at least* 3.5Mb.
> BTW: Audio CD's are not a good example because they don't put much strain on
> the system. On a simple ST with a LINK97 interface, burning Audio CD's at 2X
> isn't even a problem. I have no idea what software you use, but AFAIK you
> can't create an image of a to be created Audio CD, Audio CD's are created in
> track at once mode, and there's no such thing as an image involved for TAO
> recording...

I am not getting 5mb/sec on my hades scsi bus, only 1.2 to 2.5mb tops using
the extendos benchmark. I also use the extendos software.

> What has bandwidth and/or processor power got to do with the physical limits
> of the SCSI-bus?

Forget I mentioned it.
Needless to say, why not wait and see before predicting certain things
cannot be done. Anyway, it's not an issue that important to me, I was one
of those users who could not wait and bought a Hades. I sold my Falcon
rather than hacking it up. ;-)

Maybe it's wishful thinking on my part, but I'd like others to enjoy 8x
writing.

Lonny Pursell

2984. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 05:43:43 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <jQar8.118137$VJ1.10285675@bin3.nnrp.aus1.giganews.com>
Source record: 36181
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I sell well-tested Ataris at auction. What do you have to say about me?

"Well, regarding Auctions, the Wise Saying should read "You Don't Get what You've OverPaid For!" or "Theirs a Sucker Born Every Minute" (http://home.pacifier.com/~atari/auctions.htm)

That's why I take my business to someone who respects our small community and doesn't denigrate members for personal gain: B&C ComputerVisions: www.myatari.com

p.s. Here's a freebie, you dope: it's "there's", not "Theirs" (on the above mentioned page)

p.p.s. Lose any e-mail addresses lately?

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message news:Pine.BSO.4.33.0204041746010.32486-100000@shell.pacifier.com...

blahdy blah blah

2985. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 07:21:42 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <a8jkcqeqf1@news.comnet.co.nz>
Source record: 36184

"Michael Schwingen" <michaels@ccac.rwth-aachen.de> wrote ...
> gemtoo <jpgui@noos.fr> wrote:
> >The first point is the processor: the 68030 can adress 4 GIGA of
memory.
>
> Not the one used in the Falcon - it has only 24 address lines.

Wouldn't this be more of a chipset limitation? I don't recall there
ever being a "24 bit" 68030 - AFAIK, all '030s can address 4G (32 bit
addresses), with all addresses being "unsigned" (ie addresses 0..4G,
rather than signed -2G..0..2G)

> >the second point is the tos limitation :only 1giga.
>
> Huh? where does this limit come from? I am quite sure TOS should be
able to
> handle 2GB (maybe more, unless there are problems with addresses
being
> "negative").

Based on the address map in the back of the Compendium, RAM is
allocated the following addresses

0..14M 00000000-00DFFFFF ST RAM
16M..4064M 01000000-FDFFFFFF TT RAM
4080M..4094M FF000000-FFDFFFFF Mirror of ST RAM

(with the last item being a feature of the chipset)

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"There are two kinds of computers: obsolete, and obsolete-ready"
(Tim Shoppa, comp.arch newsgroup)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

2986. Re: Anyone want a SH204 Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 07:33:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <a8jl1q$f4i$1@news.comnet.co.nz>
Source record: 36185

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
wrote ...
> Just a word of warning. If you have the duff DMA chip the effect MAY
not
> happen immediately.
> It can start after things have got warmed up (say 15 to 20 mins?)
use.
> Sorry I can't be more precise, its been a long time....

BTW: Didn't the "Bad DMA chip" bug tend to happen when one used a
non-Atari HDD? ie Atari HDDs (SH, Megafile) were OK, but others
weren't?

What exactly was wrong with the STE DMA chip? Did they slip through
quanity control?

(I have owned a 1040STFM, Mega 4, TT, but never owned or used an STE)

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"There are two kinds of computers: obsolete, and obsolete-ready"
(Tim Shoppa, comp.arch newsgroup)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

2987. "Ultimate Virus Killer 2000" (Atari ST/TT/Falcon virus killer)

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 09:07:06 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <s8qqaucufioc88ku74grlektp1mvb93d5s@4ax.com>
Source record: 36186
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for about 14 years, and turned shareware a while ago. The latest version, 8.2, was released October 10 2001.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me via the website and I will refrain from posting to the newgroup in the future.
Thanks for your time.

2988. Atari 16-bit Scene Central / STNICCC site

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 09:09:20 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <icqqausbqahvgl08k21i1enbva4v64a1hs@4ax.com>
Source record: 36187
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former 16-bit Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990? Or the reunion in December 2000?

Then you should not wait a second longer and surf over to http://www.stniccc.com to discover that, in fact, there is a totally revamped site that covers these - and other - Atari scene events. It also contains Atari Scene Central, a repository of information on where all Atari 16-bit Scene people are now...

2989. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 09:21:39 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a8jv8n$2aou$1@news.vol.cz>
Source record: 36189

> Wouldn't this be more of a chipset limitation?

Of course, it is a chipset limitation. The falcon chipset was originally designed for plain 68000, IMHO.
The 68030 should have all 32 address/data signals, however connected are only 24/16.
The worst thing is, though, that the full 32/32 BUS is not present at least on expansion slot. This would be really cool, because it would allow to design a simple FastRAM controller for any amount of real 32bit FatRAM. In addition, this solution would speed up Falcon at least 2x without any accelerator board.

Ctirad

2990. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 10:08:08 UTC
From: <>
Message-ID: <1018080868-91216AEicMi@ntlworld.com>
Source record: 36217

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Wed, 03 Apr 2002 18:34:42 +0200

>All that time and energy waisted for only a measly 133 cards, I bet that the
>developer of the CT-60 envisioned it quite differently... can you imagine how
>the moral of the Tempest developers must be right now? their prospective card
>targets the very same users, it went unnoticed in this group, but a couple of

If they'd only chosen a different UK distributor for their cards things MIGHT
have been different...

Cheers

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2991. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 10:18:18 UTC
From: <>
Message-ID: <1018080868-91528AEicMi@ntlworld.com>
Source record: 36218

From: xlator@cix.compulink.co.uk
Date: Mon, 1 Apr 2002 21:18:41 +0000 (UTC)

>>A far more serious shortcoming of the ASH Emailer is that it often produces
>>overlength lines that are difficult to read in OLRs that don't wrap lines
>>very well.
>
>It's not a shortcoming of ASH Emailer but of the user, although I admit it is

I believe the real secret is to size the editor window such that the original poster's message just fits without wrapping.

>more or less confusing. In the menu "Options" one can set the maximum length
>for mails and/or postings. These settings however have nothing to do with the
>way a mail or posting will be sent. The settings apply to the way the mail is
>displayed on the screen.

This particular option is under the "Editor" section, so one might expect a somewhat different result, but I still find it to be rather confusing.

I also don't like its use of "quoted-printable" for emails, as I have to then go into the Database PM folder and edit the header and remove all the "=2E"'s before many mailing lists will accept the result.

There's also no built-in way to print out messages, but thanks to Sean Barbieri's work on this String Server can be installed to print via Idealist if one double-clicks a message with a CTRL or SHIFT key modifier.

>although DDP translated the program there's no English manual, so the user has
>to learn the ins and outs of the program by trial and error....

And by asking questions in here of course ;-)

Cheers

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2992. Re: Atari STe HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 10:54:04 UTC
From: ebaiz@skyenet.net
Message-ID: <gnfr8.2611$cC5.833335@newsfeed.slurp.net>
Source record: 36188

On 1 Apr 2002 17:20:30 -, "Son of man" wrote:
>Ok I got my STe but when I tried to put in Barbarian it doesn't run as it
>does on my Atari STf. It shows 3 cannonballs with a fuse attached or
>something like that.
>
>So my question is the STe compatible with STf software????
>
>Or is there something I need to do to make the STe run in the old STf mode??
>
>Please advise.

I have that game. It is by the company who's logo is a huge white owl.
It runs fine on my STe. Played it for awhile as it brought back some
memories.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,

```
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
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2993. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 10:56:48 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cad83025482f5@madasafish.com>
Source record: 36229

Hi,

>Huh?? A 4U case with a 2U front panel. Something doesn't sound right
>here.

I was thinking the same thing!

>> The back panel can also use a blank altho' my design is
>>standard Atari and
>> you can't improve on that.......
>
>Well, you're entitled to your own opinion. I disagree.

I'd also prefer my own back panal arragement. I need extra
things and remove some things. The Atari video port and DMA
port will be moved. I'll also be putting a "normal" 9 pin
serial port. I need the video port redirected to be able to
have it switchable over to graphics card. I may even have two
ports so I can use two screens. I also don't need cutout for
STFM PSU as I have my own chunky PSU. So really, buying your
rack case would mean I'd have to modify it anyway.
--
Lyndon Amsdon

2994. April release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 11:16:17 UTC
From: lecoat@atari.org
Message-ID: <e895cb13.0204050316.83f0ee5@posting.google.com>
Source record: 36190

Hi,

I have updated on my Web site, the April release of Eureka.
It is a 2D Graph Decriber and a 3D Modeller. What's interesting
with this, is that it's the 6th anniversary of its release on
the Web. No, no, it's not a dirty April fish. This is really
the 6th anniversary, and let imagine how many progress have been
made since those years. I would have to thank really many
people for their support. That's really nice of you all. Nearly
everyone who knows Eureka have contributed. I must say that
Eureka has a monthly release, it's quite interactive ...

The last people I would have to thank are the team from
MyATARI that have nominated me for the 2002 awards. That's
a great satisfaction for me. I bet it will be good for me
and the fame of Eureka. That's great. Vote for me ! The votes
are closed on the 7th of April ...

I wish to satisfy you more every month.

Regards, and see you soon for updated news of ATARI Front-Line.

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

2995. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 12:04:50 UTC
From: <>
Message-ID: <1018080870-91836AEicMi@ntlworld.com>
Source record: 36219

From: GokMasE <fake_email@spamblock.no>
Date: Thu, 04 Apr 2002 20:13:23 GMT

>I am not seeking to use them for designing webpages, but ATM Highwire
>needs speedo fonts for rendering text. Hence, I am looking for a place
>to download the actual speedo fonts. Any ideas?

There used to be a small collection of speedo fonts available on an ftp
site. Have you tried a Google search?

Cheers

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2996. Re: 1040 stf ram mod?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 12:08:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cad99f8999040@madasafish.com>
Source record: 36295

Hi,

>Can anyone point me to a site that has a 72 pin simm ram mod for the
>1040stf?

This is for Stacy but I did change things to work on STFM.
http://atari.nvg.org

>Possibly any other stuff worth while doing to the 1040?

Upgrade serial port, other bits and bobs, depends how much you
want to do :) Check my site, in my signature.
Also http://atarihacks.cjb.net

--
Lyndon Amsdon

2997. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 12:55:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cadb1644b6e40@madasafish.com>
Source record: 36233

Hi Michael,

>Hm - just stumbled across photos of the original falcon (codenamed
>"sparrow"):
>http://home.t-online.de/home/BMaedicke/hardware/sparrow.htm

There are many pictures like this in Chips'n'Chips :)
Wizztronics are selling a Sparrow for $700 I think. Would be
nice, it works apparantly too, with some developers TOS version.
Still, $700 is a lot! I think it was all PGA though, which is
nice.
--
Lyndon Amsdon

2998. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 12:57:48 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cadb1644b6e41@madasafish.com>
Source record: 36234

Hi Michael,

>Motorola makes lots of custom versions of chips which never turn up in the
>official data sheets - they are only available to a certain customer, and
>are usually labeled with some 6-digit number that looks in no way like a
>normal Motorola part number.

I surprised Motorla were willing to make special for Atari, but
for sure, my 68030 doesn't say 68030. Same with the DSP, from
MOT too. I guess one way is to monitor the address lines with a
scope to see if they are connected or not. But really,
soldering wires to these pins is not something I'd like to do.
Which comes to saying, it'll be better to mount 68030 onto exp
connector, throw in some 0 waitstate DRAM, oh, we have a CT2 :)
--
Lyndon Amsdon

2999. Re: Would Mosaic be of any use?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 12:59:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cadb1644b6e42@madasafish.com>
Source record: 36235

Hi Djordje,

>I noticed the other day that sources are available for a web browser
>named MOSAIC. Apart from the fact that it is (was?) for an X-11 environment
>and compilable with GNU C 2.7.1, I do not know the slightest thing about
>this browser. Any ideas on which platforms did it run? Was it any good?
>How big it was? Could this source be the base for some project for the
>Atari range of computerts?

I think a port was done, but even on Hades it was slow. I also
believe it's possible to run something like Netscape on a Linux
box, have a Falcon connected to it via ethernet and redirect the
console to the Falcon. This way you have the Linux machine
doing all the hard work, while Falcon displays Netscape in a
window :) Mouse/keyboard is also diverted.
--
Lyndon Amsdon

3000. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 13:01:05 UTC
From: gemtoo <jpgui@noos.fr>
Message-ID: <3cada05c$0$18693$79c14f64@nan-newsreader-02.noos.net>
Source record: 36191

"Ctirad Fertr" <phanatic@NOSPAMvolny.cz> a crit dans le message de news:
a8jv8n$2aou$1@news.vol.cz...
> > Wouldn't this be more of a chipset limitation?
>
> Of course, it is a chipset limitation. The falcon chipset was originally
> designed for plain 68000, IMHO.
> The 68030 should have all 32 address/data signals, however connected are
> only 24/16.
> The worst thing is, though, that the full 32/32 BUS is not present at
least
> on expansion slot. This would be really cool, because it would allow to
> design a simple FastRAM controller for any amount of real 32bit FatRAM. In
> addition, this solution would speed up Falcon at least 2x without any
> accelerator board.
>
> Ctirad
> hello
>Well, it isn't too bad:-)
The 68030 can adress one Giga of ram with the soft"outside"
from Dr uwe Seimet:-)
The coprocessor is asynchron: so he can have his own speed.
The bus, i'm agree with you, but it still exist the design of the mother
board that you can read something from hard drive
and write in same time thru the bus, it is // wired:-)
It is just like "big station".
Another point it is possible to improove speed with different cache disk.
Nothing is perfect, but with atari, it still always exist solutions:-)
bye!

3001. Falcon Emulators

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 13:23:11 UTC
From: rodmc@Runrev.com
Message-ID: <4b67636e.0204050523.57ffe5ee@posting.google.com>
Source record: 36192

I used to have an Atari Falcon until about 6 years ago. Can anyone point me in the direction of an emulator?

cheers,

rod

3002. Re: Falcon Emulators

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 13:30:45 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.jsmdkfqe@localhost>
Source record: 36193

rod mccall wrote:
>
> I used to have an Atari Falcon until about 6 years ago. Can anyone
> point me in the direction of an emulator?

I only know of 2 options here, first we have Aranym (http://aranym.
sourceforge.net/) which not really is a complete Falcon emulator, but
it emulates some of the hardware. The other solution I know of seems to
be progressing quite a bit slower, but you could have a look here:
http://falcon.atari-users.net/

/Joakim

3003. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 14:24:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018026467.30191.0@eos.uk.clara.net>
Source record: 36199

Hi Derryck

| Not sure how cable modems or ADSL come into the picture however.

You'll get arthritis if you keep crossing your fingers like that.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.344 / Virus Database: 191 - Release Date: 02/04/02

3004. Re: The best icon organizer to scan and manage icons

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 15:10:36 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.mbpsqbgs@localhost>
Source record: 36198

Hallvard Tangeraas wrote:
>
> Yes, I downloaded it a while back and tried it out, but didn't like
> it. Maybe I just didn't spend enough time working with it, but it
> looked to me more of a program to import icons of various formats
> rather than a standard icon editor/organizer, using .RSC files, so I
> gave it up.

Icon Extractor is indeed meant for converting icons afaik, not
organizing them as far as I know. It seems to do a very good job at it
too.

> And "Interface" for editing and organizing colour icons. I would sure
> like something like "Icon juggler" for colour icons as well, but so
> far I haven't found anything.

I haven't looked into Icon Juggler, so exactly what would you expect
the organizer to do? I would have thought Interface should be quite ok
to use for organizing icons.

/Joakim

3005. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 16:07:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018026469.30191.1@eos.uk.clara.net>
Source record: 36200

Hi Dennis

| >Maybe he sells two or three packages a month. That'show he enjoys Atari
| >computing. In the US, that is called a home business, no matter how
| >inefficient he operates.

| >You don't have to be a genius here to run a business.

That sums up America in one sentence.

| >He seems to have good feedback. He doesn't need verbal assaults
| >from some self-proclaimed loudmouth, even if his post are sometimes
| >unorthodox.

We call that braindead this side of the piss puddle.

| Frankly, I don't care if he sells a truckload or only one package a month,
I
| don't like people posting here and expecting a reply by personal mail, if
he
| can't be bothered reading the replies, then he shouldn't post here in the
first,
| place, and another thing I don't like is his weekly spam, as far as I'm
| concerned he got what was coming to him... I consider his weekly spam to
be a
| verbal assault as well, he's doing it for years now and anyone objecting
to it
| is disregarded or being told off. So yes, he needs a lot of insulting from
| loudmouths like me. It's not because you don't mind his spam, that
everyone here
| approves of it as several posts in the past have shown time and time
again.

I remember pointing out a few times what an asshole he was only to have
everyone of his bumm-buddies try to scrape off my clinkers.

| BTW Except for Peter who inadvertedly gave him a wrong email address,
AFAIK I
| was the only one here that actually helped him out and pointed him in the
| right direction, which only goes to show that I'm not complety evil.

Jesus!!, thats a thread and a half on its way!!!..

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.344 / Virus Database: 191 - Release Date: 02/04/02

3006. Re: Falcon Emulators

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 17:43:28 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3CADE240.5F7088A0@club-internet.fr>
Source record: 36201

GokMasE wrote:
> >
> > I used to have an Atari Falcon until about 6 years ago. Can anyone
> > point me in the direction of an emulator?
>
> I only know of 2 options here, first we have Aranym (http://aranym.
> sourceforge.net/) which not really is a complete Falcon emulator, but
> it emulates some of the hardware.

Except that ARAnyM only emulates enough falcon hardware to run
TOS 4.04. Their goal is to implement an emulator to run properly
developped GEM+TOS applications, not hardware-specific demos.
When alternatives to TOS 4.04 are available, ARAnyM might become
less and less a falcon emulator and more and more a generic TOS
emulator as times goes.

Laurent.

3007. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 18:00:01 UTC
From: vdjole@EUnet.yu
Message-ID: <a8komvopm3@news.eunet.yu>
Source record: 36202

On 3 Apr 2002 23:44:57 +, "Steve Marshall" wrote:

>| You can find it here
>|
>| http://www.umich.edu/~archive/atari/Games/
>|
>| Directly at
>|
>| http://www.umich.edu/~archive/atari/Games/starball.zip
>|
>| Would be cool if we could get the original author to open
>source it.
>| The PC version he made in 95, must be pretty much dead by
>now...
>
>Cheers Dan. Did the Starball authors do any other ST games ?

Btw. if I remember correctly, Starball was one of the rare games which
used the FPU if it was available- either the coprocessor FPU connection
(as in TT or Falcon) or the memory-mapped one (as in ST or MSTe).
The increase in speed wih FPU used was VERY noticeable.

cu;

3008. Re: Can the Falcon adress more than 14

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 18:00:04 UTC
From: vdjole@EUnet.yu
Message-ID: <a8kon2opm4@news.eunet.yu>
Source record: 36203

On 4 Apr 2002 11:33:43 +, "Ctirad Fertr" wrote:
>> Can the Falcon only adress(find) a max of 14 Mb Ram,
>
>The falcon has only 24bit address BUS, so it can address only 16MB of total
>memory.
>14MB is for RAM and rest 2MB are for TOS ROM, registers of custom chips,
>additional ROM (ROM port) and some reserved space.

By the way (and somewhat off-topic), MC68K processors have "function code"
FC0-FC2 outputs which, as some docs say, might be used (theoretically)
to make the CPU with a 24bit address bus to address up to eight alternative
16MB memory spaces. Those outputs are obviously used for *something* in Atari
machines (because they are connected to other chips)- but, any idea for what?

Regards;

3009. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 18:48:22 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a8kvqkdmg1@news.vol.cz>
Source record: 36210

> This is something that goes beyond me. The 030 seems to have
> 32bit data bus, 32 address lines too. This is from the
> schematics and looking at the number of pins on the 68030 in my
> Falcon. I thought perhaps they managed to get some special "cut
> down" version of the 68030 but it seems not.

That's the question. AFAIK, Motorola never did a 68030 with "cut down" address and/or data BUS. Only the "LC" version without the MMU.
I personally belive that the 68030 in F030 has full 32bit BUS for both data and addresses.

> taken is a few hours to route these wires to the expansion
> connector! In theory it would be possible to solder wires to
> the extra pins but what with it being SMD it is almost
> impossible.

I had similar idea some time ago. I thought about soldering one wire directly on the 68030 (pin A24) to provide extra memory bank. One wire would be enough for additional 16MB and two wires (A24,A25) for 48MB of FastRAM (only 16bit, though). However, I didn't find the way how to block access into basic 16MB of memory, when I would access the new memory banks. That is most probably impossible without general redesign of the main COMBEL/VIDEL combo.

Ctirad

3010. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 19:09:12 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a8kson$pd2$1@news.tpi.pl>
Source record: 36204

On 3 Apr 2002 18:36:36 +, Dennis Vermeire wrote:
> From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
> Date: Tue, 2 Apr 2002 09:22:30 +0000 (UTC)
>
> Hi Grzegorz,
>
> >For example, when I tried downloading the recent version of Highwire
> >http://highwire.atari-users.net/ -> Download -> Binary it turned
> >out that IConnect CAB OVL cannot do it ("File not found"). But
> >STiNG CAB.OVL worked OK.
>
> Now that is funny....
> Until today I never had a problem accessing that site, downloading the files
> is just a matter of a mouseclick. what makes it even funnier is that a couple
> of months ago I mailed version .02 to several people which weren't able to
> download it themselves.
> You are using the latest version of IConnect and CAB.OVL I hope?

IConnect 1.8 and CAB 2.8 with I-Con.OVL 1.7.

> PS: a screenshot of IConnect running CAB downloading the above mentioned file
> is now in your mailbox.....

It isn't! :-(

But it turned out that when I used I-Con OVL but with MagXNet and
IConnect gateway, it *could* download that file. With IConnect
it couldn't. Really. In fact, IConnect itself works quite unstable
on my setup: it sometimes bombs while resolving. It seems to work
very "randomly", even more than MagiC itself...

--
Grzegorz Pawlik
http://marijuana.atari.org/

3011. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 19:34:32 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8ku88$b37$2@nets3.rz.RWTH-Aachen.DE>
Source record: 36205

In article <3caedc7c1eda24@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>This is something that goes beyond me. The 030 seems to have
>32bit data bus, 32 address lines too. This is from the
>schematics and looking at the number of pins on the 68030 in my
>Falcon. I thought perhaps they managed to get some special "cut

Correct. A *normal* 68030 does have 32/32 address/data lines, ant it works just fine in a falcon (I had to replace a CPU once). However, I am quite sure that there were falcons which did not have "normal" 68030 CPUs - they were clearly not labeled 68030, and I am told that there were versions that had the pinout, but the "unneeded" additional address/data lines were not connected inside the CPU case.

It may be that Atari later used normal 68030 CPUs.

>down" version of the 68030 but it seems not. All it would have
>taken is a few hours to route these wires to the expansion
>connector! In theory it would be possible to solder wires to

The whole falcon is a 16MHz 68000 design, with the 68030 being added afterwards (with a lot of glue logic in the GALs). You notice this in many aspects of the circuit.

cu
Michael

3012. Re: Can the Falcon adress more than 14

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 19:38:22 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8kufe$b37$3@nets3.rz.RWTH-Aachen.DE>
Source record: 36206

In article <a8kon2opm4@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>By the way (and somewhat off-topic), MC68K processors have "function code"
>FC0-FC2 outputs which, as some docs say, might be used (theoretically)
>to make the CPU with a 24bit address bus to address up to eight alternative
>16MB memory spaces.

Yes (four, not eight), but then you get different memory spaces for user and
supervisor mode - all operating systems used on Ataris would not work with
such a memory scheme, and even a fully protected OS would have difficulties
- copying data between user and kernel space gets quite difficult unless you
map *some* memory into both areas.

>Those outputs are obviously used for *something* in Atari
>machines (because they are connected to other chips)- but, any idea for what?

- Interrupt acknowledge cycles
- write protecting the first 1k (or was it 4k) when CPU is in user mode
- allow access to IO area only in supervisor mode

The meaning of the FC lines can be looked up in any 68000/68030 databook.

cu
Michael

3013. Re: Falcon Emulators

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 20:41:26 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <VZnr8.142$sS.37943@news2-win.server.ntlworld.com>
Source record: 36211

Hello.

"rod mccall" <rodmc@Runrev.com> wrote in message
news:4b67636e.0204050523.57ffe5ee@posting.google.com...
> I used to have an Atari Falcon until about 6 years ago. Can anyone
> point me in the direction of an emulator?

Emulator pah, just buy a Falcon.

Barrie at Keychange.

www.keychange.co.uk

3014. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 20:48:57 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Y4or8.177$sS.45742@news2-win.server.ntlworld.com>
Source record: 36212

Hello.

> Is the case you deliver already pre-drilled with holes for the disk
> drive, connectors etc. as shown in your picture, or not?

The din connector holes and the 2 floppy slots are cut, as is the opening in
the rear panel.
The rack ears are drilled. You need to drill the assembly screw holes unless
using it in a sleeve as 4U.
The rest of the pics will make this clear.

If I can't get the jpegs to the site I can send them to anyone interested
but they are large files.

Barrie.

3015. CT60 : END OF ORDERS

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 20:55:53 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3cae0f95$0$15598$626a54ce@news.free.fr>
Source record: 36213

I received now a total of 145 orders and 150 cards are produced...

Hurry up.

--
Rodolphe CZUBA

3016. Re: aFTP/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-05 22:52:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cae2d102b81a0@madasafish.com>
Source record: 36053

Hi Thomas,

>I tried both aFTP 1.44 and 1.55 with Magxnet internally to a FTP server on
>my PC.
>From the PC to the ST is fine.
>From the ST to the PC I always get zero bytes length files :-(

Check passive mode box in the place where you type your address
to connect to, and anonymous/password :)
--
Lyndon Amsdon

3017. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 00:17:01 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <08rr8.6711$q03.1218539@news6-win.server.ntlworld.com>
Source record: 36215

Hello.

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message news:1fa73vb.1wodg7pr9rwsoN%northstar2010@_del_ete_yahoo.no...

> I see. Well, then this isn't a solution for me as I have my own design
> ideas and need a blank 19" rack enclosure which isn't cut or drilled in
> any way.

Have a look at the 4U pic when I get it on the site. This uses a blank 2U front.

The back panel can also use a blank altho' my design is standard Atari and you can't improve on that.......

Barrie.

3018. FA: Hybrid Arts ADAP II System complete

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 06:48:54 UTC
From: Don Schoengarth <atariNOSPAM@qnet.com>
Message-ID: <3CAE9A56.C95B21E8@qnet.com>
Source record: 36216

I have the following for auction on Ebay. Due to weight I will only ship
it whithin the US. Sorry!!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2015185222&r=0&t=0&showTutorial=0&ed=10
18679264&indexURL=0&rd=1

If you have any questions please feel free to ask.

This is a complete system no need to buy a ST it comes with a recased
Mega 4 ST

Don

3019. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 08:29:40 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a8mbl3$1t6j$1@news.vol.cz>
Source record: 36220

> What about making a cut on the /AS (or whatever the equivilant
> is on 030)? You could intercept this but I'm not sure how
> effective this would be, as the other control signals would
> still be flowing to the COMBEL/VIDEL.

I discussed it with R.Czuba about two years ago. The result was, that it is
impossible without interption all of A0-23 wires between CPU and COMBEL.

> Even if the 68030 was a
> last minute thing, that last minute could have been used to
> stick the extra addr/data to exp connector!

As said, it will be most probably useless without general redesign of the
main heart of F030 chipset.

Ctirad

3020. PC Diskdrive

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 08:44:16 UTC
From: Rune Karlsson <rune@varberg.se>
Message-ID: <3caeb560$1@news.wineasy.se>
Source record: 36221

Is there someone who know where to find how to configure PC floppydrives for use on Atari STE.
Rune

3021. Re: aFTP/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 08:50:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3caedc7c1eda20@madasafish.com>
Source record: 36194

Hi

>Is anyone using aFTP with Magxnet, or can suggest what I'm doing wrong
>please?

I got aFTP, 1.55b, mintnet version and dragged it onto the patch
TTP program. It is was patched then I just started it as ususal
from the place where it is, my D partition. I don't think you
need to go through U drive. It seems much more stable and
better than the Sting/Stik version.

--
Lyndon Amsdon

3022. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 08:53:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3caedc7c1eda21@madasafish.com>
Source record: 36195

Hi Barrie,

>I have posted a pic of the rack case on my old atamusic site,
>www.atamusic.u-net.com
>I will post some more over the weekend.

I needed a case which I needed to be able to modify myself.
Many of the things I'll be doing will be drilling holes for
LEDs, switchs, extra ports on rear panal. At the time yours was
ï¿½55. It also didn't mention if this included any sort of lead
extensions etc. It also said 2U only, I have fitted a powerful
PSU as my computer will be needing a lot more power than the
small ones fitted in STFMs.
--
Lyndon Amsdon

3023. Re: Some things sound bad on F030

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 08:57:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3caedc7c1eda22@madasafish.com>
Source record: 36196

Hi Elliot,

>ACE works fine, sounds great in fact and so do many Demos, it is just a
>number don't. Maybe it is the just the above, I hear these are the same
>mods as done on the C-LAB Falcons so maybe these demos were just done on
>those Falcons and never tested on the originals.

Have you tried running from plain TOS, no accs, autos etc?

--
Lyndon Amsdon

3024. Re: Would Mosaic be of any use?

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 11:30:44 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204061314070.36-100000@easymint>
Source record: 36231

On Sat, 6 Apr 2002, Djordje Vukovic wrote:

> Hi;
>
> I noticed the other day that sources are available for a web browser
> named MOSAIC. Apart from the fact that it is (was?) for an X-11 environment
> and compilable with GNU C 2.7.1, I do not know the slightest thing about
> this browser. Any ideas on which platforms did it run? Was it any good?
> How big it was? Could this source be the base for some project for the
> Atari range of computerts?
>
> Regards;
>
>

Funny that you mention it. Today I just visited

http://browserwatch.internet.com
http://browserwatch.internet.com/browsers.html

Here you'll find a list of webbrowsers for several different platforms:
DOS, MSWindows, OS/2, Unix, Mac, Amiga,.....but hey....NO ATARI ????
I already wrote the maintainer of the site an e-mail to tell him that
Atari TOS (compatible) computers exist, and that we have about 5 different
browsers "working" on our platform: CAB, Adamas, Wensuite, Lynx, and
Highwire is being developed right now. And these are not the only ones I
beleive.

Martin Tarenskeen

3025. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 11:31:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3caedc7c1eda24@madasafish.com>
Source record: 36197

Hi Ctirad,

>The worst thing is, though, that the full 32/32 BUS is not present at least
>on expansion slot. This would be really cool, because it would allow to
>design a simple FastRAM controller for any amount of real 32bit FatRAM. In
>addition, this solution would speed up Falcon at least 2x without any
>accelerator board.

This is something that goes beyond me. The 030 seems to have
32bit data bus, 32 address lines too. This is from the
schematics and looking at the number of pins on the 68030 in my
Falcon. I thought perhaps they managed to get some special "cut
down" version of the 68030 but it seems not. All it would have
taken is a few hours to route these wires to the expansion
connector! In theory it would be possible to solder wires to
the extra pins but what with it being SMD it is almost
impossible.
--
Lyndon Amsdon

3026. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 11:38:34 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <a7Br8.298$sk4.138435@news2-win.server.ntlworld.com>
Source record: 36222

Hello.

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fa79rv.786qrd17rebeN%northstar2010@_del_ete_yahoo.no...
> > Have a look at the 4U pic when I get it on the site. This uses a blank
2U
> > front.

.......that you could drill to your hearts' content.......likewise the back.

>
> Huh?? A 4U case with a 2U front panel. Something doesn't sound right
> here.

Maybe you should keep quiet until you see the pic?

Barrie.

3027. Would Mosaic be of any use?

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 11:43:53 UTC
From: vdjole@EUnet.yu
Message-ID: <a8mn1n$gr6$1@news.eunet.yu>
Source record: 36228

Hi;

I noticed the other day that sources are available for a web browser
named MOSAIC. Apart from the fact that it is (was?) for an X-11 environment
and compilable with GNU C 2.7.1, I do not know the slightest thing about
this browser. Any ideas on which platforms did it run? Was it any good?
How big it was? Could this source be the base for some project for the
Atari range of computerts?

Regards;

3028. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 11:47:27 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204061343060.38-100000@easymint>
Source record: 36232

On Sat, 6 Apr 2002, GokMasE wrote:

> Yes, such a search directed me mostly to info on how to use Speedo
> fonts under Linux, which is not exactly what I was after. I did find 4
> speedo fonts on umich ftp archive, but some seems to lack ääö (nordic
> chars) and thus aren't a perfect solution.
>

But for others that URL could be very useful. Looking for some Speedo
fonts? Go to

http://www.umich.edu/~archive/atari/Applications/Dtp/Fonts/Speedo

and here you'll find

couri810.zip
dutch801.zip
school.zip
swiss721.zip
symbol.zip

Martin Tarenskeen

3029. SH205 Harddisk -> Connecting Problems on MEGA ST

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 11:58:21 UTC
From: TheBORG <borg@mindless.com>
Message-ID: <a8mnv8ikb00$1@news.t-online.com>
Source record: 36223

Hi all,

I have some trouble connecting a SH205 to my MEGA ST2.

(and I am an Atari Newbie... ;)

I purchased all via eBay and got the stuff today. The cable was already connected from HARDDISK IN -> MEGA ST

When I tried to start the Atari without any Disks in the Floppy I just saw three little bombs (or whatever) on the startscreen..

So I started the Atari with an inserted Disk. GEM Desktop appeared fast... then I tried to add the Harddisk to the Desktop.... but after adding it as "C" (upper case) the computer still tells me that this drive is invalid..

During bootup the Harddisk seems to start normally (no strange noises, the "active"-light flashes... but after the boot BOTH lights on the Harddisk are ON.. always... somehow strange for my taste..

Anybody has any hints?

thanx for helping!

Dennis Knake

3030. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 12:02:50 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8mo5a$g20$3@nets3.rz.RWTH-Aachen.DE>
Source record: 36224

In article <a8kvqkdmg1@news.vol.cz>,
Ctirad Fertr <phanatic@NOSPAMvolny.cz> wrote:
>
>That's the question. AFAIK, Motorola never did a 68030 with "cut down"
>address and/or data BUS. Only the "LC" version without the MMU.

How do you know?

Motorola makes lots of custom versions of chips which never turn up in the official data sheets - they are only available to a certain customer, and are usually labeled with some 6-digit number that looks in no way like a normal Motorola part number.

cu
Michael

3031. Re: Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 12:05:14 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a8mo9u$5il$1@newsg3.svr.pol.co.uk>
Source record: 36226

> You're probably thinking of broadband routers -- things like the Linksys
> BEFSR41 or NetGear RT-314. These devices function as network routers
> (albeit very simple ones compared to what ISPs and backbone operators
> run), and they often include hubs or switches so you can link multiple
> computers to your broadband modem. They typically use a tool called
> Network Address Translation (NAT) to let you run multiple computers on
> one external IP address.

The above both need DSL Modems yes, can you recommend a DSL modem or Router
with a built in modem? I have ADSL coming to my house but nothing to plug
into the wall (as it were).

Elliot...

3032. Re: Can the Falcon adress more than 14

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 12:07:17 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8modl$g20$4@nets3.rz.RWTH-Aachen.DE>
Source record: 36225

In article <248dbc44244ae2@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>After reading St Internals it's possible to use four 16MB
>blocks. How compatible this is I don't know. Some FC

Correct - User Data, User Program, Supervisor Data and Supervisor Program.
If you really map these to different 16MB memory blocks, you have a very
interesting memory layout ;-)

>know it's possible on ST to have address like $01C00000. This
>is the place where alternate RAM is mapped to from an ET4000
>graphics card. And docs say "to stop OS doing DMA transfers".

This is a bit like virtual address, not a physical. The physical address is
still $00C00000, since the CPU simply ignores the upper 8 address lines -
however, TOS does not and thinks that this is alternate RAM. However,
accessing $00C00000 and $01C00000 gives the same data, so you still have
only 16MB adressable.

cu
Michael

3033. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 12:31:49 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8mprlhqq1@nets3.rz.RWTH-Aachen.DE>
Source record: 36227

In article <248dbc44244ae3@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>I never knew a 68030 was decided *that* late in the Falcon
>design. It seems strange that in 1992/1993 they'd still be
>considering a 68000!

Hm - just stumbled across photos of the original falcon (codenamed
"sparrow"):
http://home.t-online.de/home/BMaedicke/hardware/sparrow.htm

Thw bottom photo should be the plug-in card that plugs into the 68k socket
of a STE and which consists of a 68030, the DSP, and 5 GALs.

Now if you use a STE board with an improved viceo chip called Combel, you
are nearly done ;-)

cu
Michael

3034. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 12:53:44 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.dhbceooh@localhost>
Source record: 36230

<derryck@.NOSPAMCRAPcix.co.uk> wrote:

> >I am not seeking to use them for designing webpages, but ATM
> >Highwire needs speedo fonts for rendering text. Hence, I am looking
> >for a place to download the actual speedo fonts. Any ideas?
>
> There used to be a small collection of speedo fonts available on an
> ftp site. Have you tried a Google search?

Yes, such a search directed me mostly to info on how to use Speedo fonts under Linux, which is not exactly what I was after. I did find 4 speedo fonts on umich ftp archive, but some seems to lack ��� (nordic chars) and thus aren't a perfect solution.

/Joakim

3035. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 14:09:31 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <EmDr8.48$bu5.45575@news6-win.server.ntlworld.com>
Source record: 36236

Hello both.

Really you're both missing the point.

Whilst you're faffing about I've designed and produced a 2U case that will accept an ST mobo with no butchery.

The 4U version is simply the 2U version for you to fit into a rack sleeve, separating the lid and base by 2U and using a 2U blank to fill the space front and rear.

Basic metalwork skills are required but the difficult bit, i.e. cutting the apertures for floppy disk and CD rom, is done leaving you plenty of space to drill away to your hearts' content.

> So really, buying your rack case would mean I'd have to modify it anyway.

See first 2 lines! It's a basic case.

I'm not presenting it here as a finished product

I'll take my case over hacking a mobo any day.....

Barrie.

3036. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 15:59:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3caf29ee1527340@pandora.be>
Source record: 36237
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*************************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*************************************************************

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-7000.zip
(870.553 bytes) Notation prg with MIDI in-/output (German only)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

3037. Blowup030

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 16:21:01 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnaau7si.v39.atari@core.preferuje.luzik.pl>
Source record: 36238

Hello

I'm searching for the specs of the Blowup030 (hardware)

I'm especially interested in:
- what freq. does Videl run with it
- what are maximal possible resolutions for each colordepth (2,4,16,256,TC)
- how does it affect (decrease) Falcons speed

Adam Klobukowski
atari@gabo.pl

3038. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 16:27:28 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.ondbhasb@localhost>
Source record: 36239

Martin Tarenskeen wrote:
>
> But for others that URL could be very useful. Looking for some Speedo
> fonts? Go to
>
> http://www.umich.edu/~archive/atari/Applications/Dtp/Fonts/Speedo
>
> couri810.zip
> dutch801.zip
> school.zip
> swiss721.zip
> symbol.zip
>
> Martin Tarenskeen

Indeed, those were the ones I found too.
Note that the archives can't (at least not for me) be unpacked
by winzip on a PC, but ST-Zip will take care of it, the archives
are not corrupted :)

/Joakim

3039. Re: Blowup030

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 17:20:36 UTC
From: rs.mac@t-online.de
Message-ID: <1fa8fto.o6bv4u1pi06wN%rs.mac@t-online.de>
Source record: 36240

Adam Klobukowski <atari@gabo.pl> wrote:

> I'm searching for the specs of the Blowup030 (hardware)
>
> I'm especially interested in:
> - what freq. does Videl run with it
> - what are maximal possible resolutions for each colordepth (2,4,16,256,TC)
> - how does it affect (decrease) Falcons speed

For example the text for a NEC Multisync 3D is:

"640x480" 25 640 672 768 800 480 490 492 525
"800x600" 45 800 840 1224 1264 600 600 606 624
"800x600" 36 800 824 896 1024 600 601 603 625
"1024x768" 46 1024 1064 1224 1264 768 777 785 817 i

* The 1st column is the name of the video mode.

* The 2nd is the Dot Clock. This is the pixel clock for the
video processor. It is the same CLOCK with the BlowUp.

* The 3th column is the hdisp (Horizontal Display). This is
the horizontal resolution of the screen. In BlowUp it is
the XRES value.

* The 4th column is the hsyncstart (Horizontal Synchro
Start). This is the distance (in pixels) between
the horizontal synchro and the beginning of the screen.
It is in BlowUp the LEFT BLANK.
LEFT BLANK = hsyncstart-hdisp.

* The 5th column is the hsyncend (Horizontal Synchro
End). This is the distance (in pixels) between
the horizontal synchro and the beginning of the screen.
It is in BlowUp RIGHT BLANK.
RIGHT BLANK = hsyncend-hdisp.

* The 6th column is the htotal (Horizontal Total).
This is the width of a line in total: synchros +
screen. In BlowUp this value is displayed in W:
parameter. RIGHT BLANK should be adjusted to have the
same value in htotal and in W:.

* The 7th column is the vdisp (Vertical Display).This is
the vertical resolution of the screen. In BlowUp it is
the YRES value.

* The 8th column is the vsyncstart (Vertical Synchro
Start). This is the distance (in pixels) between
the vertical synchro and the beginning of the screen.
It is in BlowUp the UPPER BLANK.
UPPER BLANK = vsyncstart-vdisp.

* The 9th column is the vsyncend (Vertical Synchro
End). This is the distance (in pixels) between
the vertical synchro and the beginning of the screen.
It is in BlowUp BOTTOM BLANK.
BOTTOM BLANK = vsyncend-vdisp.

* The 10th column is the vtotal (Vertical Total).
This is the number of lines used in total in one screen:
synchros + screen. In BlowUp this value is displayed in H:
parameter. BOTTOM BLANK should be adjusted to have the
same value in vtotal and in H:.

--
-= Home of DOIT-Archive =-

_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

3040. Problem with sockdev.xdd

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 17:30:30 UTC
From: jba4@po.cwru.edu
Message-ID: <3caf2eb8.14449888@news.cwru.edu>
Source record: 36241

Hey everyone! I've been having some trouble with my MiNT setup lately. I was hoping someone could sort this out. I'm booting freemint kernel 1.15.12 on my TT without memory protection. I'd like to run the X11/GEM server, but I have problems with sockdev.xdd. I don't think it even loads. The file is sitting in the multitos folder along with all my other drivers and files systems, which all load perfectly. I'm not sure what order things run, but I don't think that should matter in this case.

I'm attempting to use the absolute latest sockdev.xdd available in the MiNT-Net package off of www.freemint.de. I'm also loading the RealTek ethernet device driver, the sound driver, and a bunch of file systems.

On another note, I'd like to turn on memory protection on MiNT, but the system fails at startup every single time. Once it starts checking my Minix partition, it has to run fsck, which cause a memory violation, brinign the system to a halt. Any reason why this doesn't work? I thought I could turn on memory protection with the older kernels. As a side note, almost every unix program on my minix partition is a version that came with KGMD. I am using up-to-date kernels, but a lot of the utilities are old KGMD software. I'm not sure if this makes a difference.

Thanks in advance!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3041. Re: Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 17:54:06 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <mjbn8a.g9q.ln@speaker.rodsbooks.com>
Source record: 36242

[Posted and mailed]

In article <a8mo9u$5il$1@newsg3.svr.pol.co.uk>,
"Elliot" <stuff@recycledsteel.co.uk> writes:
>> You're probably thinking of broadband routers -- things like the Linksys
>> BEFSR41 or NetGear RT-314. These devices function as network routers
>> (albeit very simple ones compared to what ISPs and backbone operators
>> run), and they often include hubs or switches so you can link multiple
>> computers to your broadband modem. They typically use a tool called
>> Network Address Translation (NAT) to let you run multiple computers on
>> one external IP address.
>
> The above both need DSL Modems yes, can you recommend a DSL modem or Router
> with a built in modem? I have ADSL coming to my house but nothing to plug
> into the wall (as it were).

In most cases, you're best going with whatever (external,
Ethernet-based) modem your ISP provides or recommends and a separate
broadband router. The reason is that compatibility between modems and
ISP equipment isn't always perfect. Also, using separate devices lets
you change ISPs without junking your router. If your ISP doesn't
provide an external Ethernet-based modem as an option, you'll have to
get something else, but separate products still offer the advantage of
increased flexibility.

That said, if you really must get an all-in-one unit, several companies
do make them. For ADSL, I recommend you check
http://www.dslreports.com, and particularly their hardware section,
which provides rundowns on various products. You may also want to do a
search on http://groups.google.com and/or post to the comp.dcom.xdsl
newsgroup with your query. Be sure to say what ISP you're using. You'll
probably end up being referred to models made by ZyXEL, Cisco, Westell,
Efficient Networks, and perhaps others.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3042. Re: Would Mosaic be of any use?

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 17:54:06 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <08cn8a.g9q.ln@speaker.rodsbooks.com>
Source record: 36243

In article <a8mn1n$gr6$1@news.eunet.yu>,
vdjole@EUnet.yu (Djordje Vukovic) writes:
> Hi;
>
> I noticed the other day that sources are available for a web browser
> named MOSAIC. Apart from the fact that it is (was?) for an X-11 environment
> and compilable with GNU C 2.7.1, I do not know the slightest thing about
> this browser. Any ideas on which platforms did it run? Was it any good?
> How big it was? Could this source be the base for some project for the
> Atari range of computerts?

Mosaic was one of the, if not the, first modern GUI browsers. I'm not
sure what platforms it supported, aside from UNIX/X. By today's
standards, its features are slim (weak table support, no Java or
JavaScript, etc.), but it's useable if you don't need to visit sites
that rely too heavily on such flashiness. I'm sure it COULD be ported to
the ST, but it'd probably be difficult to do (except maybe for running
it in conjunction with an ST X server), and I'm not sure the effort
would be worthwhile, given that other browsers exist for the ST.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3043. Looking for 2600/7800 games

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 18:05:45 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3caf422a$0$11120$626a54ce@news.free.fr>
Source record: 36244

Hi,

I'm looking for 2600/7800 Games cartridges...

I remember a guy was solding that here...

I'm looking for :
RIVER RAID (Activision)
Atlantis (??)
The Empire strikes back (Parker)
and others 'very good' games...

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3044. Re: Problem with sockdev.xdd

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 19:07:31 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnaauhko.vf7.atari@core.preferuje.luzik.pl>
Source record: 36245

Check if you have /dev/socket. If it is there, then sockdev.xdd is ok, and running.

Adam Klobukowski
atari@gabo.pl

3045. Re: Blowup030

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 19:13:24 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnaauhvp.vf7.atari@core.preferuje.luzik.pl>
Source record: 36046

> * The 2nd is the Dot Clock. This is the pixel clock for the
> video processor. It is the same CLOCK with the BlowUp.

What is the maximal valuse of the Dot Closk that Blowup can generate?

Thanks

Adam Klobukowski
atari@gabo.pl

3046. Imagecopy 4 For Sale on Ebay

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 19:22:14 UTC
From: Geoff <Geoff.O@btinternet.com>
Message-ID: <a8nht5$84e$1@knossos.btinternet.com>
Source record: 36047

I have Imagecopy 4 for sale on ebay at ?1.00 starting price - just looking
for a good home:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2014089372&r=0&t=0&show
Tutorial=0&ed=1018549601&indexURL=0&rd=1

3047. Re: Imagecopy 4 For Sale on Ebay

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 21:15:11 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3caf73605001890@tripnet.se>
Source record: 36048

On Sat 06-04-2002 19:22 (GMT) Geoff wrote:

>I have Imagecopy 4 for sale on ebay at ï¿½1.00 starting price - just looking

>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2014089372&r=0&t=0&show
>Tutorial=0&ed=1018549601&indexURL=0&rd=1

Never try to post long url's with Outlocked Express! Get a working
newsreader and try again...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3048. Re: Blowup030

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 21:28:37 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3caf68cf$0$21458$79c14f64@nan-newsreader-03.noos.net>
Source record: 36049

"Adam Klobukowski" <atari@gabo.pl> a crit dans le message de news:
slrnaau7si.v39.atari@core.preferuje.luzik.pl...
> Hello
>
> I'm searching for the specs of the Blowup030 (hardware)
>
> I'm especially interested in:
> - what freq. does Videl run with it
> - what are maximal possible resolutions for each colordepth
(2,4,16,256,TC)
> - how does it affect (decrease) Falcons speed
>
> Adam Klobukowski
> atari@gabo.pl

```
Hello!
What version do you have.
It still exist 3 options with the same name?
1) trial soft
2) complete soft only
3) a special "videl clock 32 with a frenquency quartz"
```

This is the first point, the second one is very simple:
It is d pend of your possibility of "monitor".

The better and the most secure today: multisynchro monitor:-)
Yes because, you can, in realtime, build your r solution in realtime:-)

```
The last one, for multitasking os use the tsr prg instead of the acc one;-)
```

```
you hnow what, i'm happy:-)
bye
```

3049. Re: aFTP/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 22:01:09 UTC
From: Thomas Redelberger <redetho@gmx.de>
Message-ID: <3caf712c_2@news.arcor-ip.de>
Source record: 36050

Hi Derryck

> Is anyone using aFTP with Magxnet, or can suggest what I'm doing wrong
> please?

I tried both aFTP 1.44 and 1.55 with Magxnet internally to a FTP server on
my PC.
From the PC to the ST is fine.
From the ST to the PC I always get zero bytes length files :-(

Connecting to an FTP server on the internet works. But same issue with
uploading.

I am using an ISDN router for internet access.
I just had to add another route line in MAGX_RC.NET:

route add default en0 gw 192.168.2.254

The IP address is the IP address of the router in my ethernet.

Best regards
Thomas

--
Dr. Thomas Redelberger
E-mail: redetho@gmx.de
Fax: +49 6023 999410

3050. Re: Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 22:05:42 UTC
From: Thomas Redelberger <redetho@gmx.de>
Message-ID: <3caf712d_2@news.arcor-ip.de>
Source record: 36051

Hi Brian!

> 1) Is this solution relatively fast? A benchmark I can understand would be
nice.

Ethernet solutions between Ataris provide *net* transfer speeds (using FTP)
between 20KByte/s and 150KB/s (Falcon), cum grano salis with any IP stack
(STing, MagicNet, MINTNet) and network adapter.

> 2) I want to hook up a number of my Ataris, however, they are all running
> different OS.
>...

No issue. You can run STing on some machines (under TOS or MagiC), MagiCNet
or MINTNet as you like on others.
IP makes sure they can talk to each other.

BTW: If have MagiCnet running on MagiC 5.13 with just the standard 8.3 file
system.
I tested FTP-Server and CAB to work succesfully.

> There are network hubs that have Ethernet and (DSL?) High speed phone
> access, combined in one unit. I don't know if these are independent or
> what.

I propose you first set up an ethernet with all your atari machines hooked
up using the IP stack that fits the machine and OS such that all machines
can see (Ping) each other.

Then you install core TCP/IP networking software on the ataris. E.g. CAB,
aFTP, Telnet.

Then you may want to connect any decent *router* to this ethernet. This
router would have an ethernet plug and an ISDN or (A)DSL plug or a cable
modem plug.
I got such a configuration working nicely. The ISDN router I use costs about
EUR 250.
You would configure the router from any Atari using Telnet (mine is also
accessible from a dedicated RS232 port).
My two PCs also hang in this ethernet.

With this you do not need any pppoe or the like. This is all done by the
router.
You can have simultaneous internet access from more than one atari or PC.
The router provides Network Address Translation.
Some routers even provide basic firewall (filtering) functionality.

Best regards
Thomas

--
Dr. Thomas Redelberger
E-mail: redetho@gmx.de
Fax: +49 6023 999410

3051. Re: Blowup030

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 22:22:32 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnaaut2d.vp8.atari@core.preferuje.luzik.pl>
Source record: 36052

> you hnow what, i'm happy:-)

I know that.

I do not have blowup yet, but I have possibility to buy it on auction, and becouse I'm also buying CT060 (which also bost Videl) I would like to have information if it is still resonable to use Blowup, ie. if it put higher frequency to Videl.

I'm talking about hardware blowup solution.

So once more: what is the maximal frequency that Blowup may generate for videl?

Adam Klobukowski
atari@gabo.pl

3052. Re: SH205 Harddisk -> Connecting Problems on MEGA ST

Newsgroup: comp.sys.atari.st
Date: 2002-04-06 22:57:18 UTC
From: "Gerald M.-B." <gmb@wtal.de>
Message-ID: <a8nuhvpjp1@news.kdt.de>
Source record: 36054

Hi Dennis,

before you switch on your Atari system, you must insert the disk into your floppy drive which (hopefully) came with the SH205 harddisk. This disk will boot the necessary driver for your hard disk. When everthing worked well, you should see the desktop. Now you can add drives to the desktop or could start the utility from the floppy disk to format your harddisk. The Atari harddisk utility is also able to change partition C into a boot partition. By doing this you could boot your Atari system via harddisk. The SH205 driver / bootdisk won't be needed any longer for boot-up.

If you need further help (or the driver disk for the ATARI SH205 harddisk) just drop me a mail. I own a SH205 myself, so that I could send you the manual (in german), too.

I learned English in school for many years, but giving a "How / What to do" description in english still isn't easy.

Greetings from Germany.

Gerald

3053. GFA Basic 3.0, MCC Assembler and LDW Basic compiler

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 00:07:50 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <LVLr8.5612$VM5.1403768@e3500-atl1.usenetserver.com>
Source record: 36055

I have all of these sealed.

I don't know if anyone is interested.

3054. Re: Falcon Emulators

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 00:13:15 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <saMr8.2549$it5.395801@news11-gui.server.ntli.net>
Source record: 36056

> "rod mccall" <rodmc@Runrev.com> wrote in message
> news:4b67636e.0204050523.57ffe5ee@posting.google.com...
> > I used to have an Atari Falcon until about 6 years ago. Can anyone
> > point me in the direction of an emulator?
>
Emulator pah, just buy a Falcon.

Barrie at Keychange.

www.keychange.co.uk

3055. Re: Can the Falcon adress more than 14 Mb of RAM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 01:49:44 UTC
From: Don Schoengarth <atariNOSPAM@qnet.com>
Message-ID: <3CAFA5B8.62B46220@qnet.com>
Source record: 36057

Lyndon Amsdon wrote:

> Hi Michael,
>
> >Hm - just stumbled across photos of the original falcon (codenamed
> >"sparrow"):
> >http://home.t-online.de/home/BMaedicke/hardware/sparrow.htm
>
> There are many pictures like this in Chips'n'Chips :)
> Wizztronics are selling a Sparrow for $700 I think. Would be
> nice, it works apparantly too, with some developers TOS version.
> Still, $700 is a lot! I think it was all PGA though, which is
> nice.
> --
> Lyndon Amsdon

That Sparrow is just a motherboard. I had a complete Sparrow that I sold then it was sold again. I think it went for $325 on ebay last year. And it was very clean.

Don

3056. Falcon Soundpool Adat interface.

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 03:14:45 UTC
From: Dylan O'Brien <dylansob@earthlink.net>
Message-ID: <FQOr8.23087$ml2.1777991@newsread1.prod.itd.earthlink.net>
Source record: 36058

Hi,

I'm looking for a Soundpool Adat interface that connects to the DSP port of the Falcon. It allows you to send/receive 8 channels of audio to an adat compatible device. If anyone is selling one, or knows someone who is, please let me know.

Thanks,
Dylan O'Brien
USA

3057. Re: ? 'bout Calamus (music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 03:54:57 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3cafc313$0$13916$1dc6e903@news.corecomm.net>
Source record: 36059

On Sun, 31 Mar 2002, John S. Gray wrote:

> Once the page is set up in calamus, use your text frames and favourite
> fonts to add the written info. This has the added advantage of allowing
> you to put the elements where you want them, regardless of defaults
> according to some MIDI parameter.

Hi,

That is real nice, but what I was looking for (or contemplating)
was a DTP program that had some sort of music module.
One that had actual musical symbols (slurs, accidentals, etc.)
that could be used to "Fine Tune" your "manuscript"

Logic 2.5 has limited music symbols, inconsistencies in the way
Chord symbols are inputted, and tie and slur adjustments are
rather cumbersome.
Its strong point is music sequencing, not music notation.

Will Calamus make a .PDF file after you have done this procedure?

thanks

ken

3058. Score Perfect Professional (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 03:57:10 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3cafc397$0$11954$1dc6e903@news.corecomm.net>
Source record: 36060

Hello,

Does anyone have an English Demo of Score Perfect Professional.
I could only find a German Demo v3.2

thank you

ken

3059. Steinberg Cubase Audio (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 04:05:50 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3cafc5a0$0$11954$1dc6e903@news.corecomm.net>
Source record: 36061

Hello,

What is the most current version of Cubase available for Atari Falcon?
Is there a score editor that allows you to use vector fonts?

Is an English Demo Available?

thanks

ken

3060. Re: Steinberg Cubase Audio (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 05:15:35 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8D5246D.20DF0%nameerf@flash.net>
Source record: 36062

in article 3cafc5a0$0$11954$1dc6e903@news.corecomm.net, Ken Kosut at kjcat@shell.voyager.net wrote on 4/6/02 8:05 PM:

> What is the most current version of Cubase available for Atari Falcon?

Version 2.06.

> Is there a score editor that allows you to use vector fonts?

Nope.

> Is an English Demo Available?

Nope.

> thanks

You're welcome!

Mike Freeman
nameerf@flash.net

3061. Re: Score Perfect Professional (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 05:53:25 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204070745110.45-100000@easymint>
Source record: 36064

On Sat, 6 Apr 2002, Ken Kosut wrote:

>
> Hello,
>
> Does anyone have an English Demo of Score Perfect Professional.
> I could only find a German Demo v3.2
>
> thank you
>
> ken
>
>
>

Take a look in the \BANK\ folder. Do you see two files named BANK_E.LST and POPUP_E.LST ? If so the answer is simple. You have to edit (or create) a little file named LANGUAGE.INF that must be in the same directory as the main program. The file should only contain the word "EN" (without the "" quotes !).

If you haven't got the translation files in the BANK directory I can send them to you. I also have Dutch language files if you're interested ;-)

Martin Tarenskeen

3062. Re: ? 'bout Calamus (music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 06:02:00 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204070755330.45-100000@easymint>
Source record: 36065

On Sat, 6 Apr 2002, Ken Kosut wrote:

> Hi,
>
> That is real nice, but what I was looking for (or contemplating)
> was a DTP program that had some sort of music module.
> One that had actual musical symbols (slurs, accidentals, etc.)
> that could be used to "Fine Tune" your "manuscript"
>

Score Perfect Pro is pretty good I think. I own the abandoned latest version 4.0 for Atari.

There also is a German-only program that is still being developed (I forgot the name, was it Music Edit ?). I haven't tried it yet, but I heard it runs, unlike SPP, in colour resolutions and under multitasking OS.

I love SPP, except that it doesn't like my CT2b, it doesn't run with MiNT, and further development on the Atari platform has stopped.

Martin

3063. Octopus BBS

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 06:26:26 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1018160786.701661@pikachu>
Source record: 36063

Hey all,

Ordinarily I wouldn't waste bandwidth in our precious group, but I feel like I've actually accomplished something ;-). And it was very difficult for me since I didn't know C at all!

Octopus BBS now can accept internet connections on stik and can send out characters!

http://pikachu.atari-source.com/octoshot/octoshot1.gif

To follow progress, visit http://atari-source.com where news will be posted as it's available.

Thanks all!

Mark

3064. Falcon to CD

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 07:47:27 UTC
From: jdplace@prodigy.net
Message-ID: <jQSr8.5004$Uf.994338862@newssvr15.news.prodigy.com>
Source record: 36066

I'm looking for a freeware or shareware program that will record a 44.1K Hz AVR file (or convert to this format). I'd like to record the audio of my MIDI scores to my Falcon, and then burn a CD with CD-Writer. I've found a few programs, but none of them record at that sample rate.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

3065. Re: Anyone want a SH204 Hard drive?

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 08:43:53 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a8p0t1$99l$1@newsg4.svr.pol.co.uk>
Source record: 36067

"G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:a8jl1q$f4i$1@news.comnet.co.nz...
> "Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
> wrote ...
> > Just a word of warning. If you have the duff DMA chip the effect MAY
> not
> > happen immediately.
> > It can start after things have got warmed up (say 15 to 20 mins?)
> use.
> > Sorry I can't be more precise, its been a long time....
>
> BTW: Didn't the "Bad DMA chip" bug tend to happen when one used a
> non-Atari HDD? ie Atari HDDs (SH, Megafile) were OK, but others
> weren't?
>

Yes, but I also think some ATARI HDs had the problem.

> What exactly was wrong with the STE DMA chip? Did they slip through
> quanity control?
>

I am not sure that anything was wrong with the chip. Previous posts on the
topic indicate
that it has the same part number as the original ST DMA chip, so I suspect
that some of the support circuitry had a minor timing problem, and the
easiest way
to fix it was to update the DMA chip.

I expect that the real problem was that a designer somewhere did not take
proper account of
"product spread". That is whilst every chip specification has a quoted
"typical" value,
say "input current 5 milliamps" they also have a tolerence (plus or munus 1
milliamp)

So foe example in order to drive such a chip , one with 5 Millamp output is
no good. because
that will probably have a similar spread, 5 +/- 1, instead you need one with
7 ma
of drive then worst case spreads will work.

I guess that in the case of a machine like an STE calculating these worst
case senarios is not easy
and one slipped through, or that one batch of DMA chips was close to the
edge...

I don;t think any one who knows the real answer would let on...

> (I have owned a 1040STFM, Mega 4, TT, but never owned or used an STE)
>
> --
>
> Download the latest DLL manager for the Atari ST. Visit
> http://www.atari.net.nz/gem/software/tlbx.html and download the
> Toolbox today!
>
> --
>
> Quote for the month
>
> "There are two kinds of computers: obsolete, and obsolete-ready"
> (Tim Shoppa, comp.arch newsgroup)
>
> --
>
> g.swaine@the.gluepot is a bogus address. I can be contacted via an
> intermediary: gem at gem win co nz. I apologise to the genuine
> respondents that this may inconvenience.
>
>
>

3066. Re: ? 'bout Calamus (music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 08:52:08 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a8p2m0$qm4$1@newsg1.svr.pol.co.uk>
Source record: 36068

"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message
news:Pine.MNT.4.31.0204070755330.45-100000@easymint...
> On Sat, 6 Apr 2002, Ken Kosut wrote:
>
> > Hi,
> >
> > That is real nice, but what I was looking for (or contemplating)
> > was a DTP program that had some sort of music module.
> > One that had actual musical symbols (slurs, accidentals, etc.)
> > that could be used to "Fine Tune" your "manuscript"
> >
>
> Score Perfect Pro is pretty good I think. I own the abandoned latest
> version 4.0 for Atari.
>
> There also is a German-only program that is still being developed (I
> forgot the name, was it Music Edit ?). I haven't tried it yet, but I heard
> it runs, unlike SPP, in colour resolutions and under multitasking OS.

I have a copy I won as the prize in that survey some one posted about 2
months ago
(was I the only one who completed it)? I will try and have a go at getting
it running this
weekend and let you all know what I think. I must admit I am not very
familiar with
ST Score Edit programs. When I need to Score Edit (which is not often) I
usually
use "Noteworthy" on my PC, which I must say seems to gain an extra
limitation every time
I use it.....

Dave

3067. Re: ? 'bout Calamus (music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 09:58:41 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a8p590cbu1@newsg4.svr.pol.co.uk>
Source record: 36069

>
> I have a copy I won as the prize in that survey some one posted about 2
> months ago
> (was I the only one who completed it)? I will try and have a go at getting
> it running this
> weekend and let you all know what I think. I must admit I am not very
> familiar with
> ST Score Edit programs. When I need to Score Edit (which is not often) I
> usually
> use "Noteworthy" on my PC, which I must say seems to gain an extra
> limitation every time
> I use it.....
>
> Dave
>
>
>

Well it apears to run and load the music provided, and from what I can
gather from my limited knolwedge of German it should allow editing
and printing with Speed GDOS. BUT its all in German and music editing
programs are hard enough work without being in a language of which I have
only a limited understanding....

3068. Re: Some things sound bad on F030

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 10:22:21 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a8p6l1$5h8$1@newsg2.svr.pol.co.uk>
Source record: 36070

> Have you tried running from plain TOS, no accs, autos etc?

Yes.

It is really strange, I will try and see if it is the same with the Line out
rather than through the modulator.

3069. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 11:02:09 UTC
From: dziewon@xs4all.nl
Message-ID: <a8p8vhpen1@news1.xs4all.nl>
Source record: 36071

I have some 100 different SPD files stored somewhere on my
removable hard disks...

Is there anything you particularly are keen of?

I can dig into it, when you let me know privately..

gtx, Rein

On 6 Apr 2002 16:27:28 G, GokMasE wrote:
>Martin Tarenskeen wrote:
>>
>> But for others that URL could be very useful. Looking for some Speedo
>> fonts? Go to
>>
>> http://www.umich.edu/~archive/atari/Applications/Dtp/Fonts/Speedo
>>
>> couri810.zip
>> dutch801.zip
>> school.zip
>> swiss721.zip
>> symbol.zip
>>
>> Martin Tarenskeen
>
>Indeed, those were the ones I found too.
>Note that the archives can't (at least not for me) be unpacked
>by winzip on a PC, but ST-Zip will take care of it, the archives
>are not corrupted :)
>
>/Joakim
>
>.

3070. Re: "Ultimate Virus Killer 2000" (Atari ST/TT/Falcon virus killer)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 11:26:49 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cb03196$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 36073

"Richard Karsmakers" <sorry@no.spam> wrote in message
news:s8qqaucufioc88ku74grlektp1mvb93d5s@4ax.com...
| The "Ultimate Virus Killer 2000" is the industry standard virus killer
for
| the Atari ST/TT/Falcon platform. The program has been around for about
14
| years, and turned shareware a while ago. The latest version, 8.2, was
| released October 10 2001.
| . . . .

In the past I have asked if the 'crashing on empty folder' bug has been
eliminated but never receive a reply. Has it?

--
JI Logan

3071. Re: Twilight World on-line fiction magazine

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 11:30:07 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cb03198$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 36074

"Richard Karsmakers" <sorry@no.spam> wrote in message
news:teqqau07h3b91dmlv3cr1128sojk8b7sl0@4ax.com...
| This message is to make you aware of a magazine of fiction, "Twilight
| World". It's located at http://www.twilightworld.net.
| . . . .
| Thanks for your time. And in case you think this post in
inappropriate (or,
| heavens forbid, spam!) just tell me and I will strike your particular
| newsgroup from the list.

Do _you_ think that this posting is appropriate? If yes, explain why.

--
JI Logan

3072. Re: Falcon to CD

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 11:43:02 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3cb01c33@dnews.tpgi.com.au>
Source record: 36072

Try 525 it handles sample conversion, don't know the url tho.....

Mark

Joseph D. Place <jdplace@prodigy.net> wrote in message
news:jQSr8.5004$Uf.994338862@newssvr15.news.prodigy.com...
> I'm looking for a freeware or shareware program that will record a 44.1K
Hz
> AVR file (or convert to this format). I'd like to record the audio of my
> MIDI scores to my Falcon, and then burn a CD with CD-Writer. I've found a
> few programs, but none of them record at that sample rate.
>
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|

3073. BBS Express ST

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 12:00:17 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <kxWr8.1954$EN5.212819031@news.inreach.com>
Source record: 36075

I once saw a post that someone had or knew where to get a copy of the program BBS Exprss ST that didn't need or it had a data file so that it would run ok all the time. I've got the program from back in in about 97, but it will not work right now unless I set the system clock way back. Can anyone let me know where to get that program? I think they said Rich put it out. Once I get my TT back up I want to run a local BBS again and all my stuff is BBS Express ST

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

3074. Re: Score Perfect Professional (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 13:03:08 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <a8pft3$m3d$1@news1.xs4all.nl>
Source record: 36076

Ken Kosut heeft geschreven in bericht
<3cafc397$0$11954$1dc6e903@news.corecomm.net>...
>
>Hello,
>
>Does anyone have an English Demo of Score Perfect Professional.
>I could only find a German Demo v3.2
>
>thank you
>
>ken

Hello,
Well you already got an answer. I just want to let you know that SPP 4.0 for
Atari is available. You can get it at http://www.scoretec.de
The demo's for Windows are available on the website, if you want to get the
Atari version you should contact the author Hans Kleinbrahm via
Kleinbrahm@aol.com

Cheers
Dan

3075. Five To Five

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 13:49:42 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3cb04e76$0$15582$626a54ce@news.free.fr>
Source record: 36077

http://www.optik.uni-erlangen.de/osmin/haeusler/people/hs/525.html

SeeU

"Mark Bedingfield" <atari@tpg.com.au> a crit dans le message de news:
3cb01c33@dnews.tpgi.com.au...
> Try 525 it handles sample conversion, don't know the url tho.....
>
> Mark
>
>
> Joseph D. Place <jdplace@prodigy.net> wrote in message
> news:jQSr8.5004$Uf.994338862@newssvr15.news.prodigy.com...
> > I'm looking for a freeware or shareware program that will record a 44.1K
> Hz
> > AVR file (or convert to this format). I'd like to record the audio of
my
> > MIDI scores to my Falcon, and then burn a CD with CD-Writer. I've found
a
> > few programs, but none of them record at that sample rate.
> >
> > |Joseph D. Place |
> > |/|\ ATARI Falcon030 |
> > |1040STe, Stacy4 |
> > |Portfolio, 400, 130XE|
>
>

3076. Re: Blowup030

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 14:22:28 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cb0566d$0$21942$79c14f64@nan-newsreader-02.noos.net>
Source record: 36078

"Adam Klobukowski" <atari@gabo.pl> a crit dans le message de news:
slrnaaut2d.vp8.atari@core.preferuje.luzik.pl...
> > you hnow what, i'm happy:-)
>
> I know that.
>
> I do not have blowup yet, but I have possibility to buy it on auction, and
> becouse I'm also buying CT060 (which also bost Videl) I would like to have
> information if it is still resonable to use Blowup, ie. if it put higher
> frequency to Videl.
>
> I'm talking about hardware blowup solution.
>
> So once more: what is the maximal frequency that Blowup may generate for
> videl?
>
> Adam Klobukowski
> atari@gabo.pl

```
hi!
maybe 32 in external, if I don't forget something:-)
I don't remember something special for videl with CT60?
bye
```

3077. Re: Score Perfect Professional (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 15:43:05 UTC
From: Peter Forrest <forrest@comnet.ca>
Message-ID: <aNZr8.77025$7R5.563682440@radon.golden.net>
Source record: 36079

In addition, the 4.0 DEMO for Windows has an option "Language" under the "Extras" menu and you can select English and Dutch.

Don't know about the Atari one.

Peter

3078. Re: Steinberg Cubase Audio (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 16:50:01 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <a8pta6$2gpe$1@news6.isdnet.net>
Source record: 36080

Hello Ken :-)

> What is the most current version of Cubase available for Atari Falcon?
> Is there a score editor that allows you to use vector fonts?

On a Falcon you can use :

- Cubase 3.10 (MIDI)
Score Edit (3.0) available and external module can be used (Studio Module,
Cue Trax, Style Trax)
- Cubase Score 2.0r6 (MIDI)
Score Edit available (3.5) and external module can be used (Studio Module,
Cue Trax, Style Trax)
- Cubase Audio 2.06 (MIDI and Audio)
Score Edit available (3.5) and external module can be used (Studio Module,
Cue Trax, Style Trax)

Go to http://music-atari.org/music/cubase/ for more ...

> Is an English Demo Available?

No...

There is only Cubase Lite, but it run only on ST(f/e) Mega ST(e) ...

Regards...

--
Paul CAILLET.
http://music-atari.org
http://musique.atari.org

3079. Atari SM124 Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 17:04:49 UTC
From: rg@nospam.tempo21.demon.co.uk
Message-ID: <a1v0bug8qdkh8195a5ris2g61tvaf8kb1q@4ax.com>
Source record: 36081

Clearing out the attic I discovered an Atari SM124 monitor, complete with leads. If this is of any use to anyone I would be happy to donate it to a good home. You collect - I live in Sussex. Otherwise it goes down the dump.

Thanks

Ralph

3080. Re: BBS

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 17:12:41 UTC
From: yves.rogne@free.fr
Message-ID: <3cb07e08$0$11099$626a54ce@news.free.fr>
Source record: 36082

�I want to run a local BBS again and all my stuff is BBS Express ST

Hello,

If you can't find back BBS st and have more than 1 meg of ram, you may want to try Strabox from the Starcall suite : it allow to use 4 s�rial ports in the same time.
The shareware fee is very small (15$).

Regards

M�gamodeste

3081. Re: Speedo fonts on WWW?

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 17:33:31 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204071927030.171-100000@easymint>
Source record: 36085

On Sat, 6 Apr 2002, GokMasE wrote:

> > http://www.umich.edu/~archive/atari/Applications/Dtp/Fonts/Speedo
> >
> > couri810.zip
> > dutch801.zip
> > school.zip
> > swiss721.zip
> > symbol.zip
> >
>
> Indeed, those were the ones I found too.
> Note that the archives can't (at least not for me) be unpacked
> by winzip on a PC, but ST-Zip will take care of it, the archives
> are not corrupted :)
>

I unpacked them using the latest version of unzip for mint.
I got a warning message telling me what was wrong with the files, and it even mentioned ST-Zip as a possible cause of this error. But the program was intelligent enough to correct this error and unpack the files without problems. :-)

Martin Tarenskeen

3082. MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 18:01:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb0976c70f2150@tripnet.se>
Source record: 36083

Finally I got a legitim copy of the latest MagiC 6.2 and installed it a couple of days ago.

I have been using the cracked 6.1 beta for evaluation reasons for some time now and have had quite a few problems with it. Sudden hard crasches especially when launching programs like Qed, CAB etc. Also CAB 2.8 used to exit with some bombs now and then.

Not a stable setup at all and as I have seen some of these behaviours happen when running the same things under Geneva+Neodesk I began to sort of not really trust my Atari like I did in the past... Despite this i took a chance and finally bought the latest Magic which fortunately turned out a success.

Now I have used it very heavilly for two days running MagiC 6.2+Jinnee2.5 and not a single glitch or bombs or anything. Everything works perfect!

I have mostly been surfing with CAB, reading/writing with Okami+Qed+Popwatch+Newswatch etc. Sofar I have receieved 8 MB and transmitted 2.8 MB today over Modem 2 running STinG. I just exited CAB for the first time today and got 10 MB RAM back (using 4 MB image cache), so it does use up some memory.

I also tried to let Phplayer play MIDI-files through the internal speaker while surfing with CAB and letting Okami expire news at the same time and everything worked perfectly. The 1:st movement from Beethoven's 5:th symphony at the Score Perfect site was to much for Phplayer to handle with good sound but nothing went wrong with the computer or the programs running.

So, my conclusion is that those of you who still use this MagiC 6.1 beta really should consider upgrading to the "real thing". The difference is very significant!

This is on a TT with 32+4 MB RAM and a Sektrum 1 TC graphics card at 256 colours and 1024*768. HDDriver 8, NVDI 5.

The only strange thing now is that I can not print via NVDI or That's Write running MagiC on this computer. The printer port looses characters resulting in garbage. The very same setup with NVDI 4 on another TT prints perfect. Unfortunately I switched computers and NVDI version at the same time so it is hard to tell where the fault is.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3083. Re: BBS Express ST

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 18:41:48 UTC
From: vdjole@EUnet.yu
Message-ID: <a8q3taqqj1@news.eunet.yu>
Source record: 36086

On 7 Apr 2002 05:00:17 -, "Starlord" wrote:
>in the Dark ... The Place is Babylon 5

What happened to the first four? :)

3084. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 18:51:10 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB0951E.5050905@seimet.de>
Source record: 36084

Kenneth Medin wrote:

> This is on a TT with 32+4 MB RAM and a Sektrum 1 TC graphics card at 256
> colours and 1024*768. HDDriver 8, NVDI 5.

Is your version of HDDRIVER also a "cracked" version? I cannot find you
in my database of registered users ...

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3085. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 19:41:58 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb0aee08346820@tripnet.se>
Source record: 36087

On Sun 07-04-2002 20:51 (+0200) Uwe Seimet wrote:

>Kenneth Medin wrote:
>
>> This is on a TT with 32+4 MB RAM and a Sektrum 1 TC graphics card at 256
>> colours and 1024*768. HDDriver 8, NVDI 5.
>
>Is your version of HDDRIVER also a "cracked" version? I cannot find you
>in my database of registered users ...

Actually no. I just happend to buy _two_ copies of HDDriver at the Nordic
Atari Show in Malmï¿½ last june. The seller was 16/32 Systems. I also got
NVDI5 from him at the same time. Unfortunatelly he had no MagiC versions
to sell at the time.

I will mail you right away the serial number.

To completely ruin your worst thoughts I actually bought two copies of
MagiC 6.2 too from Indigo2 in Denmark some time ago. The reason for this
is that I maintain the computer for a friend of mine who is a Atari
user and use the computer for much of his work at the Gothenburg
university. My task is to keep his TT up and going as he is not too
interested in computer secrets. He also uses Okami for all his email uses
and this mostly works fine although he does some strange things now and
then...

You can check his website with some CD's from his record company Musica
Rediviva at http://www8.tripnet.se/~sb/ and off course all the CD
booklets are made with Calamus... There are a couple of more CD's out
that are not put up on the site, though.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3086. Re: AMail outbox

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 19:55:05 UTC
From: dziewon@xs4all.nl
Message-ID: <a8q86p$6j$1@news1.xs4all.nl>
Source record: 36088

when trying a second message after having sent the first
Amail [1.26b] simply throws away the email-address and when
you accidentally click 'send' you get the obvious errors...
The 'outbox' file still contains the first message and just that..

gtx, Rein

On 4 Apr 2002 18:13:54 +, Martin Tarenskeen wrote:
>Does anyone recognize the following problem: When I have composed more
>than one message that is sitting in my outbox waiting to be sent, AMail
>can't mail them succesfully. With only one message in the outbox clicking
>on the "send" icon does the job without problems. ????
>
>Martin Tarenskeen
>
>Atari Falcon030/CT2b, MiNT 1.15.12 with mintnet, XaAES 0.943 or N.AES 2.0,
>THiNG 1.27 etcetera.
>
>.

3087. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 20:07:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cb0adec774b50@madasafish.com>
Source record: 36119

Hi Kenneth,

>That's Write does not use NVDI for rendering text but shows the same
>symphtoms. Also When I try the IPRN demo, data travels extremely fast to
>the printer but the printer itself does not seem to receive anything.
>Could be a handshake problem?

Sounds like a problem with busy line. I think only good printer
drivers used interupts on this line. MFP or YM could be at
fault then I think.
--
Lyndon Amsdon

3088. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 20:49:53 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1018212408.525488@pikachu>
Source record: 36089

Kenneth,

MagiC 6.2 offers some software incompatibility that you might see in a
little bit of time. Of course that might be Falcon specifc or even
specific to MY falcon. All I know is MagiC has always been stable for me
so I think everyone else who has MagiC + Falcon problems is a little crazy
;-)

Mark
http://atari-source.com

Kenneth Medin wrote:

> Finally I got a legitim copy of the latest MagiC 6.2 and installed it a
> couple of days ago.
>
> I have been using the cracked 6.1 beta for evaluation reasons for some
> time now and have had quite a few problems with it. Sudden hard crasches
> especially when launching programs like Qed, CAB etc. Also CAB 2.8 used
> to exit with some bombs now and then.
>
> Not a stable setup at all and as I have seen some of these behaviours
> happen when running the same things under Geneva+Neodesk I began to sort
> of not really trust my Atari like I did in the past... Despite this i
> took a chance and finally bought the latest Magic which fortunately
> turned out a success.
>
> Now I have used it very heavilly for two days running MagiC 6.2+Jinnee2.5
> and not a single glitch or bombs or anything. Everything works perfect!
>
> I have mostly been surfing with CAB, reading/writing with
> Okami+Qed+Popwatch+Newswatch etc. Sofar I have receieved 8 MB and
> transmitted 2.8 MB today over Modem 2 running STinG. I just exited CAB
> for the first time today and got 10 MB RAM back (using 4 MB image cache),
> so it does use up some memory.
>
> I also tried to let Phplayer play MIDI-files through the internal speaker
> while surfing with CAB and letting Okami expire news at the same time and
> everything worked perfectly. The 1:st movement from Beethoven's 5:th
> symphony at the Score Perfect site was to much for Phplayer to handle
> with good sound but nothing went wrong with the computer or the programs
> running.
>
> So, my conclusion is that those of you who still use this MagiC 6.1 beta
> really should consider upgrading to the "real thing". The difference is

> very significant!
>
> This is on a TT with 32+4 MB RAM and a Sektrum 1 TC graphics card at 256
> colours and 1024*768. HDDriver 8, NVDI 5.
>
> The only strange thing now is that I can not print via NVDI or That's
> Write running MagiC on this computer. The printer port looses characters
> resulting in garbage. The very same setup with NVDI 4 on another TT
> prints perfect. Unfortunately I switched computers and NVDI version at
> the same time so it is hard to tell where the fault is.
>

3089. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 21:08:29 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1018213523.914669@pikachu>
Source record: 36090

Kenneth Medin wrote:

> On Sun 07-04-2002 20:51 (+0200) Uwe Seimet wrote:
>
>>Kenneth Medin wrote:
>>
>>> This is on a TT with 32+4 MB RAM and a Sektrum 1 TC graphics card at 256
>>> colours and 1024*768. HDDriver 8, NVDI 5.
>>
>>Is your version of HDDRIVER also a "cracked" version? I cannot find you
>>in my database of registered users ...
>
> Actually no. I just happend to buy _two_ copies of HDDriver at the Nordic
> Atari Show in Malmï¿½ last june. The seller was 16/32 Systems. I also got
> NVDI5 from him at the same time. Unfortunatelly he had no MagiC versions
> to sell at the time.
>
> I will mail you right away the serial number.
>
> To completely ruin your worst thoughts I actually bought two copies of
> MagiC 6.2 too from Indigo2 in Denmark some time ago. The reason for this
> is that I maintain the computer for a friend of mine who is a Atari
> _user_ and use the computer for much of his work at the Gothenburg
> university. My task is to keep his TT up and going as he is not too
> interested in computer secrets. He also uses Okami for all his email uses
> and this mostly works fine although he does some strange things now and
> then...
>
> You can check his website with some CD's from his record company Musica
> Rediviva at http://www8.tripnet.se/~sb/ and off course all the CD
> booklets are made with Calamus... There are a couple of more CD's out
> that are not put up on the site, though.
>

I think I've just reconsidered my decision to buy HDDriver and will
continue using CBHD.... heh.. It's like salem witch trials around here.
I can understand there being somewhat of a suspicious nature about people
saying they are using your commercial software, but the accusatory nature
of your responses to things (Uwe) are far uncalled for. Many people have
copies of HD-Driver through perfectly legitimate methods that might not
result in them being in your database. Not everybody is a fucking criminal
by default. And it sure sounds like he was using cracked software only
because of an inability to PURCHASE software. Something the Atari
community feels all too well. In a whole I would tend to believe the Atari
community is the most honest "group" of computer users period. You

probably have a higher percentage of users vs. legal users than most software products on the market. I for one have never registered software in the aspect of filling out a registration card and mailing it. And mostly I will buy from 3rd party dealers and shows. Obviously that's wrong.

Mark
http://atari-source.com

3090. Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 21:38:53 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1018215357.198721@pikachu>
Source record: 36091

I've noticed some things around in the Atari community lately that bother me. Software authors think customers should somehow get their elbows up their butt in order to use their software and I don't think it's fair. Most atari products are created somewhere that the people who want to use it aren't. Most of the time, it's rather difficult to register or legitimately purchase their software. For example, on ASH's homepage which is compeltely german, they have an online shopping area where people can buy their Atari products, which have been updated frighteningly less frequently.

If I ever used commercial software illegally, it tended to be to evaluate the software for a reasonable period of time. I mean most people would actually want to use something for a month or two to see if they will run into strange problems before spending $100+ USD on it. Contrary to what some people in other countries believe, in the US money does NOT grow on trees. I wish it did. I would also use a commercial product in the interest of translating it to English and spreading the English resource files, which in the end benefits the author.

Let's talk about ease of registration.

I emailed bengy who started up shareware.org, a GREAT idea in order to purchase quite a few software packages which I want to use legitimately on a regular basis. It's been several weeks and I still haven't received a reply to my email.

I'm not saying it's right to pirate software. I'm not saying it's right to use software without paying for it simply because it's a little difficult to register. But when software authors almost seemingly purposefully make their software difficult to register, have pages and software in other languages and everything else, provide no support and aren't active in the atari community, why should you have to pay for it?

If you're going to sell something, support it. Offer a free copy to people willing to translate it. Offer a free copy to beta testers. Use paypal if you can or some auction payment system. The easier you make it on customers, and the KINDER you are, the more people will buy your software. Strongarm tactics of registration database control and complete insincerity with the notion that people might purchase your software through atari dealers is silly. There's no reason people should pay for an abandoned dead end project like CAB. It should be released to the community and the author should chalk it off as a loss or a good deed. Not as if they would get any more money for it anyway. CAB sucks anyway, highwire will be cool.

GNU software is obviously what the Atari community needs. Look at what it has done for the PC world. Look at what it is doing for atari projects

like QED, and Octopus. If a project is maintained, sure, closed source and costs money.

I don't even know where I'm driving with this, but I want to pay for my software, but sometimes it's damn impossible or rediculously expensive. What is Calamus like near $1000? Alright fine, I simply won't use it.

I would suggest others do the same thing. For each pay product out there, chances are there's a free product that's as good or better.

Mark
http://atari-source.com

3091. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 22:20:16 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb0d4261191e20@tripnet.se>
Source record: 36092

On Sun 07-04-2002 17:08 (-0400) Mark Duckworth wrote:

>Kenneth Medin wrote:
>
>> On Sun 07-04-2002 20:51 (+0200) Uwe Seimet wrote:
>>
>>>Kenneth Medin wrote:
>>>
>>>> This is on a TT with 32+4 MB RAM and a Sektrum 1 TC graphics card at 256
>>>> colours and 1024*768. HDDriver 8, NVDI 5.
>>>
>>>Is your version of HDDRIVER also a "cracked" version? I cannot find you

>> Actually no. I just happend to buy _two_ copies of HDDriver at the Nordic

>I can understand there being somewhat of a suspicious nature about people
>saying they are using your commercial software, but the accusatory nature
>of your responses to things (Uwe) are far uncalled for. Many people have

I believe harshness often goes hand in hand with perfection. So, that is
a prize we have to pay for using his excellent software. And, I really
prefer perfection compared to nice manners lacking genuine substance.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3092. Re: Atari SM124 Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-04-07 23:24:02 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <cqjq8a.5k6.ln@speaker.rodsbooks.com>
Source record: 36093

In article <a1v0bug8qdkh8195a5ris2g61tvaf8kb1q@4ax.com>,
rg@nospam.tempo21.demon.co.uk writes:
> Clearing out the attic I discovered an Atari SM124 monitor, complete
> with leads. If this is of any use to anyone I would be happy to donate
> it to a good home. You collect - I live in Sussex. Otherwise it goes
> down the dump.

If you don't get any takers, you might try selling it on eBay rather
than throw it away. I'm sure that'd be far better for everybody than
sending it to a landfill.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3093. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 02:02:30 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204071802.2c2b0771@posting.google.com>
Source record: 36095

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1017942410-34167AEicMi@gmx.net>...
> From: rustynutt@hotmail.com (rustynutt)
> Date: 1 Apr 2002 15:43:19 -0800
>
> Hi Mike,
>
> This attitude was partly responsible for Atari
> going under, initially when the Falcon was first
> released Atari hoped that a large portion of
> the userbase would take the jump and upgrade,
> unfortunately most didn't and sticked to their
> trusty ST/STE.
I well remember the dismay some felt for the Falcon. If it would have been a 32Mhz machine with an 800x600x16 color mode, I think it would have sold much better. Too many "power" Atari users were hoping for more than what the Falcon was, and it also cost quite a pretty penny -- on par with Macs of similar capability.

> can you imagine how the morale of the Tempest
> developers must be right now?
The Tempest has two distributors as far as I know. One, Cortex Designs, has had a few unhappy customers. The other, Frontier Systems, has no indication on the English part of their website that the card is even available. This rather discourages purchasers. In addition, the Tempest card requires fVDI, which is not nearly as popular as NVDI. I'd love a graphics card, but I'm not willing to make my machine unstable to get a higher resolution.

Galen

3094. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 06:17:55 UTC
From: yves.rogne@free.fr
Message-ID: <3cb13612$0$21508$626a54ce@news.free.fr>
Source record: 36096

Hi Mark,

>Contrary to what some people in other countries believe, in the US money does
>NOT grow on trees

Nor in Europe

>Offer a free copy to people willing to translate it. Offer a free copy to beta
>testers

I agree, and I advice to offer a FULL version to b>ta testers ; I do b>tatests on Had>s60 for some powerfull programmers, 99 % sent me normal full versions to b>tatest, but one asked me for doing that on a version that can't save. It didn't bother about making me to rebuild all the sc>ne and reset all the settings of the programm before starting that modeler and the raytracer and getting >illegal instruction in ...>.
I was sorry about abandonning this great programm, but I stopped to help that project..

>CAB sucks anyway, highwire will be cool.

I'm shoked : it was not that bad.
What programm did you made ? Was is bug free ?

>software, but sometimes it's damn impossible or rediculously expensive.

I agree, I think that a 5$ or 10$ note in an enveloppe stay the cheaper and the easyest way to give money, even if it's the most risky one.

Some words about the lack of English versions : in Europe we're obliged to learn 1, or sometimes 2, foreign language (and always English). English is necessary now, but you'll not be surprised that I would prefer 1 or 2 centuries back when French was the international language (-;
In Am>rica, which foreign language are you obliged to learn at school ?

Our team is making a game, and instead of making only an English version we're trying to make more, and versions will be released regarding the feed back we got. Well you can be sure that one of the first releases will be Polish because only 3 Am>rican people showed any interest in the game ...
Feed back is needed for any software, many projects are abandonned because people enjoy silently when complaining loudly.

Think again

Regards everybody

Megamodeste

3095. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 06:27:19 UTC
From: lp <gfa@basic.net>
Message-ID: <B8D6B087.6056%gfa@basic.net>
Source record: 36097

in article 1018215357.198721@pikachu, Mark Duckworth at
mduckworth@antii-spam.atari-source.com wrote on 4/7/02 5:38 PM:

> I don't even know where I'm driving with this, but I want to pay for my
> software, but sometimes it's damn impossible or rediculously expensive.
> What is Calamus like near $1000? Alright fine, I simply won't use it.
>
> I would suggest others do the same thing. For each pay product out there,
> chances are there's a free product that's as good or better.

I'm not sure where you are headed either, however some parts of what you
said hit home. For example, one day I finally broke down and decided to
purchase the only ethernet driver available for the Hades. I tracked down
the author, he refused to send it to me, even refused cash and told me I had
to order it from some dealer. That's all fine and dandy, but what dealer
did he direct me to? Well, one that never returned a single e-mail
months before when I tried to order a ribel card for me TT.

What to do? Well I waited for another driver to come along. ;-P

Lonny Pursell

3096. Re: Re: Atari SM124 Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 06:49:12 UTC
From: rg@nospam.tempo21.demon.co.uk
Message-ID: <5bf2buscpmaur7eovo7equlptv3h03pnun@4ax.com>
Source record: 36098

On Sun, 07 Apr 2002 23:24:02 GMT, rodsmith@speaker.rodsbooks.com (Rod Smith) wrote:

>In article <a1v0bug8qdkh8195a5ris2g61tvaf8kb1q@4ax.com>,
> rg@nospam.tempo21.demon.co.uk writes:
>> Clearing out the attic I discovered an Atari SM124 monitor, complete
>> with leads. If this is of any use to anyone I would be happy to donate
>> it to a good home. You collect - I live in Sussex. Otherwise it goes
>> down the dump.
>
>If you don't get any takers, you might try selling it on eBay rather
>than throw it away. I'm sure that'd be far better for everybody than
>sending it to a landfill.

Many thanks for the tip. Rod, I'll think about it.

Ralph

3097. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 07:35:11 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1018251311.776602@pikachu>
Source record: 36099

Kenneth Medin wrote:

> On Sun 07-04-2002 17:08 (-0400) Mark Duckworth wrote:
>
>>Kenneth Medin wrote:
>>
>>> On Sun 07-04-2002 20:51 (+0200) Uwe Seimet wrote:
>>>
>>>>Kenneth Medin wrote:
>>>>
>>>> This is on a TT with 32+4 MB RAM and a Sektrum 1 TC graphics card at
>>>> 256 colours and 1024*768. HDDriver 8, NVDI 5.
>>>>
>>>>Is your version of HDDRIVER also a "cracked" version? I cannot find you
>
>>> Actually no. I just happend to buy _two_ copies of HDDriver at the
>>> Nordic
>
>>I can understand there being somewhat of a suspicious nature about people
>>saying they are using your commercial software, but the accusatory nature
>>of your responses to things (Uwe) are far uncalled for. Many people have
>
> I believe harshness often goes hand in hand with perfection. So, that is
> a prize we have to pay for using his excellent software. And, I really
> prefer perfection compared to nice manners lacking genuine substance.
>

sigh.

Great software yes, Worth whatever he wants to charge for it yes. Not
manners-free software. Imagine if a reputable company did this? Look at
how people have reacted in similar situations? Nobody wants to feel like a
criminal, except a real criminal ;->

Mark
http://atari-source.com

3098. Re: Octopus BBS

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 07:36:37 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1018251397.252239@pikachu>
Source record: 36101

Octopus can now get characters from the terminal making it more or less a useable product. But I forgot to actually write stuff to handle the telnet protocol! There's a Network virtual terminal that needs to be able to do negotiations with the client. I uhh.. I forgot about that part ;-P

Mark
http://atari-source.com

Mark Duckworth wrote:

>
> Hey all,
>
> Ordinarily I wouldn't waste bandwidth in our precious group, but I feel
> like I've actually accomplished something ;-). And it was very difficult
> for me since I didn't know C at all!
>
> Octopus BBS now can accept internet connections on stik and can send out
> characters!
>
> http://pikachu.atari-source.com/octoshot/octoshot1.gif
>
> To follow progress, visit http://atari-source.com where news will be
> posted as it's available.
>
> Thanks all!
>
> Mark
>
>

3099. Re: Would Mosaic be of any use?

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 07:41:19 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a8rhg7$ae3$1@pegasus.csx.cam.ac.uk>
Source record: 36100

Djordje Vukovic wrote in message ...
>Hi;
>
>I noticed the other day that sources are available for a web browser
>named MOSAIC. Apart from the fact that it is (was?) for an X-11 environment
>and compilable with GNU C 2.7.1, I do not know the slightest thing about
>this browser. Any ideas on which platforms did it run? .

I don't know if it's the same one but at one time there was a browser called
Mosaic available for Windows, I had it running under Windows 3.1 many moons
ago, as I recall it functioned ok but I can't remember how large it was.

Stephen Moss

3100. Re: Looking for 2600/7800 games

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 07:41:30 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a8rhgiaek1@pegasus.csx.cam.ac.uk>
Source record: 36102

Rodolphe Czuba wrote in message <3caf422a$0$11120$626a54ce@news.free.fr>...
>Hi,
>
>I'm looking for 2600/7800 Games cartridges...
>
>I remember a guy was solding that here...
>
>I'm looking for :
>RIVER RAID (Activision)
>Atlantis (??)
>The Empire strikes back (Parker)
>and others 'very good' games...

You can find new carts at http://www.telegames.co.uk

Stephen Moss

3101. Re: aFTP/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 10:43:40 UTC
From: <>
Message-ID: <1018272898-111850AEicMi@ntlworld.com>
Source record: 36106

From: "Lyndon Amsdon" <bindon@madasafish.com>
Date: Sat, 06 Apr 2002 09:50:46 +0100 (BST)

>>Is anyone using aFTP with Magxnet, or can suggest what I'm doing wrong
>>please?
>
>I got aFTP, 1.55b, mintnet version and dragged it onto the patch
>TTP program. It is was patched then I just started it as ususal

Yep, patched it as you did but still no go :-(

Seems to be something network-related, since the error message "Cannot
resolve host" changes to "Cannot open service port" if I enter the dotted IP
address instead of the actual ftp site's address.

Cheers

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3102. Re: Falcon to CD

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 11:02:31 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <dd807805632dc7b04357aab2aa662121.71025@mygate.mailgate.org>
Source record: 36103

"Joseph D. Place" <jdplace@prodigy.net> wrote in message
news:jQSr8.5004$Uf.994338862@newssvr15.news.prodigy.com...

> I'm looking for a freeware or shareware program that will record a 44.1K Hz
> AVR file (or convert to this format). I'd like to record the audio of my
> MIDI scores to my Falcon, and then burn a CD with CD-Writer. I've found a
> few programs, but none of them record at that sample rate.
>
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|

Clarity16 will do it though it is a bit arcane to use, I believe
Wavemastger will do it, adn I know that Audiotrack will , though it's a
bit of a sledgehammer/nut situation to use for just stereo...You will
need a 44KHz cart fopr all of these, though Clarity has one built into
its dongle.

chrisc

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3103. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 11:06:24 UTC
From: <>
Message-ID: <1018272900-112158AEicMi@ntlworld.com>
Source record: 36107

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Sun, 07 Apr 2002 18:01:18 GMT

>The only strange thing now is that I can not print via NVDI or That's
>Write running MagiC on this computer. The printer port looses characters
>resulting in garbage. The very same setup with NVDI 4 on another TT

Did you use the new MAGIC.INF file from the "Extras" folder, or simply use
your original version? I'm thinking that your problem might come from using
the new features of Magic 6.20.

I must say that I don't have a clue though how these features might be used
though!

I guess you've also tried switching to foreground printing in the NVDI
printer CPX?

Cheers

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3104. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 11:35:38 UTC
From: jba4@po.cwru.edu
Message-ID: <3cb17ecb.72482290@news.cwru.edu>
Source record: 36104

On Sun, 7 Apr 2002 17:38:53 -0400, Mark Duckworth
<mduckworth@antii-spam.atari-source.com> wrote:

>I don't even know where I'm driving with this, but I want to pay for my
>software, but sometimes it's damn impossible or rediculously expensive.
>What is Calamus like near $1000? Alright fine, I simply won't use it.
>

I agree with most of what you say, but you should lay off the Calamus
people. Their software is unbelievably expensive, but for a good
reason: it's truly professional software. Full versions of modern
Calamus are professional publishing tools. For us poor home users
they actually offer and sell a lite version that onloy costs around
US$ 50, which is very cheap for what you get. And Calaums is actually
very good compared to other software about how to purchase it. You
can buy it directly, in english, off their website or you can purhase
a registration key through Europe Shareware. I personally find it
amazing that they support the TOS platform.

About what you say about GNU software, I'm not sure that the Atari
community should rely solely on it. There are many disadvantages to
the open source model. I've actually read arguments against it
because it tends to very badly hurt competition. I guess the argument
is that if something similar (not necessarily better) exists for free
people woll always refuse to pay a dime for something equally as good,
eliminating competition. Strange argument indeed, but I would, as
most people probably agree, like to see at least a couple healthy
commercial software houses survive.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3105. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 12:45:16 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <7024_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 35999

In uno strano messaggio del 04 Apr 02 Mark Duckworth (2:333/608.1) scrisse al povero All :

MD> ACSI ISA/PCI card was built for the PC (why?! ;-)) or you did the
MD> direct scsi to scsi link to PC in WHICH case why not just use the scsi
MD> drive directly? I was only trying to drive at the fact that it would be
MD> rather redundant as the atari can use pc disks directly. ;-)

Yes I also tryed this sometimes, that is connecting the PC on the Atari SCSI chain (done also with Mac), the important thing is to keep the PC (or the Mac) "locked", you have to switch it on to make drives spin, but the OS must not start (BIOS or shutdown screen) to be sure you will not have concurrent access.

Very useful to share a CDwriter that is inside your PC or similar scsi devices.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
RISC - Reduced Into Silly Code

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3106. Re: Falcon to CD

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 13:08:29 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0204080508.3e1f36ab@posting.google.com>
Source record: 36105

"Chris Crosskey" <chris.crosskey@vicon.com> wrote in message
news:<dd807805632dc7b04357aab2aa662121.71025@mygate.mailgate.org>...
> "Joseph D. Place" <jdplace@prodigy.net> wrote in message
> news:jQSr8.5004$Uf.994338862@newssvr15.news.prodigy.com...
>
> > I'm looking for a freeware or shareware program that will record a 44.1K Hz
> > AVR file (or convert to this format). I'd like to record the audio of my
> > MIDI scores to my Falcon, and then burn a CD with CD-Writer. I've found a
> > few programs, but none of them record at that sample rate.
> >
> > |Joseph D. Place |
> > |/|\ ATARI Falcon030 |
> > |1040STe, Stacy4 |
> > |Portfolio, 400, 130XE|
>
>
> Clarity16 will do it though it is a bit arcane to use, I believe
> Wavemastger will do it, adn I know that Audiotrack will , though it's a
> bit of a sledgehammer/nut situation to use for just stereo...You will
> need a 44KHz cart fopr all of these, though Clarity has one built into
> its dongle.
>
> chrisc

I may be mistaken, but won't aniplayer save an aif as an avr?

3107. Re: WTB Atari Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 14:02:26 UTC
From: Oracle <No.Return@go.away>
Message-ID: <Tkhs8.32154$uR5.77076@newsfeeds.bigpond.com>
Source record: 36109

join the club mate, ive been looking for one for years..

but i got my hands on a TT, but thats not good enough, i still want a falcon! I settled for the car, but i'd rather the computer!

"Stormlord" <REMOVETHISstormlord@mbox.com.au> wrote in message news:3cb19ef9$0$4306$afc38c87@news.optusnet.com.au...
> wanted atari falcon in australia.
>
>
>
> cheers
>
>

3108. SLM804's in australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 14:07:51 UTC
From: Oracle <No.Return@go.away>
Message-ID: <Yphs8.32158$uR5.77605@newsfeeds.bigpond.com>
Source record: 36110

Does anyone have one and require a OPC (drum) or wiper blade? Or toner?

I'm able to obtain New 3rd party parts so you can refurbish your drum kits yourself.

If no one is interested ill not bother investigating any further.

Australia only, No interested in overseas thanks.

3109. Re: Falcon to CD

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 14:47:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018284784-340439AEicMi@gmx.net>
Source record: 36112

From: jdplace@prodigy.net (Joseph D. Place)
Date: Sun, 07 Apr 2002 07:47:27 GMT

Hi Joseph,

>I'm looking for a freeware or shareware program that will record a 44.1K Hz
>AVR file (or convert to this format). I'd like to record the audio of my
>MIDI scores to my Falcon, and then burn a CD with CD-Writer. I've found a
>few programs, but none of them record at that sample rate.

Converting AVR to WAV files is just a matter of a mouseclick with Aniplayer:
http://aniplay.atari.org , another solution is treat yourself to a better CD-
Writer package, SoundPools Audio Recorder Pro has no problems with AVR files
and as an additional bonus produces real Audio CD's which are conform with
the red book protocol. You can even use the program to produce a master...
http://www.soundpool.de

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3110. Re: Atari STe HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 14:50:57 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <T2is8.23176$gA5.2922529@e3500-atl2.usenetserver.com>
Source record: 36111

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:gnfr8.2611$cC5.833335@newsfeed.slurp.net...
> On 1 Apr 2002 17:20:30 -, "Son of man" wrote:
> >Ok I got my STe but when I tried to put in Barbarian it doesn't run as it
> >does on my Atari STf. It shows 3 cannonballs with a fuse attached or
> >something like that.
> >
> >So my question is the STe compatible with STf software????
> >
> >Or is there something I need to do to make the STe run in the old STf
mode??
> >
> >Please advise.
>
> I have that game. It is by the company who's logo is a huge white owl.
> It runs fine on my STe. Played it for awhile as it brought back some
> memories.

It's possible you might have a different version than I do. Can you send me
an .st image and I'll test it out ...

>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> --
>
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

> --
>
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> --
>
>

3111. Q: auto start of programs

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 17:33:50 UTC
From: chris.schaller@web.de
Message-ID: <2418de8e.0204080933.3ab679fd@posting.google.com>
Source record: 36114

Hello there,

is there any chance that my Atari Mega ST will start a program
automatically after power up/reset? Didn't find any settings at
desktop. The best thing that I could get was that the Atari opened
the drive in which my binary is in.

Thanks a lot in advance!

bye
Chris...

3112. Re: Q: auto start of programs

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 19:11:26 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb1f95a2dd2811@tripnet.se>
Source record: 36115

On Mon 08-04-2002 10:33 (-0700) Chris... wrote:

> is there any chance that my Atari Mega ST will start a program
>automatically after power up/reset? Didn't find any settings at
>desktop. The best thing that I could get was that the Atari opened
>the drive in which my binary is in.

Depends on what kind of program you want to run and TOS version.

The AUTO-folder lets you run a number of programs at startup. They can't use GEM (mouse/windows) and are generally certain utilities like AUTOEXC.BAT in MS-DOS.

Programs with the extender .ACC in the root directory will start on boot and can then be accessed from the leftmost menu.

From TOS 1.4 and up you can set one normal GEM application (.PRG) to start automatic. I seem to recall that you single click on the program and select the menu "Install application" (my TOS is in Swedish) followed by the "Auto" button to get this function. Don't forget to "Save desktop" before you reset the computer.

Your Mega ST will normally have TOS 1.2 (without this feature) or TOS 1.4.

There are lots of other ways to launch programs on startup by third party OS'es etc. but this is the basic concept with only the built in OS.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3113. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 19:22:41 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0204081122.306688f6@posting.google.com>
Source record: 36116

ekaljuma@mtsac.edu (Galen) wrote in message
news:<926a9946.0204071802.2c2b0771@posting.google.com>...
> Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1017942410-34167AEicMi@gmx.net>...

> > can you imagine how the morale of the Tempest
> > developers must be right now?
> The Tempest has two distributors as far as I know. One, Cortex
> Designs, has had a few unhappy customers. The other, Frontier
> Systems, has no indication on the English part of their website that
> the card is even available. This rather discourages purchasers. In
> addition, the Tempest card requires fVDI, which is not nearly as
> popular as NVDI. I'd love a graphics card, but I'm not willing to
> make my machine unstable to get a higher resolution.
>
> Galen

That was kind of why I defended the NOVA ATI cards. A few years ago,
several authors, including Computerinsel, released rock solid versions
of their software to include compatibility with the Afterburner/NOVA
combo. I for one was please to no end, and felt that part of the
(huge) amount of monies spent on the Nova adapter and drivers were
well spent for the support offered across the board. Black Scorpion,
Uwe, Computerinsel, Anodyne Software, Woller, ASH, HOMA House, Gizzmo,
and Wizztronics (and many other single users) all were very helpful
when it came to compatibility issues with new Falcon hardware, and
their support is still appreciated to this day. NOVA and NVDI
performance is flawless on this users Falcon.
Hell, i'm happy, even if I don't know any better!
Mike

3114. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 19:48:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb2021034a0560@tripnet.se>
Source record: 36117

On Mon 08-04-2002 11:06 (GMT) derryck@.NOSPAMCRAPcix.co.uk wrote:

>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Sun, 07 Apr 2002 18:01:18 GMT
>
>>The only strange thing now is that I can not print via NVDI or That's
>>Write running MagiC on this computer. The printer port looses characters
>>resulting in garbage. The very same setup with NVDI 4 on another TT
>
>Did you use the new MAGIC.INF file from the "Extras" folder, or simply use
>your original version? I'm thinking that your problem might come from using
>the new features of Magic 6.20.

It did happen with 6.10 too on this TT but works on another TT with
NVDI4. I suspect a hardware fault as the Yamaha chip has been replaced at
some time. The solering looks a bit messy. As I have another TT I could
rather easy check this by simply switching harddisks. A bit strange
though that I can print with NVDI5 and Geneva or TOS.

That's Write does not use NVDI for rendering text but shows the same
symphtoms. Also When I try the IPRN demo, data travels extremely fast to
the printer but the printer itself does not seem to receive anything.
Could be a handshake problem?

Standard text printout works perfect (without IPRN) when using a standard
text editor.

>I guess you've also tried switching to foreground printing in the NVDI
>printer CPX?

Yes. All settings looks OK afaik.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3115. Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 20:23:48 UTC
From: rodmc@userpro.com
Message-ID: <a05b8e72.0204081223.6f910eea@posting.google.com>
Source record: 36118

Being a former Atarian I remember their being a lot of different TOS compatible operating systems kicking about. However I am kean to know what ones are currently still available and also who owns the rights to TOS, GEM and MiNT (I seem to remember that was Opensource?).

Anyway any help appriated.

Kind regards,

Rod

3116. How much?

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 20:55:51 UTC
From: rodmc@userpro.com
Message-ID: <a05b8e72.0204081255.6e754e29@posting.google.com>
Source record: 36120

How much would it cost to buy a 4 or 14mb Falcon these days?

Rod

3117. Re: [UPDATE]Eiffel new software

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 20:56:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cb2078285e540@madasafish.com>
Source record: 35954

Hi Laurent,

>http://eiffel.atari.org was just updated about a new firmware Beta version
>1.0.3, some usefull documentations about IKBD, PIC and some commercials
>IC from HOLTEK.

Have you figured out the problem with Magic?
--
Lyndon Amsdon

3118. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 21:09:10 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb214ec435c090@tripnet.se>
Source record: 36121

On Mon 08-04-2002 20:04 (GMT) Hallvard Tangeraas wrote:

>Kenneth Medin <kennethm@tripnet.se> wrote:
>
>> Finally I got a legitim copy of the latest MagiC 6.2 and installed it a

>May I ask where you bought the upgrade from?

http://www.indigo2.dk/index.htm

He has been very reliable over the years and is a genuine Atari fan.
There is a special Atari pricelist on his site but it does seem to need
some updates. Best to mail him to check what he can deliver.

>I'm in your neighbouring country and it would be nice to buy an upgrade
>without having to go to far away.

Yepp and both Swedish and Norvegian customers can pay in advance. He has
acounts both in Sweden (postgirokonto) and Norway so it's really easy
without need for abroad money transfers.

As you are interested in music you might find quite a few items at his
site.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3119. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 21:40:40 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1018301864.719360@pikachu>
Source record: 36122

Jeff Armstrong wrote:

> On Sun, 7 Apr 2002 17:38:53 -0400, Mark Duckworth
> <mduckworth@antii-spam.atari-source.com> wrote:
>
>>I don't even know where I'm driving with this, but I want to pay for my
>>software, but sometimes it's damn impossible or rediculously expensive.
>>What is Calamus like near $1000? Alright fine, I simply won't use it.
>>
>
> I agree with most of what you say, but you should lay off the Calamus
> people. Their software is unbelievably expensive, but for a good
> reason: it's truly professional software. Full versions of modern
> Calamus are professional publishing tools. For us poor home users
> they actually offer and sell a lite version that onloy costs around
> US$ 50, which is very cheap for what you get. And Calaums is actually
> very good compared to other software about how to purchase it. You
> can buy it directly, in english, off their website or you can purhase
> a registration key through Europe Shareware. I personally find it
> amazing that they support the TOS platform.
>
> About what you say about GNU software, I'm not sure that the Atari
> community should rely solely on it. There are many disadvantages to
> the open source model. I've actually read arguments against it
> because it tends to very badly hurt competition. I guess the argument
> is that if something similar (not necessarily better) exists for free
> people woll always refuse to pay a dime for something equally as good,
> eliminating competition. Strange argument indeed, but I would, as
> most people probably agree, like to see at least a couple healthy
> commercial software houses survive.
>
>
> Jeffrey Armstrong (jba4@po.cwru.edu)
> Case Western Reserve University
>

Jeff,

I agree with you 100% on Calamus. I didn't mean to insult them or knock them, just that the full version of Calamus is rather expensive for a home user to afford. I do not know though what the lite version is missing that the full version has? Might be interesting to look into it :)

Mark
http://atari-source.com

3120. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 22:03:19 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CB213A6.8C0627F5@yahoo.com>
Source record: 36123

I cant get it to work!! it wont connect and i have no clue what im supposed to do!

"Mike De.Petris" wrote:

> In uno strano messaggio del 02 Apr 02 Mark Duckworth (2:333/608.1) scrisse al
> povero All :
> >> I mean is there like a cable that can run from ST hard drive port to a PC,
> >> and have PC emulation software provide the Hard Disk emulation so we
> >> can actually use the PC hard disk as the ST hard disk?
> >>
> MD> I'm sorry for the laughing, I don't want to make you feel silly, but
> MD> that's silly ;-). No, instead there's SCSI and IDE interfaces for the
> MD> Atari. In theory an emulator for a PC is something that is possible but
> MD> never has been done. And it would be rather expensive and still require
> MD> a PC! ;-)
>
> Wrong 8^)
>
> Look for HDD_DMN, a good networking program to connect a PC to the Atari
> using a cable on the parallel port, quite fast, project born together with
> ParCP that now is the best for this purpose, HDD Demon stopped development
> and made sources available.
>
> They we may speak about sharing the scsi chain between PC and Atari things
> that I did at the times when I was developing MikeNet, again doing the same
> sharing between Ataris on MIDI cables.
>
> Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
> --
> PCMCIA - People Can't Memorize Computer Industry Acronyms
>
> --
>
> Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3121. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 23:32:05 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <ub49o13fltad8b@corp.supernews.com>
Source record: 36124

Mark,
On European Sharware North America.. Send an e-mail to Roger Burrows
of Anodyne Software (http://www.anodynesoftware.com/ .

Roger is really the one behind ESNA, I recently purchased Magic Mac. Roger
was very quick to answer my e-mails and also explained the delays.. ASH was
the cause of the delay.

Rob
webmaster@atari-users.net
http://www.atari-users.net

"Mark Duckworth" <mduckworth@antii-spam.atari-source.com> wrote in message
news:1018215357.198721@pikachu...
>
> I've noticed some things around in the Atari community lately that bother
> me. Software authors think customers should somehow get their elbows up
> their butt in order to use their software and I don't think it's fair.
> Most atari products are created somewhere that the people who want to use
> it aren't. Most of the time, it's rather difficult to register or
> legitimately purchase their software. For example, on ASH's homepage
which
> is compeltely german, they have an online shopping area where people can
> buy their Atari products, which have been updated frighteningly less
> frequently.
>
> If I ever used commercial software illegally, it tended to be to evaluate
> the software for a reasonable period of time. I mean most people would
> actually want to use something for a month or two to see if they will run
> into strange problems before spending $100+ USD on it. Contrary to what
> some people in other countries believe, in the US money does NOT grow on
> trees. I wish it did. I would also use a commercial product in the
> interest of translating it to English and spreading the English resource
> files, which in the end benefits the author.
>
> Let's talk about ease of registration.
>
> I emailed bengy who started up shareware.org, a GREAT idea in order to
> purchase quite a few software packages which I want to use legitimately on
> a regular basis. It's been several weeks and I still haven't received a
> reply to my email.
>
> I'm not saying it's right to pirate software. I'm not saying it's right
to
> use software without paying for it simply because it's a little difficult

> to register. But when software authors almost seemingly purposefully make
> their software difficult to register, have pages and software in other
> languages and everything else, provide no support and aren't active in the
> atari community, why should you have to pay for it?
>
> If you're going to sell something, support it. Offer a free copy to
people
> willing to translate it. Offer a free copy to beta testers. Use paypal
if
> you can or some auction payment system. The easier you make it on
> customers, and the KINDER you are, the more people will buy your software.
> Strongarm tactics of registration database control and complete
insincerity
> with the notion that people might purchase your software through atari
> dealers is silly. There's no reason people should pay for an abandoned
> dead end project like CAB. It should be released to the community and the
> author should chalk it off as a loss or a good deed. Not as if they would
> get any more money for it anyway. CAB sucks anyway, highwire will be
cool.
>
> GNU software is obviously what the Atari community needs. Look at what it
> has done for the PC world. Look at what it is doing for atari projects
> like QED, and Octopus. If a project is maintained, sure, closed source
and
> costs money.
>
> I don't even know where I'm driving with this, but I want to pay for my
> software, but sometimes it's damn impossible or rediculously expensive.
> What is Calamus like near $1000? Alright fine, I simply won't use it.
>
> I would suggest others do the same thing. For each pay product out there,
> chances are there's a free product that's as good or better.
>
> Mark
> http://atari-source.com

3122. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-08 23:39:41 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CB22A3D.E8601457@yahoo.com>
Source record: 36126

alright, apparently I cant seem to connect at all without
a MODIFIED cord, which I cant afford to have done as I can't do it myself
(everone around here wants money to solder...=S)
And, I looked into PARCP or whatever it is and it says i need a multitasking TOS
to try it.

ARGH, why cant it be simple?? If only ghostlink was more finished...

Jess LaFleur wrote:

> I cant get it to work!! it wont connect and i have no clue what im supposed to do!
>
> "Mike De.Petris" wrote:
>
> > In uno strano messaggio del 02 Apr 02 Mark Duckworth (2:333/608.1) scrisse al
> > povero All :
> > >> I mean is there like a cable that can run from ST hard drive port to a PC,
> > >> and have PC emulation software provide the Hard Disk emulation so we
> > >> can actually use the PC hard disk as the ST hard disk?
> > >>
> > MD> I'm sorry for the laughing, I don't want to make you feel silly, but
> > MD> that's silly ;-). No, instead there's SCSI and IDE interfaces for the
> > MD> Atari. In theory an emulator for a PC is something that is possible but
> > MD> never has been done. And it would be rather expensive and still require
> > MD> a PC! ;-)
> >
> > Wrong 8^)
> >
> > Look for HDD_DMN, a good networking program to connect a PC to the Atari
> > using a cable on the parallel port, quite fast, project born together with
> > ParCP that now is the best for this purpose, HDD Demon stopped development
> > and made sources available.
> >
> > They we may speak about sharing the scsi chain between PC and Atari things
> > that I did at the times when I was developing MikeNet, again doing the same
> > sharing between Ataris on MIDI cables.
> >
> > Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
> > --
> > PCMCIA - People Can't Memorize Computer Industry Acronyms
> >
> > --
> >
> > Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3123. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 00:36:27 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204081929500.1174-100000@coazter.myip.org>
Source record: 36128

On Sun, 7 Apr 2002, Mark Duckworth wrote:
<snip>...
> If you're going to sell something, support it. Offer a free copy to people
> willing to translate it. Offer a free copy to beta testers. Use paypal if
> you can or some auction payment system. The easier you make it on
> customers, and the KINDER you are, the more people will buy your software.
> Strongarm tactics of registration database control and complete insincerity
> with the notion that people might purchase your software through atari
> dealers is silly. There's no reason people should pay for an abandoned
> dead end project like CAB. It should be released to the community and the
> author should chalk it off as a loss or a good deed. Not as if they would
> get any more money for it anyway. CAB sucks anyway, highwire will be cool.
...
</snip>

I agree with you. When you can not support a software, just offer a free
version, that's the way most companies do.
The software is already written, if the author feels not enought money
was made while it was still a "hot" product. That certainly is not gonna
happen years after the "death" of the project.
This applies in my opinion to CAB and the likes.
As far as HDDRIVER, Uwe still works on it, he provides help on newsgroups,
works with other developers (hard/software), direct contact with users etc
etc.
This is a still very active project, Uwe deserves the money.

Just my 2 cents worth.

3124. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 02:16:20 UTC
From: ebaiz@skyenet.net
Message-ID: <U9ss8.83$Pa6.45659@newsfeed.slurp.net>
Source record: 36129

On 8 Apr 2002 13:23:48 -, rod mccall wrote:
>Being a former Atarian I remember their being a lot of different TOS
>compatible operating systems kicking about. However I am kean to know
>what ones are currently still available and also who owns the rights
>to TOS, GEM and MiNT (I seem to remember that was Opensource?).
>
>Anyway any help appriated.
>

Not sure about TOS and GEM, but Magic can still be bought and Mint can
be downloaded off the WWW and used.

Try: http://wh58-508.st.uni-magdeburg.de/~maanke/easymint

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3125. Re: How much?

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 02:16:21 UTC
From: ebaiz@skyenet.net
Message-ID: <V9ss8.84$Pa6.47413@newsfeed.slurp.net>
Source record: 36130

On 8 Apr 2002 13:55:51 -, rod mccall wrote:
>How much would it cost to buy a 4 or 14mb Falcon these days?
>
>Rod

I have seen them go for about $300 to $700. Check Ebay. Now and then
one is for sale there.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3126. Re: Score Perfect Professional (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 03:16:57 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3cb25d2b$0$82611$1dc6e903@news.corecomm.net>
Source record: 36131

> On Sat, 6 Apr 2002, Ken Kosut wrote:

> > Does anyone have an English Demo of Score Perfect Professional.
> > I could only find a German Demo v3.2

On Sun, 7 Apr 2002, Martin Tarenskeen wrote:
>
> Take a look in the \BANK\ folder. Do you see two files named BANK_E.LST
> and POPUP_E.LST ? If so the answer is simple. You have to edit (or create)
> a little file named LANGUAGE.INF that must be in the same directory as the
> main program. The file should only contain the word "EN" (without the ""
> quotes !).
>
> If you haven't got the translation files in the BANK directory I can send
> them to you. I also have Dutch language files if you're interested ;-)
>
> Martin Tarenskeen
>
>

Thanks Martin, I have the files.

ken

3127. Re: ? 'bout Calamus (music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 03:22:44 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3cb25e85$0$82612$1dc6e903@news.corecomm.net>
Source record: 36132

On Sun, 7 Apr 2002, Martin Tarenskeen wrote:

> Score Perfect Pro is pretty good I think. I own the abandoned latest
> version 4.0 for Atari.
>
> I love SPP, except that it doesn't like my CT2b, it doesn't run with MiNT,
> and further development on the Atari platform has stopped.

Sorry to hear. Do you know if it runs under MagiC?
The demo works, but only in 2 colors.

thanks

ken

3128. Re: Score Perfect Professional (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 03:30:21 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3cb2604f$0$82612$1dc6e903@news.corecomm.net>
Source record: 36133

On Sun, 7 Apr 2002, A.A.de Hulster wrote:

> Hello,
> Well you already got an answer. I just want to let you know that SPP 4.0 for
> Atari is available. You can get it at http://www.scoretec.de

I have contacted, but did not get a response.

> The demo's for Windows are available on the website, if you want to get the
> Atari version you should contact the author Hans Kleinbrahm via
> Kleinbrahm@aol.com

Thank you, I may contact after I try demo.

ken

3129. Re: Steinberg Cubase Audio (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 03:35:53 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3cb2619d$0$80233$1dc6e903@news.corecomm.net>
Source record: 36134

On Sun, 7 Apr 2002, Paul CAILLET wrote:

> > Is an English Demo Available?
>
> No...
>
> There is only Cubase Lite, but it run only on ST(f/e) Mega ST(e) ...

Do you know if Cubase Lite is available as a demo?
I have an Ste I can try it on.
I want to see how it handles slurs and ties.

thanks

ken

3130. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 04:47:13 UTC
From: Don Schoengarth <atariNOSPAM@qnet.com>
Message-ID: <3CB27251.2662D827@qnet.com>
Source record: 36135

Jess,

You dont need a Multitasking TOS but PARCP is compatiable with that type of OS. I used PARCP on my TT030 and my PC. I used a 25 pin cable and cut it in half then spliced it back together with the wires swapped that needed to be swapped. Work great.

Don

Jess LaFleur wrote:

> alright, apparently I cant seem to connect at all without
> a MODIFIED cord, which I cant afford to have done as I can't do it myself
> (everone around here wants money to solder...=S)
> And, I looked into PARCP or whatever it is and it says i need a multitasking TOS
> to try it.
>
> ARGH, why cant it be simple?? If only ghostlink was more finished...
>
> Jess LaFleur wrote:
>
> > I cant get it to work!! it wont connect and i have no clue what im supposed to do!
> >
> > "Mike De.Petris" wrote:
> >
> > > In uno strano messaggio del 02 Apr 02 Mark Duckworth (2:333/608.1) scrisse al
> > > povero All :
> > > >> I mean is there like a cable that can run from ST hard drive port to a PC,
> > > >> and have PC emulation software provide the Hard Disk emulation so we
> > > >> can actually use the PC hard disk as the ST hard disk?
> > > >>
> > > MD> I'm sorry for the laughing, I don't want to make you feel silly, but
> > > MD> that's silly ;-). No, instead there's SCSI and IDE interfaces for the
> > > MD> Atari. In theory an emulator for a PC is something that is possible but
> > > MD> never has been done. And it would be rather expensive and still require
> > > MD> a PC! ;-)
> > >
> > > Wrong 8^)
> > >
> > > Look for HDD_DMN, a good networking program to connect a PC to the Atari
> > > using a cable on the parallel port, quite fast, project born together with
> > > ParCP that now is the best for this purpose, HDD Demon stopped development
> > > and made sources available.
> > >
> > > They we may speak about sharing the scsi chain between PC and Atari things
> > > that I did at the times when I was developing MikeNet, again doing the same

> > > sharing between Ataris on MIDI cables.
> > >
> > > Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
> > > --
> > > PCMCIA - People Can't Memorize Computer Industry Acronyms
> > >
> > > --
> > >
> > > Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3131. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 05:02:31 UTC
From: jba4@po.cwru.edu
Message-ID: <3cb27498.31797704@news.cwru.edu>
Source record: 36136

On Mon, 8 Apr 2002 17:40:40 -0400, Mark Duckworth
<mduckworth@antii-spam.atari-source.com> wrote:

>
>Jeff,
>
>I agree with you 100% on Calamus. I didn't mean to insult them or knock
>them, just that the full version of Calamus is rather expensive for a home
>user to afford. I do not know though what the lite version is missing that
>the full version has? Might be interesting to look into it :)
>
>Mark
>http://atari-source.com

I was using the lite version for a while. It actually has just about
everything you'd want. The only restriction is that modules cannot be
added beyond what is included with the lite version. As far as I
could tell, lite came with most things you'd want for basic desktop
publishing, including just about every import filter you'd want,
including truetyp font importers. The system doesn't come with the
high-profile modules like Bridge 5 or others that might be useful for
creating electronic documents. The great thing is that one can add
printer drivers to the lite version. I was using an SLM driver with
the lite version that originally came from the demo of the full
version.

I strongly suggest buying it if you're interested in Calamus. It's a
great package for very little money. I considered using it as a
replacement for doing presentation work (which is not quite its
purpose), replacing Powerpoint and Corel Presentations on my PC
because it really was far better even at presentation printing. But,
alas, since I got my Galaxy graphics card on my TT, I can't run it
since the Galaxy only works in 16-bit color mode, which Calamus will
not support. Although I don't beleive it works with any cards
requiring fVDI. But that should change soon.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3132. Re: How much?

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 06:07:02 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CB28506.E0B1E0C3@yahoo.com>
Source record: 36137

Sure, they may be sweet computers, but thats just a tad much to me.
just a tad much. 200 is alright, Im not that uneven a guy 200 dollars is
a lot
for a 10 year old computer.

But hey, I cant control the market.

Id even go at most with 300 for a 14mb Falcon
-Jess

"Edward S. Baiz Jr." wrote:

> On 8 Apr 2002 13:55:51 -, rod mccall wrote:
> >How much would it cost to buy a 4 or 14mb Falcon these days?
> >
> >Rod
>
> I have seen them go for about $300 to $700. Check Ebay. Now and then
> one is for sale there.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> ----------

3133. Re: Falcon to CD

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 06:45:22 UTC
From: jdplace@prodigy.net
Message-ID: <66ws8.6142$Oo3.1229516934@newssvr15.news.prodigy.com>
Source record: 36138

On 8 Apr 2002 16:47:10 +, Dennis Vermeire wrote:
>From: jdplace@prodigy.net (Joseph D. Place)
>Date: Sun, 07 Apr 2002 07:47:27 GMT
>
>Hi Joseph,
>
>>I'm looking for a freeware or shareware program that will record a 44.1K Hz
>>AVR file (or convert to this format). I'd like to record the audio of my
>>MIDI scores to my Falcon, and then burn a CD with CD-Writer. I've found a
>>few programs, but none of them record at that sample rate.
>
>Converting AVR to WAV files is just a matter of a mouseclick with Aniplayer:
>http://aniplay.atari.org , another solution is treat yourself to a better CD-
>Writer package, SoundPools Audio Recorder Pro has no problems with AVR files
>and as an additional bonus produces real Audio CD's which are conform with
>the red book protocol. You can even use the program to produce a master...
>http://www.soundpool.de
>
>Cheers from Belgium
>Dennis
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Thanks everyone for your suggestions. The previous suggestion of the 525
program did the trick for the conversion. I'm working on registering
Aniplayer, but I haven't tried it for this purpose.

What is the best solution for multitrack audio recording? Soundpool?
Cubase Audio? Other software/hardware? I'd like to get into this with my
Falcon, but I don't want to have to mortgage the house to do it. What's
the most common hardware/software setup for multitrack recording?

|Joseph D. Place |
|/|\ ATARI Falcon030 |

```
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
```

3134. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 06:59:09 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB2913D.90303@seimet.de>
Source record: 36139

Kenneth Medin wrote:

> I will mail you right away the serial number.

Thank you, you are now a registered user.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3135. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 07:03:24 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB2923C.5050107@seimet.de>
Source record: 36140

Mark Duckworth wrote:

> of your responses to things (Uwe) are far uncalled for. Many people have
> copies of HD-Driver through perfectly legitimate methods that might not
> result in them being in your database. Not everybody is a fucking criminal

In this case they should simply send me an e-mail and register.
Unfortunately there are more and more users using illegal copies of my
software. It's legitimate if I ask users that are not yet registered for
their serial number. Every copy that was obtained by legal means has a
serial number.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3136. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 07:10:57 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB29401.10007@seimet.de>
Source record: 36141

Frederic Fouche wrote:

> I agree with you. When you can not support a software, just offer a free
> version, that's the way most companies do.

Note that there are also models where the software and the sources are
completely free for non-commercial use (including some support in
mailing lists) but not free for non-commercial use. I have worked for
years for a company that was using this kind of model. We were *very*
successful with it. It was not a problem that commercial users would not
pay for our software because they could get the sources for free anyway.
Commercial companies depend a lot on excellent support and they will pay
for it. But it must really be fast and excellent.
We had no problems competing with Open Source software and there was a
lot of Open Source software competing with our products.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3137. WTB Atari Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 07:46:18 UTC
From: Stormlord <REMOVETHISstormlord@mbox.com.au>
Message-ID: <3cb19ef9$0$4306$afc38c87@news.optusnet.com.au>
Source record: 36108

wanted atari falcon in australia.

cheers

3138. Re: Steinberg Cubase Audio (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 07:52:57 UTC
From: Stephane Perez <Stephane.Perez@imag.fr>
Message-ID: <3cb29d00$0$11123$626a54ce@news.free.fr>
Source record: 36142

Hello

"Ken Kosut" <kjcat@shell.voyager.net> a crit dans le message de news:
3cb2619d$0$80233$1dc6e903@news.corecomm.net...
>
> Do you know if Cubase Lite is available as a demo?
> I have an Ste I can try it on.
> I want to see how it handles slurs and ties.

Cubase Lite is now freeware. You can download it here:
http://home.t-online.de/home/oliver.kotschi/down/cubase/cub_lite.zip

Cheers

/|\ Atari Falcon 030 - Using MiNT, the free OS
HomePage: http://strider.atari.org
Toxic Mag Live : http://toxicmag.atari.org

3139. Re: Octopus BBS

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 08:16:26 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <7026_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 35998

```
In uno strano messaggio del 07 Apr 02 Mark Duckworth (2:333/608.1) scrisse al
povero All :
MD> Octopus BBS now can accept internet connections on stik and can send
MD> out characters!

Well done Mark.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
COBOL - Completely Obsolete Business Oriented Language

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

3140. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 08:24:05 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnab5929.8go.atari@core.preferuje.luzik.pl>
Source record: 36143

> About this, I've another question: the MiNT installed with MultiTOS is
> the same MiNT of FreeMiNT, SpareMiNT etc?

No.

After MiNT went opensource, the FreeMiNT project was born. FreeMiNT is
updated and patched, and a lot better MiNT.

SpareMiNT is a bunch of software, distribution (just like RedHat, Mandrake)
that use RPM packaging system, nothing more.

Adam Klobukowski
atari@gabo.pl

3141. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 08:34:24 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0204090034.35fd1a42@posting.google.com>
Source record: 36144

All I can say is...
I've also lived with the frustrations.
The good and the bad of owning an Atari.

I currently own and use two, and over my lifetime I've had 8 Ataris.

The realisum is that Atari is now days mostly a hobby machine.
People use them because they enjoy them...when they have time for it.
That's the main reason I've kept mine...
Yes, I'll promptly agree that alot of people do REAL work wit Atari,
but with
all the low cost alternatives out there these days...I can't help but
believe
it's mostly a matter of heart. $400 for a video card...$200 for a PCI
bridge
that 'might' work if you breathe right...vs a pretty complete ultra
modern PC set up for $600 or less. Yep, it's a matter of heart.

We're pretty lucky if and when someone gets the urge to complete a
major project for these old machines and share it in any form at all.
Free, paid, or otherwise.

Obviously it means more to some people than to others...but lets look
at the facts.

Part of the fun of Atari has always been the round about nature of the
user base, and the various personalities involved. Even knowing the
name of the author of a particular piece of software is something that
is becoming altogether rare in this day and age. If nothing else...
Atari is a Saga of 'hope'. "Support" has NEVER been a strong suit
in the Atari world. Usually just a lot of consoling, and hoping.
Almost since day one...Atari personal computing has been a lot of
little
one man shops eeking out a meager existance. The early bailing out of
countless ST dealers worldwide speaks for itself. Weak support...

I think about Atari History...
Things like the story of Dave Small and his Mac emulator...
The FCC hold up on the TT...
Gobs of stories cross my mind...far to many to mention...

It's definately a long lived Saga. And I think that's what keeps
alot of us hanging around. Atari just doesn't die simply because
a hand full of people keep it alive with hope...simply because
they enjoy it.

I could be wrong, but I highly doubt Rodolphe will do much more than recover
the costs of his CT projects...he might even lose money when it's all said and
done. I doubt Uwe is rolling in money for his HD-Driver software, and I
doubt that he ever EXPECTED to. It seems to me by choosing to share their
work with the public at all, the best they can realisticly gain is some
funding for a very interesting hobby. Please don't mistake my use of the
word 'hobby' as insulting. I think it's a FINE thing. It's just obvious
to me that few atari developers with any scruples about them do this
for profit.

With that in mind...
We simply have to realize who is in control and live with it.
If you want Uwe's software, then you have to get it his way and order
it from a place in his chosen distribution channels.
If you want N.AES, or a CT2 and you live in the USA, then you'll
simply have to jump through the hoops of ordering over seas, or find
someone who enjoys that sort of thing to do it for you.

That's exactly why a good portion of us have kept our Atari machines running
all these years. We actually ADMIRE that way of doing things. It's more
personal than some shinny corprate Logo on hand at Wally World that was
thought up by a nameless stranger.

While I appreciate the prodding efforts to get individuals to share their
work, and make it more 'convienient' for the end user. We have to remember
that it's not always as simple as uploading it to some server somewhere
and forgetting about it. There might be contracts involved or, a for
instance...If someone wrote a piece of software that WRITES GIF
files...royalties might be due to Compuserve for every copy
distributed. Back when the author was still having the software
distributed, by whatever means...SOMEONE was taking care of this legal
work...be it the author himself, or a third party (such as a software
house). Other examples might be cryptology technolgies that might
only be legal in certian places.
Such software would have to be stripped of any possible patent or law
enfringing code, or...someone would have to keep the books on it up to
date. Sometimes it's just not worth it anymore for an individual to
worry about it...when they want to cut the leash...they just cut it.
Hudge suites of

software such as Calimus are a prime example. It potentially deals
with
so many patented technologies that it wouldn't suprise me if a 3rd the
cost
of the software doesn't go to pay royalties. Some of it can be so
subtle the
author himself doesn't realize a feature touches on a utility patent.
Would you release this code without okay from a fleet of international
lawyers? Even if you never intended to distribute it again...ya might
think twice about it ;)

I'm all for encouraging orphaned software to be released. I'm all for
healthy dialog about what users want to see developed. I'm all for
wish lists
and constructive efforts to prod developers to add or change things
about their work. This is all one of the fun things about Atari;
however, I urge caution in
insulting attacks to the people that are today's Atari. In the
end...if
it gets done...it's because they WANT to do it, and in today's crazy
busy complex sue happy world, if they choose to share it with you at
all...you're fortunate.

May the music be with you,
Brian

3142. On ebay.Intelligent Music M Algorithmic Composer

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 09:04:17 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3cb3ae1a.2264624@news-east.giganews.com>
Source record: 36145

Check out here
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2015548314

3143. on ebay.Yamaha tg100 sound for your ST midi system

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 09:08:07 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3cb2ae7a.2360279@news-east.giganews.com>
Source record: 35996

Check it out here
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=856524396

3144. Re: Falcon TOS 4.95

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 09:31:24 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3CB2B4EB.CECC05CF@libero.it>
Source record: 36125

gemtoo wrote:

> > > > Any one tried this Beta version of TOS on their Falcon, does it work?
> > > >
> > > > Elliot...
> > > >
> > > >Hi!
> > With 4.92 tos, you can iconify window in single tos mode.
> > All progs are faster because the rom"tos" is in ram.
> > You have the native 3D look and feel .
> > Maybe other thing under, but i'm not a developer:-)
> > bye!
> > >
> > >Oops, i forget the more important:
> All "the Fpatch 2 "are integrate in 4.92.
> The bug sound of original 4.04 and The lan bug
> for the SCC connection:-)
>

Hello to all! This is my first post on newsgroup :-)
About the topic: the 4.92 is a beta or a finished tos never released do to the
"Jaguar target-conversion" of Atari in last years?

--
Tony
|||
|||
/ | \
Atari Maniac!

3145. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 09:44:33 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3CB2B801.885025F4@libero.it>
Source record: 36127

rod mccall wrote:

> Being a former Atarian I remember their being a lot of different TOS
> compatible operating systems kicking about. However I am kean to know
> what ones are currently still available and also who owns the rights
> to TOS, GEM and MiNT (I seem to remember that was Opensource?).

About this, I've another question: the MiNT installed with MultiTOS is
the same MiNT of FreeMiNT, SpareMiNT etc?

--
Tony
|||
|||
/ | \
Atari Maniac!

3146. Non core items for sale.

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 10:48:27 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <YFzs8.1293$eb2.178614@news11-gui.server.ntli.net>
Source record: 35997

Hello.

I have the following non core business i.e. non musical, items for sale.

Umax S-6E SCSI scanner.

Atari teletext adaptor, 2 off.

Several external floppy drives.

Ultimate Ripper cartridge.

Apple Color Stylewriter 2400 printer.

Cubase Studio Module and Cuetracks.

Offers to barrie@keychange.co.uk

3147. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 12:09:50 UTC
From: <>
Message-ID: <1018422530-82529AEicMi@ntlworld.com>
Source record: 35949

From: Don Schoengarth <atariNOSPAM@qnet.com>
Date: Mon, 08 Apr 2002 21:47:13 -0700

>I used a 25 pin cable and cut it in half then spliced it
>back together with the wires swapped that needed to be swapped. Work
>great.

It's easier to get a cable where the plug shells can be opened (ie not
moulded). Just swap the position of two wires in ONE plug! ;-)

Cheers

--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3148. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 12:34:38 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB2DFDE.4020604@seimet.de>
Source record: 36000

Brian J. Roland wrote:

> done. I doubt Uwe is rolling in money for his HD-Driver software, and
> I
> doubt that he ever EXPECTED to. It seems to me by choosing to share
> their
> work with the public at all, the best they can realisticly gain is
> some
> funding for a very interesting hobby. Please don't mistake my use of
> the
> word 'hobby' as insulting. I think it's a FINE thing. It's just
> obvious
> to me that few atari developers with any scruples about them do this
> for profit.

You are absolutely right and I do not know anybody who really earns money with software for Atari computers. This was possible some years ago, but it has been several years now that the market is simply too small for that. Those that are still writing/supporting software do this mainly because they have fun doing it and/or because they do not want to disappoint the users of their software by stopping the development.

> If you want Uwe's software, then you have to get it his way and order
> it from a place in his chosen distribution channels.

The distribution channels for my software have hardly changed. With much more Atari users connected to the Internet than some years ago certain things have actually become easier. It's normal now that *registered* users can receive updates by e-mail. The only remaining problem is payment from abroad, which can usually only be done in cash because the bank fees are higher than the actual update fee. This is the reason why paying in cash is required. But at least in Europe this it has become easier with the introduction of the Euro.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3149. Re: Falcon to CD

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 12:50:37 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <0de3b89705633821379fe031e70c25b1.71025@mygate.mailgate.org>
Source record: 36001

"Wayne Martz" <wmartz@firstpresdalton.org> wrote in message
news:2f399fc7.0204080508.3e1f36ab@posting.google.com...
>
> I may be mistaken, but won't aniplayer save an aif as an avr?

Yeah but it won't record the sound in the first place (unless a whole
load of functionality has come onboard recently and I missed it :-))

chris

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3150. Re: Falcon to CD

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 12:58:31 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <1ecaa92346a015e3cdb110cc80eb557d.71025@mygate.mailgate.org>
Source record: 36002

Guys....please read the original post....he said RECORD, not
CONVERT.....

Sheesh....rant mode off...

CAF is OTT if you just want multi-track audio...Audiotracker is fairly
easy to use once you get used to it eating up a partition ....which CAF
does anyway so no worries there....basically it adds its own format to
what's already there, making it appear as one enormous file....doesnt'
have to be the whole partition though...adn it doesn't liek big
partitions either so get rid of BigDOS/Magic/MINT on this....
There are other ones out there ....Quincy, Devil Studio but I don't know
them so well...I've done a fair amount of recording both stereo and
multi-track with AUdioTracker into CDRecorder adn it always went
well....big disks are good though....half a gig for the original audio
recording, half a gig for the .AVR or .WAV file 9doesn't matter which)
and then another half a gig for the CD image.....

chrisc
> What is the best solution for multitrack audio recording? Soundpool?
> Cubase Audio? Other software/hardware? I'd like to get into this with my
> Falcon, but I don't want to have to mortgage the house to do it. What's
> the most common hardware/software setup for multitrack recording?
>
>
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|
> |Joseph D. Place |
> |/|\ ATARI Falcon030 |
> |1040STe, Stacy4 |
> |Portfolio, 400, 130XE|

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3151. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 13:28:47 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cb2ecd8$0$25411$79c14f64@nan-newsreader-02.noos.net>
Source record: 36003

"Adam Klobukowski" <atari@gabo.pl> a crit dans le message de news:
slrnab5929.8go.atari@core.preferuje.luzik.pl...
> > About this, I've another question: the MiNT installed with MultiTOS is
> > the same MiNT of FreeMiNT, SpareMiNT etc?
>
> No.
>
> After MiNT went opensource, the FreeMiNT project was born. FreeMiNT is
> updated and patched, and a lot better MiNT.
>
> SpareMiNT is a bunch of software, distribution (just like RedHat,
Mandrake)
> that use RPM packaging system, nothing more.
>
> Adam Klobukowski
> atari@gabo.pl
hi!
Well: the freeMiNT distribution have rpm possibility too
with rpm, our "unix like"operating system is compl te.
The sparemint help you to install the right thing at the right place:-), it
is faster than to do all the job by finger thru "console"+compilation:-)
It still exist too "easyMiNT", a special rpm for install all you
need to begin too:-)
It is completly diff rent from "linux red hat rpm or mandrake debian", mint
it is only for atari user".
If you really need linux, it still exist "linux 68k, debian, and red hat non
official adaptation for atari too"
bye

3152. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 13:49:50 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnab5s52.uf2.atari@core.preferuje.luzik.pl>
Source record: 36004

>> After MiNT went opensource, the FreeMiNT project was born. FreeMiNT is
>> updated and patched, and a lot better MiNT.
>>
>> SpareMiNT is a bunch of software, distribution (just like RedHat,
> Mandrake)
>> that use RPM packaging system, nothing more.
>>
>> Adam Klobukowski
>> atari@gabo.pl

> hi!
> Well: the freeMiNT distribution have rpm possibility too

FreeMiNT is not A DISTRIBUTION! FreeMiNT is a GEMDOS compatibile kernel
based pn MiNT code.

> with rpm, our "unix like"operating system is compli¿½te.
> The sparemint help you to install the right thing at the right place:-), it
> is faster than to do all the job by finger thru "console"+compilation:-)
> It still exist too "easyMiNT", a special rpm for install all you
> need to begin too:-)
> It is completly diffi¿½rent from "linux red hat rpm or mandrake debian", mint
> it is only for atari user".

SpareMiNT is a DISTRIBUTION and can be very close compared to RedHat Linux
or Mandrake Linux - Linux is a kernel, and RedHat (or Mandrake) is software

The only thing SpareMiNT is missing is instalation, i.e. there is not
special progam to do this, and you have to do everytcvhing on your own.

Adam Klobukowski
atari@gabo.pl

3153. Update Falcon-TOS the soft way?

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 14:24:58 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204090624.c6b6cdb@posting.google.com>
Source record: 36005

I just wondered if it would be possible to update the Falcon TOS to the one used in Milan machines? Is it compatible (or has Falcon HW support been dropped in favour of Milan's)? Is the upgrade free if you own a Falcon? If yes I guess it could even be burned on an EPROM! :-)

Were some WinX and/or TOS-Patch patches included into Milan-TOS BTW?

3154. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 14:55:54 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.caca6f6e.4df62602.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 36006

Dans le message <3CB2DFDE.4020604@seimet.de>
Uwe Seimet a ï¿½crit:
>Brian J. Roland wrote:

>The distribution channels for my software have hardly changed. With much
>more Atari users connected to the Internet than some years ago certain
>things have actually become easier. It's normal now that *registered*
>users can receive updates by e-mail. The only remaining problem is
>payment from abroad, which can usually only be done in cash because the
>bank fees are higher than the actual update fee. This is the reason why
>paying in cash is required. But at least in Europe this it has become
>easier with the introduction of the Euro.
Not actually true... despites the Euro, banks fees are prohibitive!
For example, I would have had to pay Eur 8 to send to you the amount
for upgrading to v8.11, which is only Eur 10!
If I had sent a cheque to you, you bank would have charged something
like Eur 5, and so would have mine. So, I think the Euro doesn't make
it easier to pay abroad - unless you can travel to the country.

J.-Luc

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

3155. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 15:47:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <7098_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 36017

In uno strano messaggio del 08 Apr 02 atari_jess@yahoo.com (2:333/608.1)
scrisse al povero All :
aj> I cant get it to work!! it wont connect and i have no clue what im
aj> supposed to do!

What is not working ? HDD_DMN ? ParCP ? MikeNet ? Scsi sharing ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
RISC - Reduced Into Silly Code

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3156. Hand Writing Recognition

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 16:00:53 UTC
From: rodmc@userpro.com
Message-ID: <a05b8e72.0204090800.7337acf9@posting.google.com>
Source record: 36007

Has anyone implemented any handwriting recognition software which implements a stylus (i.e. like on the Palm Pilot's?) for the ST/Falcom/TT?

3157. Re: Hand Writing Recognition

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 16:28:12 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cb31717$0$7213$79c14f64@nan-newsreader-01.noos.net>
Source record: 36009

"rod mccall" <rodmc@userpro.com> a crit dans le message de news:
a05b8e72.0204090800.7337acf9@posting.google.com...
> Has anyone implemented any handwriting recognition software which
> implements a stylus (i.e. like on the Palm Pilot's?) for the
> ST/Falcom/TT?
hello
I don't hnow for this specific point.
But it still exist "calligraphic ocr" for scanner:-)
So, write a paper, scan the page, and ocr do convert to .txt:-)
It still exist a prog atari to communicate with a palm with serial port.
bye

3158. Re: Hand Writing Recognition

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 16:29:03 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cb31718$0$7213$79c14f64@nan-newsreader-01.noos.net>
Source record: 36008

"rod mccall" <rodmc@userpro.com> a crit dans le message de news:
a05b8e72.0204090800.7337acf9@posting.google.com...
> Has anyone implemented any handwriting recognition software which
> implements a stylus (i.e. like on the Palm Pilot's?) for the
> ST/Falcom/TT?
hello
I don't hnow for this specific point.
But it still exist "calligraphic ocr" for scanner:-)
So, write a paper, scan the page, and ocr do convert to .txt:-)
It still exist a prog atari to communicate with a palm with serial port.
bye

3159. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 16:36:52 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cb318ec$0$28162$79c14f64@nan-newsreader-02.noos.net>
Source record: 36010

>
> The only thing SpareMiNT is missing is instalation, i.e. there is not
> special progam to do this, and you have to do everytcvhing on your own.
>
> Adam Klobukowski
> atari@gabo.pl
hello!
The installation exist too: it is easyMiNT officially integrate now
in the team MiNT:-)
Another older: KGMD :-)
bye

3160. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 17:34:53 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnab69b0.lf.atari@core.preferuje.luzik.pl>
Source record: 36011

```
>> The only thing SpareMiNT is missing is instalation, i.e. there is not
>> special progam to do this, and you have to do everytcvhing on your own.
> hello!
> The installation exist too: it is easyMiNT officially integrate now
> in the team MiNT:-)
> Another older: KGMD :-)

Yes, but EasyMiNT is a distribution based on SpareMiNT. It isn't SpareMiNT
installer. Ie, you cannot grab SpareMiNT paskages and EasyMiNT and install,
you have to use special EasyMiNT packages.

KGMD is to old to even mention. It has nothing in common with SpareMiNT,
except that is is a distribution.

Adam Klobukowski
atari@gabo.pl
```

3161. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 18:19:42 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb33ec01926ae0@tripnet.se>
Source record: 36012

On Tue 09-04-2002 13:49 (GMT) Adam Klobukowski wrote:

>User-Agent: slrn/0.9.7.4 (Linux)

I see you are using slrn. Has it been ported to any Atari OS?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3162. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 18:19:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb33ec01926ae1@tripnet.se>
Source record: 36013

On Tue 09-04-2002 05:02 (GMT) Jeff Armstrong wrote:

>On Mon, 8 Apr 2002 17:40:40 -0400, Mark Duckworth
><mduckworth@antii-spam.atari-source.com> wrote:

>>I agree with you 100% on Calamus. I didn't mean to insult them or knock

>I was using the lite version for a while. It actually has just about
>everything you'd want. The only restriction is that modules cannot be
>added beyond what is included with the lite version. As far as I
>could tell, lite came with most things you'd want for basic desktop
>publishing, including just about every import filter you'd want,

Agree. I made a 28 page CD booklet with the Lite version during the
tryout period (30 days) and I am very satisfied with it. No bugs showed
up at all during the work.

I did have some problems when printing from my TT but there seems to be
something wrong with the computer as other programs show the same
sympthoms.

Runned it both on a 36 MB TT and on a Windows pc and it is _exactly_ the
same code (emulated in Win) so compatibility is 100 %.

>including truetyp font importers. The system doesn't come with the
>high-profile modules like Bridge 5 or others that might be useful for
>creating electronic documents. The great thing is that one can add

I solved the problem how to send the documents to the printing firm (they
only supports some Mac/pc dtp prgs) by simply export all pages as 1200
dpi TIFF files.

>I strongly suggest buying it if you're interested in Calamus. It's a
>great package for very little money. I considered using it as a

Yes, right now I am considering either to register the lite version or
get an uppgrade to an old SL copy I have.

>alas, since I got my Galaxy graphics card on my TT, I can't run it
>since the Galaxy only works in 16-bit color mode, which Calamus will
>not support. Although I don't beleive it works with any cards
>requiring fVDI. But that should change soon.

Would it be possible to run it in monochrome using fVDI?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/

<<Produced with 100% pure Atari equipment>>

3163. [UPDATE]Eiffel new software

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 18:26:01 UTC
From: Laurent <laurent.favard@HETCnAM.libertysurf.fr>
Message-ID: <a8vbsk$j9l$1@wanadoo.fr>
Source record: 36014

http://eiffel.atari.org was just updated about a new firmware Beta version
1.0.3, some usefull documentations about IKBD, PIC and some commercials
IC from HOLTEK.

a small TOS example program eiffelcf.tos show how to program Eiffel Flash
Datas and change mouse scan-code to use the wheel under any OS, and
change map HELP/UNDO onto Print Screen/Scroll.

Best Regards
Laurent
--
Remove HETCnAM to reply
http://laurentfavard.atari.org
http://eiffel.atari.org or http://eiffelfr.atari.org

3164. Joystick Problems...

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 18:30:38 UTC
From: NightRaven <Leysin@hotmail.com>
Message-ID: <irGs8.2508$dm4.56853@news2.ulv.nextra.no>
Source record: 36015

This might be a bit mundane question to ask here,
but....
I recentely accquired a Competion Pro 5000 joystick
from an auction on ebay. I'm not sure if it was new or
not, the auction was held by an joystickcompany and
it came in the original package, but there was scratches
on the base.
Now, the thing is, I used to have a joystick exactly like
this. But the stick on the joystick I bought now seems
to be almost stuck! It works, but I have to push reaaly hard,
and I can not remember this joystick to behave like this.

Is there something I can do about this?
I have a suspicion that it might have something to do
with the rubber inside the shaft.

Many thanks for any answers regarding this problem.

- NightRaven

3165. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 18:43:37 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnab6dbr.qu.atari@core.preferuje.luzik.pl>
Source record: 36016

>>User-Agent: slrn/0.9.7.4 (Linux)
>
> I see you are using slrn. Has it been ported to any Atari OS?

Not yet, but I think itz should be easy to port it.

Adam Klobukowski
atari@gabo.pl

3166. Re: Internet With Atari 1040 STf

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 18:47:33 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204092039520.292-100000@easymint>
Source record: 36026

On Tue, 9 Apr 2002, Folkerdt wrote:

> how do i get on the Internet With an Atari STf,
> With a Floppy drive black and White Screen???
> Does he Automaticly makes a connection??
> How do i GET Cab on A Diskette for the ST..
>
> Maybe Stupid quetsions...but i Need a Push in the Right Direction...
>

Just getting started, are you ?

Look for the following programs, and don't forget to read the manuals,
readme files etc. :

HSMODEM
STIK2
QDIALER
CAB.OVL for STiK
CAB

You will find all this on http://www.flinny.demon.co.uk/download.html

The CAB you'll find there is version 1.5. A better idea is to get the
CAB 2.8 demo from http://application-systems.de/produktefuratari/

If you're used to Explorer, don't expect miracles - but it is possible to
go on the internet, even with a modest STf.

Martin Tarenskeen

3167. Re: Software

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 19:04:14 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204092049270.292-100000@easymint>
Source record: 36027

On Tue, 9 Apr 2002, Folkerdt wrote:

> i Need Some good software for my Atari ST...
Just one pretty good place to take a look:

http://users.pandora.be/tos4ever/atari/prg-ind3.htm

Support in the Netherlands:

Atari ST support, repairs, and software in the Netherlands:
ACN
Postbus 5011
2000 CA Haarlem
023-5351100
info@ataristnieuws.lu

MABN
Willem Barentszstraat 25
3124 LC Schiedam
010-4718164
paul@mabn.nl (Paul Moerman)

Muziekhandel de Staar
Westerstraat 2-4
0299-428570
Vraag naar Michel voor Atari reparaties

> and A few Tips...
This the right place, if you ask the right questions ;-)

how To Get A hard drive....
You'll need a SCSI harddisk with a special adaptor
or find an old Atari SH harddrive.
You should use HDDRIVER as harddisk driver.
Try ACN or MABN, maybe they can help.
> >
>

I hope you'll have lots of fun with your Atari, like all of us in this
Newsgroup !

Martin Tarenskeen

3168. Internet With Atari 1040 STf

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 19:14:50 UTC
From: Folkerdt <folkerdt@fans.bzb.nl>
Message-ID: <a8veadqbh1@rubens.telebyte.nl>
Source record: 36018

how do i get on the Internet With an Atari STf,
With a Floppy drive black and White Screen???
Does he Automaticly makes a connection??
How do i GET Cab on A Diskette for the ST..

Maybe Stupid quetsions...but i Need a Push in the Right Direction...

3169. Software

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 19:17:03 UTC
From: Folkerdt <folkerdt@fans.bzb.nl>
Message-ID: <a8veejqib1@rubens.telebyte.nl>
Source record: 36019

i Need Some good software for my Atari ST...
and A few Tips...how To Get A hard drive....

3170. Popwatch chokes on bad mail

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 19:28:09 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb34ec625aa3d0@tripnet.se>
Source record: 36020

Got a spam email today that made my mailbox unaccessible with Popwatch.
It simply exited with an "An unexpected error has occured" right at the
point when the mails are displyed in the Popwatch window.

I have used Popwatch for several years and never had this problem until
now. And I do get a lot of spam as I have used the same email address for
6 years by now...

I solved the dilemma by fetching it with Pine instead and delete it on
the server. I have put the offending mail at

http://atari.mine.nu/badmail.txt

I have not checked if the strange charcters in the header or the fact
that the message is one single mega long line made Popwatch choke. Under
MagiC I also got a message to the console that some memory blocks got
overwritten but MagiC did not crasch. With TOS 3.6 however only the
Popwatch error message showed up before it quit. Fortunately Popwatch did
exit the pop3 mailbox properly so I did not have to wait for my isp to
timeout.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3171. Re: Q: auto start of programs

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 19:33:46 UTC
From: chris.schaller@web.de
Message-ID: <2418de8e.0204091133.62baa5a3@posting.google.com>
Source record: 36021

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<3cb1f95a2dd2811@tripnet.se>...
> Programs with the extender .ACC in the root directory will start on boot
> and can then be accessed from the leftmost menu.

Hm, can I rename my .PRG file to .ACC to get this done?

> From TOS 1.4 and up you can set one normal GEM application (.PRG) to
> start automatic. I seem to recall that you single click on the program
> and select the menu "Install application" (my TOS is in Swedish) followed
> by the "Auto" button to get this function. Don't forget to "Save desktop"
> before you reset the computer.

How can I determine which version of TOS I have? But I guess it is
1.2, since I cannot find the Auto button. But I have "Install
application" with the choice of GEM, TOS, and TOS with parameters.
Unfortunately GEM didn't work :(Do I have to change the file type
field? I was trying to set it to .PRG, but also didn't work. When
looking at desktop.inf I can see that my programm is in there, but
when I reset my machine (after having saved my desktop), nothing will
happen.

> There are lots of other ways to launch programs on startup by third party
> OS'es etc. but this is the basic concept with only the built in OS.

The disk I'm using is hopelessly full and all files on it are needed,
so an additional utility might not help in this case :(

3172. Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 19:48:05 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a8vghq$597$1@news7.svr.pol.co.uk>
Source record: 36024

Anyone know where (or have) a memory upgrade for a Falcon, currently 4Mb but I need more.

I will pay but so far the ones I have found are a bit pricey.

Elliot...

3173. Re: How much?

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 19:49:02 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204091149.d3acb26@posting.google.com>
Source record: 36023

Jess LaFleur <atari_jess@yahoo.com> wrote in message news:<3CB28506.E0B1E0C3@yahoo.com>...
> Sure, they may be sweet computers, but thats just a tad much to me.
> just a tad much. 200 is alright, Im not that uneven a guy 200 dollars is
> a lot
> for a 10 year old computer.
>
> But hey, I cant control the market.
>
> Id even go at most with 300 for a 14mb Falcon

You would likely be outbid. The last three Falcons I saw all went for
over $300. I bought one a few months ago (4 MB w/HD) for $350.

I agree the price is high, but you are buying audio equipment that
just happens to be a computer.

Galen

3174. Re: Hand Writing Recognition

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 19:52:22 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3cb34380$0$80229$6d5eecc5@news.eurekanet.com>
Source record: 36022

rod mccall wrote in message ...
>Has anyone implemented any handwriting recognition software which
>implements a stylus (i.e. like on the Palm Pilot's?) for the
>ST/Falcom/TT?

It existed at some point in time. The ST Pad was driven by a stylus.
I believe Atari licensed some software from a company in Russia.
I have no idea if this software ever actually existed outside of the ROM on
the ST Pad.

Dan Ackerman
aka baldrick

3175. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 20:00:48 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnab6hsj.vv.atari@core.preferuje.luzik.pl>
Source record: 36025

> Anyone know where (or have) a memory upgrade for a Falcon, currently 4Mb but
> I need more.
>
> I will pay but so far the ones I have found are a bit pricey.

You may try askind on www.dhs.nu forums

Some time ago there was lots of cheap 14mb simm adapters.

Adam Klobukowski
atari@gabo.pl

3176. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 20:45:04 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnab6kfj.12c.atari@core.preferuje.luzik.pl>
Source record: 36029

>> Yes, but EasyMiNT is a distribution based on SpareMiNT. It isn't SpareMiNT
>> installer. Ie, you cannot grab SpareMiNT paskages and EasyMiNT and install,
>> you have to use special EasyMiNT packages.
>>
>> KGMD is to old to even mention. It has nothing in common with SpareMiNT,
>> except that is is a distribution.
>
> So, this mean that if I want to try any xxxxMiNT package I've to reinstall all
> the O.S., and lose the TOS/MultiTOS, right? (It will be a problem, 'cause I've
> bought my Falcon on eBay and I've all the software installed on HD, but no
> Disks, so if I've to reinstall will be a problem).
> And, Free/Easy/SpareMiNT how much is compatible, if is, with the old programs?
>
> Thank you, and excuse me but I'm a newbie with all other Atari compatible O.S.
> but TOS/MultiTOS :-)

If you want to have only a "multitasking" desktop you do not need to
reinstall nothing. YOu just need FreeMINt (the OS kernel) and AES (Xaaes, or
AES 4.1 or commercial N.Aes)

But if you want to use unix tools or have internet connection with it, you
will have to repartition your harddisk and create ext2 partition (you can
also create minix partition but minix is obsolete)

About compability: FreeMiNT is compatibile with all properly written
programs, ie. that use system calls instead of grabbing vectors, etc.

Adam Klobukowski
atari@gabo.pl

3177. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 20:47:38 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnab6kkd.12c.atari@core.preferuje.luzik.pl>
Source record: 36030

>>> Yes, but EasyMiNT is a distribution based on SpareMiNT. It isn't SpareMiNT
>>> installer. Ie, you cannot grab SpareMiNT paskages and EasyMiNT and install,
>>> you have to use special EasyMiNT packages.
>>>
>>> KGMD is to old to even mention. It has nothing in common with SpareMiNT,
>>> except that is is a distribution.
>>
>> So, this mean that if I want to try any xxxxMiNT package I've to reinstall all
>> the O.S., and lose the TOS/MultiTOS, right? (It will be a problem, 'cause I've
>> bought my Falcon on eBay and I've all the software installed on HD, but no
>> Disks, so if I've to reinstall will be a problem).
>> And, Free/Easy/SpareMiNT how much is compatible, if is, with the old programs?
>>
>> Thank you, and excuse me but I'm a newbie with all other Atari compatible O.S.
>> but TOS/MultiTOS :-)

Btw. YOu cannot "lose" TOS as it is in ROM, and FreeMiNT is replacement for
MiNT in MultiTOS (ie. FreeMiNT+AES=MultiTOS)

Adam Klobukowski
atari@gabo.pl

3178. Re: Zzap-splisshh-wrap!

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 20:56:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cb3557c17cde1@madasafish.com>
Source record: 35970

Hi CECCOLI,

>Some time ago, I accidentally put +12V instead of +5V in my Speed
>Resolution card. Fortunately no part of the Falcon suffered, only
>the speed Res.

I know the feeling, I accidently did this to an STFM.

>Now, I need to repair it, to reuse it on my 2nd falcon.
>Does anybody here know this card well enough, so he could help me
>in this task ?

If you email, or post here, the numbers on all chips I can tell
you which can be replaced easily. I reckon it'll be some TTL
and perhaps a GAL.
--
Lyndon Amsdon

3179. Re: Q: auto start of programs

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 21:00:23 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb36464368f690@tripnet.se>
Source record: 36032

On Tue 09-04-2002 12:33 (-0700) Chris... wrote:

>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:<3cb1f95a2dd2811@tripnet.se>...
>> Programs with the extender .ACC in the root directory will start on boot
>> and can then be accessed from the leftmost menu.
>
>Hm, can I rename my .PRG file to .ACC to get this done?

Mostly not as they have to be written in a rather special way to allow
this.
>
>> From TOS 1.4 and up you can set one normal GEM application (.PRG) to
>> start automatic. I seem to recall that you single click on the program

>How can I determine which version of TOS I have? But I guess it is

If the "youngest" date is 1987 then you have TOS 1.2

>1.2, since I cannot find the Auto button. But I have "Install
>application" with the choice of GEM, TOS, and TOS with parameters.
>Unfortunately GEM didn't work :(Do I have to change the file type
>field? I was trying to set it to .PRG, but also didn't work. When

This will not work. If you install a word processor like 1st Word+ by
using "Install Application" on the program icon and set the document type
to "DOC" then whenever you double click on a *.DOC _document_ icon the
installed application will start _and_ load the ducument in one go.

>> There are lots of other ways to launch programs on startup by third party
>> OS'es etc. but this is the basic concept with only the built in OS.
>
>The disk I'm using is hopelessly full and all files on it are needed,
>so an additional utility might not help in this case :(

Actually it may be the other way round! check out the PFX_AFX package
from Ulf Andersson's page at:

http://www.ettnet.se/~dlanor/

You can both pack programs _and_ data files. But remember to keep backups
as disk compression makes things more complicated and can result in data
loss. I have used this myself many years ago without any problems. First
try to use compressed program files and if you need more space then add
datafile compression too. As floppies are rather slow this will also
speed up the overall loading speed.

And off course you can format the floppy to more than 9 sectors and 80
tracks. Up to 11 sectors and 82 tracks often works well.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3180. Re: SH205 Harddisk -> Connecting Problems on MEGA ST

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 21:07:53 UTC
From: TheBORG <borg@mindless.com>
Message-ID: <a8vl9scsd02$1@news.t-online.com>
Source record: 36034

Thanks alot for your help! Now I know how this works...and I was
successfull! ;)

and.. by the way... ..

viele Grï¿½ï¿½e aus dem gleichen Land! :-)

"Gerald M.-B." <gmb@wtal.de> schrieb im Newsbeitrag
news:a8nuhvpjp1@news.kdt.de...
> Hi Dennis,
>
> before you switch on your Atari system, you must insert the disk into your
> floppy drive which (hopefully) came with the SH205 harddisk. This disk
will
> boot the necessary driver for your hard disk. When everthing worked well,
> you should see the desktop. Now you can add drives to the desktop or could
> start the utility from the floppy disk to format your harddisk. The Atari
> harddisk utility is also able to change partition C into a boot partition.
> By doing this you could boot your Atari system via harddisk. The SH205
> driver / bootdisk won't be needed any longer for boot-up.
>
> If you need further help (or the driver disk for the ATARI SH205 harddisk)
> just drop me a mail. I own a SH205 myself, so that I could send you the
> manual (in german), too.
>
> I learned English in school for many years, but giving a "How / What to
do"
> description in english still isn't easy.
>
> Greetings from Germany.
>
> Gerald
>
>
>
>
>

3181. Emulated ST & Internet

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 21:25:32 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3CB35C85.E12F2E16@ataritimes.com>
Source record: 36035

Has anyone tried connecting to the internet via an emulated Atari ST?
Just wondering if it would work...

;-)

--
Gregory D. George

=-=-=-

3182. Composite video out

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 21:59:16 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <mqJs8.35289$gA5.3802503@e3500-atl2.usenetserver.com>
Source record: 36036
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have a new STe and an 8-bit XEGS both with composite out.

The XEGS has much better graphics output than does the STe. I used ultima 3 as the reference.

The XEGS is far sharper and well defined, unlike the STe which appears a bit fuzzy.

No one has been abe to help me find something that can convert the Atari ST best electronics 15.75khz VGA cable signal into a 31.5khz signal for use on 640x480 compatible VGA monitors. I want the ST ultima on my 36" VGA TV looking as sharp as possible!!!!!!!!!!

3183. Re: Score Perfect Professional (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 22:19:18 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <a8vpbh$1c5f$1@news4.isdnet.net>
Source record: 36037

Hello :-)

Please, is anyone has a Demo version of SPP 3.2 and can say to me where I'm really sure to download it, or maybe someone would want to send me this at atari.music@wanadoo.fr :-)

Thank you a lot :-)

Best regards...

--
Paul CAILLET.
http://music-atari.org
http://musique.atari.org

3184. Still Waiting

Newsgroup: comp.sys.atari.st
Date: 2002-04-09 22:25:49 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1018391148.4257.0@eurus.uk.clara.net>
Source record: 36038

Retract or justify.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1018125670.26337.3@eos.uk.clara.net...
> Hi Hallvard
>
> | I'm interested in looked into hardware accelerators for my STe and have
> | read the specs for TUS' Veloce+ with great interest.
> | Anyone using it? Any other accelerators worth looking into.
>
> Ive only heard good about the Veloce board,

wasn't your last comment 'HOBBY'

> but lots of bad about some companies that fitted them.

So you must be talking about me then, as I was the only
person who fitted them. If you have anything to say then
lets hear it in public to the group instead of your insipid
comments that only make you look foolish. The main
reason I left the Atari scene was because of people like
you.
I for one am fed up of your comments so if you have
a complaint about Veloce or it's 'FITTERS' then lets hear it
otherwise apologise to the group for your fictitious postings.

> Its got a 68020 hasnt it?.

Certainly has. Full 32Bit 0 wait state TT RAM.

Dave

maccdave@ntlworld.com

3185. Re: Falcon to CD

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 00:44:20 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0204091644.4eb1f3a3@posting.google.com>
Source record: 36039

"Chris Crosskey" <chris.crosskey@vicon.com> wrote in message
news:<1ecaa92346a015e3cdb110cc80eb557d.71025@mygate.mailgate.org>...
> Guys....please read the original post....he said RECORD, not
> CONVERT.....
>
> Sheesh....rant mode off...
>

Actually, he said record or convert! Check it again!
Wayne

3186. Ide CD RW Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 00:58:49 UTC
From: michael.robillard@the-spa.com
Message-ID: <d7Ms8.310913$Gf.27906315@bin2.nnrp.aus1.giganews.com>
Source record: 36040

I recently purchased an internal ide cd -rw drive.
What program(s) do I need in order to use the cdrw on my C-Lab Falcon?

Can I use the cd rw like a regular hard drive (make partitions ,run
programs)?

3187. memory test:Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 01:01:53 UTC
From: michael.robillard@the-spa.com
Message-ID: <5aMs8.310957$Gf.27910163@bin2.nnrp.aus1.giganews.com>
Source record: 36041

For some reason my C-lab Falcon will not display the memory test bar
if I have my external Syquest Scsi drive turned on when I boot.
When I do not have the Syquest turned on during boot the memory bar
is displayed.
Is there anything to worry about

3188. Re: Composite video out

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 01:11:38 UTC
From: kfb <james@pattison.fsnet.co.uk>
Message-ID: <a903gb$hk1$1@news7.svr.pol.co.uk>
Source record: 36042
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> I have a new STe and an 8-bit XEGS both with composite out.
>
> The XEGS has much better graphics output than does the STe. I used ultima
3
> as the reference.
>
> The XEGS is far sharper and well defined, unlike the STe which appears a
bit
> fuzzy.
>
> No one has been abe to help me find something that can convert the Atari
ST
> best electronics 15.75khz VGA cable signal into a 31.5khz signal for use
on
> 640x480 compatible VGA monitors. I want the ST ultima on my 36" VGA TV
> looking as sharp as possible!!!!!!!!!!

You can get external scandoublers meant for the Amiga which do just that (convert 15khz up to 31Khz for use on SVGA monitors). I dont know very much about the ST's video-out It shouldnt be too hard to convert one of these for use with an ST.

Cheers,
kfb

3189. Re: WTB Atari Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 01:23:19 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <erMs8.9$3K4.1148@nsw.nnrp.telstra.net>
Source record: 36043

"Oracle" <No.Return@go.away> wrote in message
news:Tkhs8.32154$uR5.77076@newsfeeds.bigpond.com...
> join the club mate, ive been looking for one for years..
>
> but i got my hands on a TT, but thats not good enough, i still want a
> falcon! I settled for the car, but i'd rather the computer!
>

Commodores are much better ;-)

Regards,

Clockmeister.

--
****
* www.tnet.com.au/~gerryvdb
*
* Amiga hardware hacking links, A500/A2000 schematics
* A1060 Sidecar manual, DKB MegaChip manual... more
*
****

3190. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 03:19:17 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1018408794.553989@pikachu>
Source record: 36044

Uwe Seimet wrote:

> Brian J. Roland wrote:
>
>> done. I doubt Uwe is rolling in money for his HD-Driver software, and
>> I
>> doubt that he ever EXPECTED to. It seems to me by choosing to share
>> their
>> work with the public at all, the best they can realisticly gain is
>> some
>> funding for a very interesting hobby. Please don't mistake my use of
>> the
>> word 'hobby' as insulting. I think it's a FINE thing. It's just
>> obvious
>> to me that few atari developers with any scruples about them do this
>> for profit.
>
> You are absolutely right and I do not know anybody who really earns
> money with software for Atari computers. This was possible some years
> ago, but it has been several years now that the market is simply too
> small for that. Those that are still writing/supporting software do this
> mainly because they have fun doing it and/or because they do not want to
> disappoint the users of their software by stopping the development.
>
>> If you want Uwe's software, then you have to get it his way and order
>> it from a place in his chosen distribution channels.
>
> The distribution channels for my software have hardly changed. With much
> more Atari users connected to the Internet than some years ago certain
> things have actually become easier. It's normal now that *registered*
> users can receive updates by e-mail. The only remaining problem is
> payment from abroad, which can usually only be done in cash because the
> bank fees are higher than the actual update fee. This is the reason why
> paying in cash is required. But at least in Europe this it has become
> easier with the introduction of the Euro.
>

Uwe,

Make no mistake I absolutely admire your work and feel that you should get every cent for it. And as such, I have nothing but the utmost respect for you. I just feel like every time HD-Driver is even mentioned, you have an auto-responder that magically says that same craftily worded statement. Usually you're respectful when asking such a question but I felt in this time you were simply accusatory. This to a guy who honestly stated his

intentions and history and his (also admirable) intentions to purchase the software that he was using illegally.

In the end, you are probably one of the best developers with your excellent support history and fantastic products which are regularly updated. The last thing I wanted to do was insult your programming skill or even you as a person. I really just wanted to vent about software developers and piracy witchhunts in general as I have been feeling it lately from all angles. In fact you are responsible for maybe 1% of that e-mail. It was intended to address my disatisfaction with an assortment of issues including the fact that other atari authors hold onto their software which they are unwilling to support and at times even accept money for.

I realize I might have expressed more concern onto that specific example that I had in front then I should have.

I'd like to take this chance to apologize to you directly. I've been meaning to purchase HD-Driver and I still intend to do so despite what I've said. I would like to purchase a mass amount of software so I can pull it from my budget in one lump sum, but other authors/organizations are highly uncooperative (how silly is that) to the point where I almost have to start doing this in completely separate transactions. How much is it to ask for US based authors to accept paypal? I don't think it's much and it greatly eases my troubles. I don't have a credit card, and I probably won't have one for a while. Life throws curveballs sometimes and a messed up credit history is all you have left ;-)

So in closing I again say that I have nothing but the utmost respect for your programming talents and your admirable contributions like outside to the community. Please don't let anything I've said but please at least take into my consideration to not let a few bad apples in a group of loyal supporters (or at least WANT to be loyal supporters but just can't afford it and resort to AHDI) spoil your general demeanor.

Hope I didn't cause any bad blood,
Mark
http://atari-source.com

3191. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 05:14:34 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnab7iat.23t.atari@core.preferuje.luzik.pl>
Source record: 36045

>> But if you want to use unix tools or have internet connection with it, you
>> will have to repartition your harddisk and create ext2 partition (you can
>> also create minix partition but minix is obsolete)
>
> No, I'm not interested in unix tools; but maybe in Internet connection yes. It's
> not possible to run StinG/STIK2?

It should be possible, but I'm not 100% sure.

It should be posible tio run MiNTNet (Internet stack for MiNT) without
ext2/minix, but here I'm also not 100% sure.

Adam Klobukowski
atari@gabo.pl

3192. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 05:36:10 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB3CF4A.4050404@seimet.de>
Source record: 35946

CECCOLI Jean-Luc wrote:

> Not actually true... despites the Euro, banks fees are prohibitive!
> For example, I would have had to pay Eur 8 to send to you the amount
> for upgrading to v8.11, which is only Eur 10!
> If I had sent a cheque to you, you bank would have charged something
> like Eur 5, and so would have mine. So, I think the Euro doesn't make
> it easier to pay abroad - unless you can travel to the country.

You are right and I should have been more precise: I wanted to point out that the Euro also makes things easier with respect to software updates because the payment from most European countries can now be made by Euros *in cash* without any bank fees. Before the Euro users were forced to get Deutsch Marks when ordering an update from me, i.e. they were forced to pay the banks in any case.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3193. Re: Ide CD RW Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 05:39:23 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB3D00B.5070405@seimet.de>
Source record: 35947

Michael Robillard wrote:

> I recently purchased an internal ide cd -rw drive.
> What program(s) do I need in order to use the cdrw on my C-Lab Falcon?

You need CD writer software either from SoundPool or from Anodyne in
order to write data to CDs or CD-RWs.

> Can I use the cd rw like a regular hard drive (make partitions ,run
> programs)?

No, you cannot create partitions on a CD. The mechanisms are different
compared with hard disk drives and should be explained in the manuals
provided with the CD writer software.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3194. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 05:52:48 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB3D330.80200@seimet.de>
Source record: 35948

Mark Duckworth wrote:

> Make no mistake I absolutely admire your work and feel that you should get
> every cent for it. And as such, I have nothing but the utmost respect for
> you. I just feel like every time HD-Driver is even mentioned, you have an
> auto-responder that magically says that same craftily worded statement.

Oh, you should have a closer look at the Atari newsgroups and
discussions where my software is involved. It's an exception to the rule
that I'm asking for a registration. I'm just not willing to spend my
time on users with illegal copies. I could just stop writing in
newsgroups and only give support by e-mail to users that give me their
registration number. This is what a lot of firms usually do, but is it
really better?

> Usually you're respectful when asking such a question but I felt in this
> time you were simply accusatory. This to a guy who honestly stated his
> intentions and history and his (also admirable) intentions to purchase the
> software that he was using illegally.

But he was using software illegally, wasn't he? So the question was
justified.

> doing this in completely separate transactions. How much is it to ask for
> US based authors to accept paypal? I don't think it's much and it greatly
> eases my troubles. I don't have a credit card, and I probably won't have
> one for a while. Life throws curveballs sometimes and a messed up credit
> history is all you have left ;-)

I don't know paypal. But note that at least in Europe accepting any form
of non-cash payment from abroad is simply impossible for private
persons. You need certain equipment for that or have to pay at least
some fees. A company can afford that, a private person can't. In the
past customers in the US have ordered HDDRIVER either from Atari
Workshop or directly from me, simply by sending me cash by certified
mail. This is secure and works.

> take into my consideration to not let a few bad apples in a group of loyal
> supporters (or at least WANT to be loyal supporters but just can't afford
> it and resort to AHDI) spoil your general demeanor.

The problem is that the number of bad apples is constantly growing ...

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3195. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 06:39:35 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3CB3DE26.108EEDE8@libero.it>
Source record: 36028

Adam Klobukowski wrote:

> Yes, but EasyMiNT is a distribution based on SpareMiNT. It isn't SpareMiNT
> installer. Ie, you cannot grab SpareMiNT paskages and EasyMiNT and install,
> you have to use special EasyMiNT packages.
>
> KGMD is to old to even mention. It has nothing in common with SpareMiNT,
> except that is is a distribution.

So, this mean that if I want to try any xxxxMiNT package I've to reinstall all the O.S., and lose the TOS/MultiTOS, right? (It will be a problem, 'cause I've bought my Falcon on eBay and I've all the software installed on HD, but no Disks, so if I've to reinstall will be a problem).
And, Free/Easy/SpareMiNT how much is compatible, if is, with the old programs?

Thank you, and excuse me but I'm a newbie with all other Atari compatible O.S. but TOS/MultiTOS :-)

--
Tony
|||
|||
/ | \
Atari Maniac!

3196. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 06:50:04 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3CB3E09C.2C547A87@libero.it>
Source record: 36031

Adam Klobukowski wrote:

> > So, this mean that if I want to try any xxxxMiNT package I've to reinstall all
> > the O.S., and lose the TOS/MultiTOS, right? (It will be a problem, 'cause I've
> > bought my Falcon on eBay and I've all the software installed on HD, but no
> > Disks, so if I've to reinstall will be a problem).
> > And, Free/Easy/SpareMiNT how much is compatible, if is, with the old programs?
> >
> > Thank you, and excuse me but I'm a newbie with all other Atari compatible O.S.
> > but TOS/MultiTOS :-)
>
> If you want to have only a "multitasking" desktop you do not need to
> reinstall nothing. YOu just need FreeMINt (the OS kernel) and AES (Xaaes, or
> AES 4.1 or commercial N.Aes)

Thanks Adam, this is a good news :-)

> But if you want to use unix tools or have internet connection with it, you
> will have to repartition your harddisk and create ext2 partition (you can
> also create minix partition but minix is obsolete)

No, I'm not interested in unix tools; but maybe in Internet connection yes. It's
not possible to run StinG/STIK2?

Thanks

--
Tony
|||
|||
/ | \
Atari Maniac!

3197. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 06:59:46 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3CB3E2E1.E90232A2@libero.it>
Source record: 36033

Adam Klobukowski wrote:

>
> >> Thank you, and excuse me but I'm a newbie with all other Atari compatible O.S.
> >> but TOS/MultiTOS :-)
>
> Btw. YOu cannot "lose" TOS as it is in ROM, and FreeMiNT is replacement for
> MiNT in MultiTOS (ie. FreeMiNT+AES=MultiTOS)

You are right, thanks. I was meaning all the utlity programs, etc.

--
Tony
|||
|||
/ | \
Atari Maniac!

3198. Re: Q: auto start of programs

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 07:34:37 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a90pript1@pegasus.csx.cam.ac.uk>
Source record: 35950

Kenneth Medin wrote in message <3cb36464368f690@tripnet.se>...
>On Tue 09-04-2002 12:33 (-0700) Chris... wrote:
>
>>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>>news:<3cb1f95a2dd2811@tripnet.se>...
>>> Programs with the extender .ACC in the root directory will start on boot
>>> and can then be accessed from the leftmost menu.
>>
>>Hm, can I rename my .PRG file to .ACC to get this done?
>
>Mostly not as they have to be written in a rather special way to allow
>this.

This my be possible if you use XCONTROL, there is a program I think it's called Make CPX that will convert some programs (mostly Gem) into CPX modules it even converted a program I wrote using STOS into a working CPX module.

Stephen Moss

3199. Re: MagXNet setup (was: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 09:17:30 UTC
From: <>
Message-ID: <1018512874-146275AEicMi@ntlworld.com>
Source record: 35992

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 2 Apr 2002 15:50:16 GMT

>> | I'd assumed that I needed to activate NetBEUI on the Laptop, but I'm told
>> | that this is not necessary - but there's obviously something I've
>> overlooked -
>> | but what?
>
>> Install Internet Connection Sharing on the handbag.
>
>Internet Connection Sharing has nothing to do with SMB. ICS is pretty much
>the same as IP-masquerading under STiNG or MiNTnet.

I keep getting a few of these older postings from my ISP in a sort of
"Twilight Zone" fashion ;-)

But I've got Samba working now. Seems I hadn't fully understood the config
files and had neglected to include the Falcon's IP address in the hosts file
and left out the workgroup name in the Samba config file :-(

Now it works very well, and when Vassilis adds Samba compatibility to BNet the
whole thing will become very well integrated with GEM :-)

I still can't get the patched version of aFTP or Amail to work however.

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3200. Re: Popwatch chokes on bad mail

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 09:24:08 UTC
From: <>
Message-ID: <1018512876-146663AEicMi@ntlworld.com>
Source record: 35993

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Tue, 09 Apr 2002 19:28:09 GMT

>Got a spam email today that made my mailbox unaccessible with Popwatch.
>It simply exited with an "An unexpected error has occured" right at the
>point when the mails are displyed in the Popwatch window.

I had a problem with an email with a file attachment. I knew that it was a
"pukka" file as it was one that I'd emailed to my home account from work.

The answer was to telnet to the POP3 server and delete the mail from there.

Cheers

--


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____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3201. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 09:39:32 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cb41c90e0cdc0@europe-shareware.org>
Source record: 35952

Hello,

in article <WS3.caca6f6e.4df62602.Jean-Luc.Ceccoli@wanadoo.fr> (comp.sys.atari.st)
CECCOLI Jean-Luc wrote on Tue 09-04-2002 16:55 (+0200):

> Not actually true... despites the Euro, banks fees are prohibitive!
> For example, I would have had to pay Eur 8 to send to you the amount
> for upgrading to v8.11, which is only Eur 10!
> If I had sent a cheque to you, you bank would have charged something
> like Eur 5, and so would have mine. So, I think the Euro doesn't make
> it easier to pay abroad - unless you can travel to the country.

This is why Uwe suggests to send cash: it's not that risky even if not
legal (at least from France). But international money transfers should
become free from next june or july 1st, or at least no more expensive
than national ones.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

3202. Re: WTB Atari Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 09:50:19 UTC
From: Oracle <No.Return@go.away>
Message-ID: <rQTs8.33428$uR5.81718@newsfeeds.bigpond.com>
Source record: 35951

I'd rather walk than drive a holden, But i dont mind the computers..

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:erMs8.9$3K4.1148@nsw.nnrp.telstra.net...
>
> "Oracle" <No.Return@go.away> wrote in message
> news:Tkhs8.32154$uR5.77076@newsfeeds.bigpond.com...
> > join the club mate, ive been looking for one for years..
> >
> > but i got my hands on a TT, but thats not good enough, i still want a
> > falcon! I settled for the car, but i'd rather the computer!
> >
>
> Commodores are much better ;-)
>
> Regards,
>
> Clockmeister.
>
> --
> **
> * www.tnet.com.au/~gerryvdb
> *
> * Amiga hardware hacking links, A500/A2000 schematics
> * A1060 Sidecar manual, DKB MegaChip manual... more
> *
> **
>
>

3203. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 10:45:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018464036-49315AEicMi@gmx.net>
Source record: 35957

From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Date: Sun, 7 Apr 2002 17:38:53 -0400

Mark,

>If I ever used commercial software illegally, it tended to be to evaluate
>the software for a reasonable period of time. I mean most people would
>actually want to use something for a month or two to see if they will run
>into strange problems before spending $100+ USD on it.

Bullshit....
Ever heard of demo versions?
These are made for only one purpose, and that's to give a potential user
the chance to evaluate the program before he eventually decides to buy it
or drop it.

>But when software authors almost seemingly purposefully make
>their software difficult to register, have pages and software in other
>languages and everything else, provide no support and aren't active in the
>atari community, why should you have to pay for it?

Some more bullshit....
I live in Belgium, to the best of my knowledge there are no Flemish Atari
programs available, following your logic, I don't have to pay for anything
anymore, simply because the programmers disregard and refuse to support my
native language? Now, *that's a thought....
Let's face it, if one doesn't have the incentive to pay for software he's
not going to go through any length of trouble and will make up all kind of
cheap excuses. So, do you really think you're the only US resident using
software written in a other language that needs to be registered at the
other side of the world? Assuming that everyone knows English is typical
for narrow minded Americans, if a programmer knows English well enough then
I'm convinced he'll produce an English version of his work, on condition
ofcourse that there's any interest for such a project.

>If you're going to sell something, support it. Offer a free copy to
>people willing to translate it. Offer a free copy to beta testers.

That's been happening for many years...
BTW: has it ever occured to you that there are people out there who
translate or betatest programs expecting nothing for it? You don't like
paying for software but the very instant you would have to invest time and
a little effort you expect something in return? A programmer shouldn't ask
money for his work, but you translating or betatesting his work should?
where I come from this is called "twisted logic" at it's very best :-/

>There's no reason people should pay for an abandoned dead end project like
>CAB. It should be released to the community and the author should chalk it
>off as a loss or a good deed. Not as if they would get any more money for
>it anyway.

I'm not aware of any official statements from ASH annoucing that CAB is a
dead end project, are you? CAB is still for sale, the latest English 2.8
version isn't even a year old...
Your reasoning sucks, why should the author do anything for us? we haven't
really done much for him in the first place. There are still people here
using the CAB demo with the STiK/STiNG stack. Instead of supporting the
author and his work, all he got in return were buckets full of shit, this
attitude is common here, at regular intervals which come like programmed
clockwork Uwe Seimet is confronted here with the same crap. You don't have
to like a person to buy or use his work. For many years now, anyone here
who has ever had a hard disk related problem, just had to yell, and by
magic out of the woordwork Dr. Seimet came along, offering help to anyone
disregarding if the person is a customer or not. What we've got here is an
author who supports his program *and* the Atari community, keep on bashing
him this way and maybe he'll finally throw the towel... once he's gone we
can add him to ever growing list of authors who abandoned their work and
this platform. Remember Peter Rottengatter (STiNG)? He received a similar
treatment here...

>CAB sucks anyway, highwire will be cool.

Ofcourse it's cool, all vapourware is cool....
I suggest to hold that particular discussion once that Highwire is capable
of everything which CAB can do right now, until then CAB is and remains the
only workable solution on this platform.
BTW: Please explain why CAB sucks.... AFAIK the program does everything
which is promised in the manual.

>GNU software is obviously what the Atari community needs. Look at what it
>has done for the PC world.

I'm looking and I don't see a lot... so what exactly has it done for the PC
World? It might be obvious to you, but it's certainly not obvious to me.
And please, please, please, explain what that GNU sofware can, will or
could do for this platform...

>Look at what it is doing for atari projects like QED, and Octopus. If a
>project is maintained, sure, closed source and costs money.

Just like with Highwire, let's discuss QED once its here. Until then there
are some nice alternatives around like for example Luna, which is available
and still under development, that beats any paper project in my book...

>I don't even know where I'm driving with this, but I want to pay for my
>software, but sometimes it's damn impossible or rediculously expensive.
>What is Calamus like near $1000? Alright fine, I simply won't use it.

Calamus SL2002 Light costs less then $50, don't be fooled by the "Light"
tag, unless you're trying to perform some specialised stuff there isn't a

lot that this version and the included modules can't do.

>For each pay product out there, chances are there's a free product that's
>as good or better.

Really? where are these wonderfull programs that are just as good as
Papyrus, Calamus, CAB, Photoline, Texel, Phoenix database, Coma, Aniplayer,
PhotoTip, Jinnee, Thing, Papillon, Porthos, Tempus Word Pro, N.AES, NVDI,
Cubase, Notator, CD Recorder Pro, CD Writer Suite, ExtenDOS, Artworx,
Arthur, Luna, Egale, ASH Scripter, GFA Basic, RSM, Papillon *AND* last but
not least HDDriver... to name just a few.
Name me just *one* single application that is just as good or even better
and costs nothing, if you can, I promise to put a sock in my big trap for
the rest of the month.

>I would suggest others do the same thing.

I suggest brain surgery...

Cheers from Belgium
Dennis
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3204. Re: MagiC 6.2 upgrade from cracked 6.1 beta

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 10:59:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018464040-50371AEicMi@gmx.net>
Source record: 35958

From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Date: Sun, 7 Apr 2002 16:49:53 -0400

>MagiC 6.2 offers some software incompatibility that you might see in a
>little bit of time.

Would you care to elaborate on this a little further? I'm curious to
hear what's in the pipeline this time...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3205. Re: Composite video out

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 14:45:41 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3CB45015.E938B61A@siemens.at>
Source record: 35953
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

kfb wrote:
> > No one has been abe to help me find something that can convert the Atari
> ST
> > best electronics 15.75khz VGA cable signal into a 31.5khz signal for use
> on
> > 640x480 compatible VGA monitors.
>
> You can get external scandoublers meant for the Amiga which do just that
> (convert 15khz up to 31Khz for use on SVGA monitors). I dont know very
> much about the ST's video-out It shouldnt be too hard to convert one of
> these for use with an ST.

I once wanted to buy a scandoubler for the ST but IIRC the guy at the
company which sold them told me that he thinks it wouldn't work with
an Atari. Therefore I didn't buy it. So if anybody who really tried
to use one could tell about his experience I would be very interested.

Gerhard

3206. Re: Popwatch chokes on bad mail

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 16:29:45 UTC
From: tos4ever@pandora.be
Message-ID: <1fafshy.13xb6fu1o6zpdcN%tos4ever@pandora.be>
Source record: 35955

Kenneth Medin <kennethm@tripnet.se> wrote:

> Got a spam email today that made my mailbox unaccessible with Popwatch.
> It simply exited with an "An unexpected error has occured" right at the
> point when the mails are displyed in the Popwatch window.
>
> I have used Popwatch for several years and never had this problem until
> now. And I do get a lot of spam as I have used the same email address for
> 6 years by now...
>
> I solved the dilemma by fetching it with Pine instead and delete it on
> the server. I have put the offending mail at
>

I and quite some others receive daily 5 and more of such spam mails.
They all seems to come from Corea, hence the strange characters one get.
Personally I use Popwatch to retrieve all my mails. I don't retrieve the
spam mails however. I usualy reject then of just kill then. So far I
never have had any probs with these mails. Popwatch displays then nicely
in the window. If I want to I can even download then without any hassle.

CU,
Martin

3207. Re: Ide CD RW Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 17:57:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200204101957.a540@su2.maus.de>
Source record: 35917

MR>Can I use the cd rw like a regular hard drive (make partitions ,
No.

MR>run programs)?
yes.

3208. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 18:32:27 UTC
From: lp <gfa@basic.net>
Message-ID: <B8D9FD7A.626E%gfa@basic.net>
Source record: 35956

in article 1faezta.1y132ok1k3gku4N%northstar2010@_del_ete_yahoo.no, Hallvard Tangeraas at northstar2010@_del_ete_yahoo.no wrote on 4/10/02 12:27 PM:

> Paypal (http://www.paypal.com) is a method of sending payments from one
> private individual to another, without having to pay lots of banking
> fees, risk loosing cash in the mail, or having to wait forever for the
> money to arrive.

I agree.
I have been using PayPal for some time now and it is VERY fast and easy to use. I have bought lots of stuff from eBay and paying by PayPal oftens gets your item shipped the next day. I have also sold items on eBay and then I ship the item the next day. It really does speed up the process and I've never had a problem with it. It's saved me loads of time waiting forever for stuff to show up. ;-)

Lonny Pursell

3209. How about porting ScummVM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 18:32:31 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <Kz%s8.723$iB4.2056@nntpserver.swip.net>
Source record: 35959

Hi,

Has anyone seen this? It's an opensource SCUMM interpreter! Scumm is the game system used in games like Day of the Tentacle, Secret of Monkey Island 2, Loom and more.
It is based on the SDL library. (Patrice Mandin has made a MiNT port of SDL!).

Link:
http://scummvm.sourceforge.net/

-- Peter

3210. Source for Hard Drive Cables?

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 18:38:56 UTC
From: Gil Parrish <gparrish@beggstelco.net>
Message-ID: <3cb48ba5$1@news.beggstelco.net>
Source record: 35960

Does someone have some spare hard drive cables? These would be the DB-19 cables. I have the Mega ST2 and the Megafile 30, but no way to connect the two.

I've checked some of the commercial sources in the FAQ, and they seem to be either out of them or too pricey. Suggestions?

Thanks.

3211. Power Supply- 520ST?

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 18:42:40 UTC
From: Gil Parrish <gparrish@beggstelco.net>
Message-ID: <3cb48c88@news.beggstelco.net>
Source record: 35961

Can someone tell me what the power supply looks like for a 520ST? I have the computer, but not what plugs into the power connector. Is it just a power cord with a fancy end, or a separate brick power supply?

Thanks.

3212. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 19:23:00 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <5h0t8.1308$kv2.101559@news-binary.blueyonder.co.uk>
Source record: 35963

```
Hmm I got a check book from my UK bank and it costs 69p per cheque and it is
for Euros... nearly as cheap as standard UK cheques... and the UK isn't
even in the Euro

Nick
16/32 Systems
```

"CECCOLI Jean-Luc" <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
news:WS3.caca6f6e.4df62602.Jean-Luc.Ceccoli@wanadoo.fr...
> Dans le message <3CB2DFDE.4020604@seimet.de>
> Uwe Seimet a crit:
> >Brian J. Roland wrote:
>
> >The distribution channels for my software have hardly changed. With much
> >more Atari users connected to the Internet than some years ago certain
> >things have actually become easier. It's normal now that *registered*
> >users can receive updates by e-mail. The only remaining problem is
> >payment from abroad, which can usually only be done in cash because the
> >bank fees are higher than the actual update fee. This is the reason why
> >paying in cash is required. But at least in Europe this it has become
> >easier with the introduction of the Euro.
> Not actually true... despites the Euro, banks fees are prohibitive!
> For example, I would have had to pay Eur 8 to send to you the amount
> for upgrading to v8.11, which is only Eur 10!
> If I had sent a cheque to you, you bank would have charged something
> like Eur 5, and so would have mine. So, I think the Euro doesn't make
> it easier to pay abroad - unless you can travel to the country.
>
> J.-Luc
>
>
> --
> Je conviendrais volontiers que les
> femmes nous sont sup rieures, si a
> pouvait les dissuader de pr tendre
> tre nos gales.
> Sacha Guitry (1885/1957)

3213. Re: How about porting ScummVM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 19:24:39 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cb491bf$0$26706$79c14f64@nan-newsreader-01.noos.net>
Source record: 35964

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> a crit dans le message de
news: Kz%s8.723$iB4.2056@nntpserver.swip.net...
> Hi,
>
> Has anyone seen this? It's an opensource SCUMM interpreter! Scumm is the
> game system used in games like Day of the Tentacle, Secret of Monkey
Island
> 2, Loom and more.
> It is based on the SDL library. (Patrice Mandin has made a MiNT port of
> SDL!).
>
> Link:
> http://scummvm.sourceforge.net/
>
> -- Peter
>
> hi,
i give you the link to "sdl" library for tos computer.
It is "dll library too, develop for several years"
There is compatibility for a lot programs.
there compatibility for tos, magic, MiNT.
There is compatibility for several "development tools"
http://ldg.org.free.fr/
bye, maybe this can help you too , to cross-compil:-)

3214. Re: Popwatch chokes on bad mail

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 19:26:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb49f52eb22b0@tripnet.se>
Source record: 35966

On Wed 10-04-2002 16:29 (GMT) Martin Byttebier wrote:

>Kenneth Medin <kennethm@tripnet.se> wrote:
>
>> Got a spam email today that made my mailbox unaccessible with Popwatch.
>> It simply exited with an "An unexpected error has occured" right at the
>> point when the mails are displyed in the Popwatch window.

>I and quite some others receive daily 5 and more of such spam mails.
>They all seems to come from Corea, hence the strange characters one get.
>Personally I use Popwatch to retrieve all my mails. I don't retrieve the
>spam mails however. I usualy reject then of just kill then. So far I
>never have had any probs with these mails. Popwatch displays then nicely
>in the window. If I want to I can even download then without any hassle.

Neither have I upto this particular one. Maybe it would have worked if I
skipped the GEM part and simply runned it in batch mode? I did not really
have the time to test it, but as Popwatch did crasch while building up
the mailbox list it may have worked with that step skipped.

This was anyway a warning that Popwatch can choke completely and make
your mails impossible to retrieve. It was not until I had deleted the
offending mail with Pine that I could get the others with Popwatch.

Good news is that when I tried to import the dodgy(?) mail into Okami it
worked perfectly, first decode from BASE64 and then displayed as html in
CAB. I did not let CAB downliad the images for obvious reasons, though.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3215. Re: Score Perfect Professional (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 19:26:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb49f52eb22b1@tripnet.se>
Source record: 35965

On Wed 10-04-2002 00:19 (+0200) Paul CAILLET wrote:

>Please, is anyone has a Demo version of SPP 3.2 and can say to me where I'm
>really sure to download it, or maybe someone would want to send me this at
>atari.music@wanadoo.fr :-)

You can download the SPP 3.1 demo from:

http://www.columbussoft.de/download/spp_demo.tos

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3216. Cubase lite: Freeware?

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 19:27:53 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0204101127.6f699108@posting.google.com>
Source record: 35962

"Stephane Perez" <Stephane.Perez@imag.fr> wrote in message
news:<3cb29d00$0$11123$626a54ce@news.free.fr>...
> Hello
>
> "Ken Kosut" <kjcat@shell.voyager.net> a ï¿½crit dans le message de news:
> 3cb2619d$0$80233$1dc6e903@news.corecomm.net...
> >
> > Do you know if Cubase Lite is available as a demo?
> > I have an Ste I can try it on.
> > I want to see how it handles slurs and ties.
>
> Cubase Lite is now freeware. You can download it here:
> http://home.t-online.de/home/oliver.kotschi/down/cubase/cub_lite.zip
>
> Cheers
>

Hi Stefan and Paul

As you might know, I am very interested in the story about Cubase
Lite, which you state is freeware. This is exiting news!!! Is this
official from Stienberg?
Does Atari actually mean something to Stienberg now??

As Paul has put it on his site, It probably is true, but would like
some feedback, as I would like to put the program on my own Cubase
page.

http:://tamw.atari-users.net/cubase.htm

Thanks for any feedback.

Tim

3217. Zzap-splisshh-wrap!

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 19:32:22 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.7380d624.48162aa2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35968

Hello!

Some time ago, I accidentally put +12V instead of +5V in my Speed
Resolution card. Fortunately no part of the Falcon suffered, only
the speed Res.
Now, I need to repair it, to reuse it on my 2nd falcon.
Does anybody here know this card well enough, so he could help me
in this task ?

Thanks in advance,

J.-Luc

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

3218. Re: On ebay.Intelligent Music M Algorithmic Composer

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 19:33:37 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0204101133.a8cd4@posting.google.com>
Source record: 35967

bwiltshire@cableinet.co.uk (Beedub) wrote in message
news:<3cb3ae1a.2264624@news-east.giganews.com>...
> Check out here
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2015548314

Don't want to mess up your sale, but M is freeware now with all the
docs, however, if you want the original disc and documentation, then I
suggest buying it.(as above). The manual is quite nice and it has a
pull out we could not put into the download docs.

To find out more about M, visit my M page:

http:://tamw.atari-users.net/m.htm

I highly recommend this program for anyone using Atari for MIDI.

Tim

http://tamw.atari-users.net

3219. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 20:30:53 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnab980k.4au.atari@core.preferuje.luzik.pl>
Source record: 35969

>>GNU software is obviously what the Atari community needs. Look at what it
>>has done for the PC world.
>
> I'm looking and I don't see a lot... so what exactly has it done for the PC
> World? It might be obvious to you, but it's certainly not obvious to me.
> And please, please, please, explain what that GNU sofware can, will or
> could do for this platform...

I mostly agree with you, gut not at this point.
GNU project showed that it is possible to create and mantain complex
software projects by people for people. GNU did alot to the PC platform -
just look on last Microsoft movements againsg GNU/Linux community trying to
explain wht M$ products are better then GNU/Linux.

But we are missing the point. What GNU can do for Atari platform? (Dont ask
what GNU can do for you, ask what YOU can do for GNU ;))
Very simple: there is plenty of Unix compatibile GNU tools and programs that
we can use. The only effort we need, is porting this software to our
platform. We alread have an opensource operating system (FreeMiNT) that is
much better with every new release. The other part is standard library, we
have it to - MiNTLibs - it offers most of libc functions and makes porting
of GNU software fairly easy.

The problem is that all this will not do by itself, skilled people need to
do this.

At the end I would like to add that, by porting GNU software to our platform
you in fact improve it, making it better. So your work is worth not only for
us, but also for GNU community.

The last fact: by counting the effort put into GNU software, it was
estimated that it is work at least 1 billion dollars. And it is avialible
for free. Enjoy it.

Adam Klobukowski
a real GNU fan
a real Atari user
atari@gabo.pl

3220. Re: Internet With Atari 1040 STf

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 21:32:47 UTC
From: ebaiz@skyenet.net
Message-ID: <3c2t8.566$rQ6.161610@newsfeed.slurp.net>
Source record: 35971

On 9 Apr 2002 21:14:50 +, "Folkerdt" wrote:
>how do i get on the Internet With an Atari STf,
>With a Floppy drive black and White Screen???
>Does he Automaticly makes a connection??
>How do i GET Cab on A Diskette for the ST..
>
>Maybe Stupid quetsions...but i Need a Push in the Right Direction...

I was doing it that way only I had a hard drive. It can be done with
floppies to a point. Do you have only 1 disk drive. It would be best to
have 2 otherwise there would be no room for storage.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3221. Re: Software

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 21:32:48 UTC
From: ebaiz@skyenet.net
Message-ID: <4c2t8.567$rQ6.161794@newsfeed.slurp.net>
Source record: 35972

```
On 9 Apr 2002 21:17:03 +, "Folkerdt" wrote:
>i Need Some good software for my Atari ST...
>and A few Tips...how To Get A hard drive....

Try the sites below:

http://www.spythis.com/cca/index.html

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
-----------------------------------------------------
```

3222. Re: Power Supply- 520ST?

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 21:32:49 UTC
From: ebaiz@skyenet.net
Message-ID: <5c2t8.568$rQ6.161857@newsfeed.slurp.net>
Source record: 35973

On 10 Apr 2002 13:42:40 , "Gil Parrish" wrote:
>Can someone tell me what the power supply looks like for a 520ST? I have
>the computer, but not what plugs into the power connector. Is it just a
>power cord with a fancy end, or a separate brick power supply?
>
>Thanks.

Hello,

Yes, it is basically a brick power supply. You can get one from Best
Electronics or B&C I believe.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3223. Re: Score Perfect Professional (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 22:08:33 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <a92d3t$1qh3$1@news5.isdnet.net>
Source record: 35974

Hello Kenneth :-)

> You can download the SPP 3.1 demo from:
>
> http://www.columbussoft.de/download/spp_demo.tos

Great enjoy :-)))

Thank you a lot for your anwser ...

Best regards ...

--
Paul CAILLET.
http://music-atari.org
http://musique.atari.org

3224. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 22:10:26 UTC
From: sidcelery@cix.co.uk
Message-ID: <a92d8hkr1@thorium.cix.co.uk>
Source record: 35975

On 28 Mar 2002 10:22:42, <derryck@.NOSPAMCRAPcix.co.uk> wrote:
> From: sidcelery@cix.co.uk (Harry Sideras)
> Date: Wed, 27 Mar 2002 23:55:36 +0000 (UTC)
>
>>>> Users of Appline/MagiC6.20 will then find these SLBs listed as
>>>> running apps in Appline (possibly also in similar utilities).
>> I didn't get this in Appline...
> Which version of MagiC are you using Harry? All up to and including
> 6.10 don't exhibit this behaviour.

Magic v6.01 with MagxDesk v4.00 and Appline v2.1e

Nothing appears with Ctrl-Alt-Esc, but they do all appear under
Magicmem...

rgds
H

3225. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 22:10:29 UTC
From: sidcelery@cix.co.uk
Message-ID: <a92d8ikr2@thorium.cix.co.uk>
Source record: 35976

On 31 Mar 2002 19:30:57, Hallvard Tangeraas wrote:
> Harry Sideras <sidcelery@cix.co.uk> wrote:
>> On 17 Mar 2002 13:46:33 , Hallvard Tangeraas wrote:
>>> 1) Does the problem show up on the TOS desktop, when scrolling any
>>> windows there, or just in programs, or both?
>> Just in certain programs IIRC, not the desktop.
> Sure about this? It sounds strange that a TOS error won't affect the
> desktop windows as well as windows inside programs.

I think so. But ISTR that Timeworks used a strange implementation of the scrollbar, which GST justified by saying that the Atari version of GEM was different to the original PC version of GEM from which it was derived. I think they said that pressing the down-arrow button should scroll a page, rather than just a line.

The end result was that the a single click responded like two seperate clicks.

> I rechecked, and it seems that by pressing the gray parts around the
> slider you scroll down to the next item which isn't shown in the
> window (I'm testing this with a window on the desktop containing the
> drive's contents with lots of folders; more folders than there's
> room for to be shown at once).
> By pressing the "down arrow" (or "up arrow", depending on what
> you've already scrolled) you just move up/down to the next row of
> icons.

The arow scrolls by one line, while the grey section scrolls a page. This is normal on all TOS versions, isn't it? (Or is my memory going...)

regards
Harry

3226. ATARI ST SOFTWARE for sale

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 22:13:21 UTC
From: ACE <acesoftwarenospam@talk21.com>
Message-ID: <a92dpd$10bt62$4@ID-111735.news.dfncis.de>
Source record: 35977

email me at acesoftware@talk21.com for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

3227. Re: Cubase lite: Freeware?

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 22:19:05 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <a92dn4$1qmf$1@news5.isdnet.net>
Source record: 35978

Hello Tim :-)

I hope you feel well :-)

> As you might know, I am very interested in the story about Cubase
> Lite, which you state is freeware. This is exiting news!!! Is this
> official from Stienberg?
> Does Atari actually mean something to Stienberg now??
>
> As Paul has put it on his site, It probably is true, but would like
> some feedback, as I would like to put the program on my own Cubase
> page.

In fact, Oliver KOTSCHI say to us this is Steinberg who has been give this agrement :-)

For the real story, I think that is better for you to contact directly Oliver.Kotschi@t-online.de

Of course, I'm understand why you are very interested about it :-))))

Very best regards Tim ...

--
Paul.
http://music-atari.org
http://musique.atari.org

3228. Game needed

Newsgroup: comp.sys.atari.st
Date: 2002-04-10 22:48:05 UTC
From: Bondie <bob@bob.com>
Message-ID: <a92ff5$bm5$1@helle.btinternet.com>
Source record: 35979

All,

Does anyone know where I can get hold of a game called "lethal xcess". Any FTP site or download. Please.

Rgs,

bondie

3229. Mega STe Woes :'(

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 00:08:44 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1018483766.240427@pikachu>
Source record: 35980

Hey guys,

I little while ago, I decided my Mega STe was mounted improperly in it's case and that there was too much chance something would short. Ironically my recasing of it is what killed it. The case I was using was an old sun photoprocessor with a PC power supply. Before I actually rewired an AT power supply but this time I bought a new one and I figured out that the Mega STe uses the same pinout as AT power supply. Is this notion correct? Making sure that the ground leads are int he center?

At any rate when I was rebuilding it the first time, I made sure I had everything right, and I had a small wirewrap wire lead hanging off the reset pins. The machine was completely off but I left it plugged in. Throughout the machine there is a couple very tiny exposed spots that have 120VAC. I saw a large flash and apparently 120VAC hit SOMEWHERE on my board. But... there's no char marks that would ordinarily result. Even those wirewrap wires were perfectly untouched leading me to believe 120VAC shorted from the reset lead to the ground of the case.

Nonetheless the Mega STe won't boot. I get a black screen, and no evidence of it working. No floppy access. Nothing. The 68000 gets rather hot (seems abnormal to me) and that's it. Could I POSSIBLY be powering it up wrong with the AT power supply? Could anyone help me diagnose it? I need to find my logic probe and get to work and see if anything is happening or if it's just fried. With luck, one of the socketed chips are fried and I can just simply replace it.

Thanks for any help.. I miss my STe :'(

Mark
http://atari-source.com

3230. Re: Source for Hard Drive Cables?

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 00:12:04 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <a92kcksat1@freenet9.carleton.ca>
Source record: 35981

You could buy a straight-through 25-pin cable like the type used for
switchboxes, then nip off the shielding and pins you don't need.

It won't be pretty, but it should work as long as the cable is fairly
short.

Just a suggestion...

Randy Kwak

"Gil Parrish" (gparrish@beggstelco.net) writes:
> Does someone have some spare hard drive cables? These would be the DB-19
> cables. I have the Mega ST2 and the Megafile 30, but no way to connect the
> two.
>
> I've checked some of the commercial sources in the FAQ, and they seem to be
> either out of them or too pricey. Suggestions?
>
> Thanks.
>
>

3231. Re: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 00:27:23 UTC
From: sidcelery@cix.co.uk
Message-ID: <a92l9a$409$1@thorium.cix.co.uk>
Source record: 35982

On 31 Mar 2002 08:17:08, <derryck@.NOSPAMCRAPcix.co.uk> wrote:
> From: sidcelery@cix.co.uk (Harry Sideras)
>>> Is STiNG messing up my serial port settings somehow?
>> I don't know if I'm being silly here, but doesn't STinG install
>> TCP\IP? I thought this would prevent Connect from being able to read
>> what was coming over the modems.
>>
>> (Someone tell me if I'm being a bit thick here...)
> 'Fraid so H...

And I thought I was losing my touch B^)

> would make absolutely no difference at all. Mind you, if you opened
> Connect during an Internet connection then you might then be in
> trouble...

I'm sure there were reported problems on CiX in the early days of
TCP/IP stacks. People were trying to use Connect when TCP/IP was
installed and just got garbage. Was this the situation being queried
here too? (A long time ago now, I know...)

rgds
Harry

3232. Re: Q: auto start of programs

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 00:27:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <a92l9c$409$2@thorium.cix.co.uk>
Source record: 35983

On 8 Apr 2002 19:11:26 G, "Kenneth Medin" wrote:
> On Mon 08-04-2002 10:33 (-0700) Chris... wrote:
>> is there any chance that my Atari Mega ST will start a program
>> automatically after power up/reset? Didn't find any settings at
>> desktop. The best thing that I could get was that the Atari opened
>> the drive in which my binary is in.
> Depends on what kind of program you want to run and TOS version.

Yes.

> From TOS 1.4 and up you can set one normal GEM application (.PRG) to
> start automatic. I seem to recall that you single click on the program
> and select the menu "Install application" (my TOS is in Swedish)
> followed by the "Auto" button to get this function. Don't forget to
> "Save desktop" before you reset the computer.
>
> Your Mega ST will normally have TOS 1.2 (without this feature) or
> TOS 1.4.
>
> There are lots of other ways to launch programs on startup by third
> party OS'es etc. but this is the basic concept with only the built
> in OS.

I think there are a couple of small programs that allow you to do
this. STARTGEM was one and I think HEADSTRT was another. They are very
small utilities.

It's also possible to use a bootselector like Superboot to launch a
GEM program at start-up - and I think STARTGEM is included in this
archive for users who have a low TOS version.

Hope that helps

regards
Harry

3233. Re: Steinberg Cubase Audio (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 04:35:39 UTC
From: puffpuffin@aol.com
Message-ID: <20020411003539.21834.00004960@mb-ch.aol.com>
Source record: 35984

>It's great if Steinberg has another opinion and have decided to give
>their "last and final thanks" to the Atari community by releasing the
>Light version for free. Perhaps they can do the same with the full
>version some time in the future as well?
>

One reason why I think the Lite version was released as freeware is because it was not copy-protected. So all the author has to do is zip it up and set it free. Since the full version of Cubase (and all Emagic stuff) is copy-protected, I think there will have to be a good amount of hacking / reprograming involved to remove the copy protection. :(

3234. Re: Cubase lite: Freeware?

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 04:48:20 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0204102048.62c145aa@posting.google.com>
Source record: 35985

"Paul CAILLET" <atarinews@alussinan.org> wrote in message
news:<a92dn4$1qmf$1@news5.isdnet.net>...
> Hello Tim :-)
>
> I hope you feel well :-)

Hi Paul

Yes I am!

> In fact, Oliver KOTSCHI say to us this is Steinberg who has been give this
> agrement :-)
>
> For the real story, I think that is better for you to contact directly
> Oliver.Kotschi@t-online.de
>
> Of course, I'm understand why you are very interested about it :-))))
>
> Very best regards Tim ...

Thanks for this. I have emailed him. he has an interesting site as
well. I thought that this version does not work on 030 machines, but
works fine on my TT (ST HI res) Its a "bare-bones" Cubase version but
very workable. The only editor is a score module, which is OK, none of
the other editors are there. However you can compose using the
"famous" Arrangemnt screen.

This is great news!!

Tim

3235. Re: Source for Hard Drive Cables?

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 04:51:59 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CB5166F.48378575@cswebmail.com>
Source record: 35986

Gil Parrish wrote:

> Does someone have some spare hard drive cables? These would be the DB-19
> cables. I have the Mega ST2 and the Megafile 30, but no way to connect the
> two.
>

No cables, but I have a limited supply of connectors and hoods, for about $6.00
a set plus any tax and shipping.
Just keep the cable short, 18 inches.

And I'm getting the few hundred other ST goodies reinventoried.

Rick D.

3236. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 05:02:16 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CB518D8.774BF193@cswebmail.com>
Source record: 35987

Steve Marshall wrote:

> Anywhere I can download this ?
> It was shareware and one of the best games for the Atari.
> Another one I'm after is Cybernetix.
>
> I've found info about these but never found a file to
> download .
>
> Steve M

I am still looking for the .MOD Falcon Music files for this.

Rick D.

3237. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 06:54:33 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB53329.30207@seimet.de>
Source record: 35988

Pascal Ricard wrote:

> This is why Uwe suggests to send cash: it's not that risky even if not
> legal (at least from France).

I guess it's also not legal for post offices to open letters in order to
check whether people are sending money in it :).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3238. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 06:59:43 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB5345F.5080004@seimet.de>
Source record: 35989

Nick Harlow wrote:

> Hmm I got a check book from my UK bank and it costs 69p per cheque and it is
> for Euros... nearly as cheap as standard UK cheques... and the UK isn't
> even in the Euro

But the problem is that if you send me such a cheque I will have to pay
a fee for cashing it and this fee is usually higher than the actual
update fee. With Eurocheques there were no such fees, but this has
changed in 2002 unfortunately.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3239. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 07:06:47 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB53607.7090406@seimet.de>
Source record: 35990

Hallvard Tangeraas wrote:

> I don't know about Germany, but I would think that being such a big
> country they would allow you to link it up with a bank account. Check
> with their website...

There is a www.paypal.de site, but it's still under construction. So
maybe this will become an option in the future.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3240. Re: Game needed

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 07:39:02 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.d5e67042.49c22d22.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35991

Dans le message <a92ff5$bm5$1@helle.btinternet.com>
Bondie a ï¿½crit:
>All,

>Does anyone know where I can get hold of a game called "lethal xcess". Any
>FTP site or download. Please.

Just try http://lethalxcess.atari.org/

>Rgs,

>bondie

J.-Luc

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

3241. Re: Emulated ST & Internet

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 09:16:08 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb5624414ae041@tripnet.se>
Source record: 35994

On Tue 09-04-2002 21:25 (GMT) Gregory D. George wrote:

>Has anyone tried connecting to the internet via an emulated Atari ST?
>Just wondering if it would work...

Yes, I have done this in the past using Gemulator and STinG. It did work
but I had to use an older STinG version because of a problem With
Gemulator and interrupts. I could not use HSMODEM but Fastserial(name?)
worked fine.

With this setup running under Geneva+Nedodesk I could run CAB and any
other STinG client on the pc and connect to my Ataris through the serial
port. Also possible to have tcp/ip between the emulated Atari and Windows
on the same physical computer as it uses Ethernet and one of my Ataris
has an Ethernet adaptor.

Since then new verions of Gemulator are out so perhaps it will work with
the latest STinG now. I have not tested.

Anyway this was quite practical as I could use BNET to share drives
between the real and emulated Atari without using floppies. I even had an
automated e-mail posting script for Okami (on the real Atari) that
fetched a textfile from LDW Power on Gemulator once a week to my work.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3242. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 10:25:49 UTC
From: yves.rogne@free.fr
Message-ID: <3cb564ad$0$5012$626a54ce@news.free.fr>
Source record: 35995

>> Anywhere I can download this ?
>> It was shareware and one of the best games for the Atari.

The author requested money in order to continue programming and to get the full version : I sent him 15 € to the adress he wrote but he didn't send the game nor even reply...

Regards

3243. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 10:39:11 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204111232150.64-100000@easymint>
Source record: 35899

On Tue, 9 Apr 2002, Adam Klobukowski wrote:

> Yes, but EasyMiNT is a distribution based on SpareMiNT. It isn't SpareMiNT
> installer. Ie, you cannot grab SpareMiNT paskages and EasyMiNT and install,
> you have to use special EasyMiNT packages.
>
I don't quite understand what you're looking for. Get started with
easymint - the easymint packages are a well chosen selection of sparemint
rpm packages that you need - and after that use rpm to add rpm packages,
update rpm packages, remove rpm packages, test, check, etcetera. What more
do you need ? If Easymint, including Redhat Packages Manager (rpm) is not
a SpareMiNT installer, what is ?

Martin Tarenskeen

3244. Re: [UPDATE]Eiffel new software

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 11:12:22 UTC
From: laurent <laurent.favard@HETCnAM.libertysurf.fr>
Message-ID: <3CB56F96.A62224EC@HETCnAM.libertysurf.fr>
Source record: 35896

Lyndon Amsdon wrote:
>
> Hi Laurent,
> Have you figured out the problem with Magic?

Yes, simply in used keytb105 and modify it, to get a new
program which map the PS/2 keys on Atari keys. That'all,
it work very fine and i use it since few week now...But
i have only a map file for french keyboard.

But it seems that some people are able to use oxo driver under
magic, perhaps i'm too bad to configure Magic with adaptakey driver !

laurent

3245. Re: WTB Atari Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 11:28:56 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3cb55eb4@dnews.tpgi.com.au>
Source record: 35897

I agree hurfy;-), I have 2 Falcons in Melbourne I will probably be burried with them and my Stratocaster. Any one in aussie want an a2000 with lots of spares?

Mark

Graham <hurfy@alphalink.com.au> wrote in message news:3cb50b4c@news.alphalink.com.au...
> "Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> news:erMs8.9$3K4.1148@nsw.nnrp.telstra.net...
> >
> > "Oracle" <No.Return@go.away> wrote in message
> > news:Tkhs8.32154$uR5.77076@newsfeeds.bigpond.com...
> > > join the club mate, ive been looking for one for years..
> > >
> > > but i got my hands on a TT, but thats not good enough, i still want a
> > > falcon! I settled for the car, but i'd rather the computer!
> > >
> > >
> > Commodores are much better ;-)
>
>
> best pun I have heard all week :)
>
> gra
>
> >
> > Regards,
> >
> > Clockmeister.
> >
> > --
> > **
> > * www.tnet.com.au/~gerryvdb
> > *
> > * Amiga hardware hacking links, A500/A2000 schematics
> > * A1060 Sidecar manual, DKB MegaChip manual... more
> > *
> > **
> >
> >
>
>
> ---
> Outgoing mail is certified Virus Free.

> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.344 / Virus Database: 191 - Release Date: 4/2/02
>
>

3246. Other Uses for a Cybermorph Cartridge Label

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 12:25:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0055911d@fmlynet.org>
Source record: 35908

FamilyNet Newsgate

Got a new humor site I created called "Other Uses for a Cybermorph
Cartridge Label" which you can see at...

http://www.geocities.com/doctor_clu/cybermorph.html

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3247. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 13:18:40 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cb59ec4240f033@europe-shareware.org>
Source record: 35900

Hello,

in article <3CB53329.30207@seimet.de> (comp.sys.atari.st)
Uwe Seimet wrote on Thu 11-04-2002 08:54 (+0200):

> Pascal Ricard wrote:
>
> > This is why Uwe suggests to send cash: it's not that risky even if not
> > legal (at least from France).
>
> I guess it's also not legal for post offices to open letters in order to
> check whether people are sending money in it :).

I hope so :-)
I guess it's a fiscal law issue or the like. I'll try to find the real
reason.

I sometimes use this way of payment, and did it to send money to USA,
Germany, UK iirc. Never had a problem. I take care to make the note(s)
not visible in the envelope, with two postcards for example.

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

3248. Re: Emulated ST & Internet

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 13:35:58 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <7159_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 35898

```
In uno strano messaggio del 09 Apr 02 greg@ataritimes.com (2:333/608.1)
scrisse al povero All :
g> Has anyone tried connecting to the internet via an emulated Atari ST?
g> Just wondering if it would work...

MagiCMac+NOS is my system.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
PCMCIA - People Can't Memorize Computer Industry Acronyms

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

3249. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 14:21:15 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3CB59BDB.AA4F416D@siemens.at>
Source record: 35905

"M,gamodeste" wrote:

> The author requested money in order to continue programming and to get the full
> version : I sent him 15 ? to the adress he wrote but he didn't send the game
> nor even reply...

IIRC the full version was distributed and what I got for my shareware
fee was the source code which he sent promptly.

Gerhard

3250. Re: "FOLDRXXX.PRG" memory usage?

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 15:25:28 UTC
From: Dan Wilga <gribnif@pair.com>
Message-ID: <gribnif-8006D4.11252511042002@donut.mtholyoke.edu>
Source record: 35901

In article <1fa11zw.tu7e4n1wrnw1zN%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas) wrote:

> Anyone know how much memory "FOLDRXXX.PRG" uses?
> Say, with 100 or 200 extra folders (FOLDR100.PRG, FOLDR200.PRG).
>
> And how many extra folders are considered "safe" for most people?

It's a tiny amount, around 20 bytes per folder, if I recall correctly. With
TOS 1.4 and newer, you can pretty much use 200 and hardly ever hit the limit.
That's because these OSes free up entries in the pool more reliably than 1.0
and 1.2.

Note that some hard disk drivers have this option built-into them, so you may
not need to use the separate AUTO folder program.

--
Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

3251. Re: Game needed

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 15:53:04 UTC
From: "Gerald M.-B." <gmb@wtal.de>
Message-ID: <a94bj5eic1@news.kdt.de>
Source record: 35902

Hi,

for a direct download better try
http://cus.org.uk/~alexh/games/lethal_xs/credits/credits.html .

Gerald

3252. Re: Source for Hard Drive Cables?

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 15:56:08 UTC
From: "Gerald M.-B." <gmb@wtal.de>
Message-ID: <a94bot$ej7$1@news.kdt.de>
Source record: 35903

Hi,

have you searched at Ebay ? At least at ebay.de the Atari harddisk cable is
for sale very often.

Gerald

3253. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 16:20:48 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnabbdo2.73k.atari@core.preferuje.luzik.pl>
Source record: 35904

>> Yes, but EasyMiNT is a distribution based on SpareMiNT. It isn't SpareMiNT
>> installer. Ie, you cannot grab SpareMiNT paskages and EasyMiNT and install,
>> you have to use special EasyMiNT packages.
>>
> I don't quite understand what you're looking for. Get started with
> easymint - the easymint packages are a well chosen selection of sparemint
> rpm packages that you need - and after that use rpm to add rpm packages,
> update rpm packages, remove rpm packages, test, check, etcetera. What more
> do you need ? If Easymint, including Redhat Packages Manager (rpm) is not
> a SpareMiNT installer, what is ?

I'm not looking for anything, I was just pointing the differences between
FreeMiNT, SpareMiNT and EasyMiNT.

Adam Klobukowski
atari@gabo.pl

3254. Re: Steinberg Cubase Audio (Music)

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 17:34:19 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <a94hd6$2bpu$1@news5.isdnet.net>
Source record: 35906

Hello PuffPuffin :-)

> One reason why I think the Lite version was released as freeware is
because it
> was not copy-protected. So all the author has to do is zip it up and set
it

Exactly, there is never copy-protected :-)

Regards ...

Paul.

3255. Re: Emulated ST & Internet

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 18:18:58 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3CB5D3D1.D94CC93@ataritimes.com>
Source record: 35907

Kenneth Medin wrote:
>
> On Tue 09-04-2002 21:25 (GMT) Gregory D. George wrote:
>
> >Has anyone tried connecting to the internet via an emulated Atari ST?
> >Just wondering if it would work...
>
> Yes, I have done this in the past using Gemulator and STinG. It did work
> but I had to use an older STinG version because of a problem With
> Gemulator and interrupts. I could not use HSMODEM but Fastserial(name?)
> worked fine.

Hey, that's pretty cool... I take it that your modem was installed
directly into the system you were running GEMulator on? I have a home
network and my PC only has a NIC. Wonder if there is a way to get it to
work with this setup...

:-)

--
Gregory D. George

=-=-=-

3256. Re: How about porting ScummVM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 20:04:28 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204111204.62fc756f@posting.google.com>
Source record: 35909

> Has anyone seen this? It's an opensource SCUMM interpreter! Scumm is the
> game system used in games like Day of the Tentacle, Secret of Monkey Island
> 2, Loom and more.
> It is based on the SDL library. (Patrice Mandin has made a MiNT port of
> SDL!).

Yeah, I'm currently looking at it.
I've already compiled it successfully *under Linux x86*, tried to play
a bit, works nice!

For the Atari port I have just finished downloading all the necessary
libs (and the C++ cross-compiler I thought I wouldn't need...): will
try compiling late this night if I have some time...

I will keep you informed (on this newsgroup).

3257. [UPDATE]eiffelcf new release

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 20:30:11 UTC
From: Laurent <laurent.favard@HETCnAM.free.fr>
Message-ID: <a94rte$f7p$1@wanadoo.fr>
Source record: 35910

Hi all,

A new release of eiffelcf.app is available from my web page. This one
can now map all enhanced PS/2 keys as Win left, Print screen, etc...
and mouse buttons to some Atari keys. You can set the number of lines
to scroll for wheel. Any suggest will be fine.

Laurent

--
Remove HETCnAM to reply
http://laurentfavard.atari.org
http://eiffel.atari.org or http://eiffelfr.atari.org

3258. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 21:25:14 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CB5FEAD.EAC85A0@chello.nl>
Source record: 35911

Hallvard Tangeraas wrote:
>
> If my assumption is correct, does this also mean that if you click a
> program or a file just once (i.e. in order to select it), the computer
> may interpret it as a double click and start the program or view the
> file etc?
>
>
No, it is not a error in the mouse driver. It is the AES that is wrong.
It gets a single click from the mouse driver but sends a ill
conceived second WM_ARROWED message.
It does so only in the case of clicking in the scroll area or on a arrow.

Only certain Atari AES's have the problem. ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

3259. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 21:35:03 UTC
From: rand@cd.chalmers.se
Message-ID: <a94vi7mht1@nyheter.chalmers.se>
Source record: 35912

In article <1017681226-23403AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: rustynutt@hotmail.com (rustynutt)
...
>>Umm, I have an ATI Mach 64 NOVA, an Expose, 24Mhz motherboard. All of
>>those will make good use of the 060's processing power. With an
>>Afterburner, the IDE is plenty fast at 24Mhz bus clock for the demands
>>placed on the machine.
>
>Good for you!! So tell me how many of those other 132 prospective customers
>have bought these goodies in the past? If they didn't they'll have to be
>content with the Eclipse card (including the crappy driver).

'content with'?

In what way is the NOVA card better than the Eclipse?
The former is an ISA bridge that supposedly only works with the graphics
cards it was sold with. The latter is a PCI bridge that should work
with any normal PCI card (the lack of bus mastering capabilities is
a problem, though).

'crappy driver'?

I assume you are talking about fVDI/Eclipse/RageII? In what way is
that crappy?
It is a lot faster than the NOVA drivers (or indeed any graphics
card drivers for Atari compatible machines according to the benchmarks
I've seen) and has more features (it does still lack a few too, though).
Apart from a couple of mostly minor problems, it is compatible with
just about all Atari software out there. And since it is still actively
supported, most reported bugs/problems are usually fixed quickly.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3260. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 22:07:02 UTC
From: rand@cd.chalmers.se
Message-ID: <a951e6mkd1@nyheter.chalmers.se>
Source record: 35913

In article <926a9946.0204071802.2c2b0771@posting.google.com>,
Galen <ekaljuma@mtsac.edu> wrote:
>Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1017942410-34167AEicMi@gmx.net>...
>> From: rustynutt@hotmail.com (rustynutt)
...
>addition, the Tempest card requires fVDI, which is not nearly as
>popular as NVDI. I'd love a graphics card, but I'm not willing to

Well, the lack of popularity of fVDI might have something to do with
the fact that unless you have an Eclipse/RageII or a Galaxy graphics
card, or are running ARAnyM, there currently really is no point in
using fVDI.
(The old monochrome driver is just about usable too, but there is no
4 or 256 colour bitplane support at all, the 16 colour driver lacks
colour for some things, and the 16 bit driver is really only intended
as an example (its almost 100% relatively unoptimized C code).)

That cuts the current user base down to one hundred people or less,
I think, which might indeed count as 'not popular'. ;-)

Anyway, that's beside the point, since NVDI works perfectly together
with fVDI (AFAIK), so you can have all your vector fonts, printer
drivers etc while running in 1600x1200x16bit@75Hz or whatever.
You lose some speed compared to running fVDI by itself, but it should
still be faster than anything else out there.

>make my machine unstable to get a higher resolution.

Higher resolutions in themselves are perhaps not all that much of
an absolute 'must have' feature, but the speed certainly is for me.
Just imagine almost everything (not including colour image blits)
being as fast as (or faster than) monochrome mode, no matter what
bit depth and resolution you use...

I've not heard of fVDI/Eclipse causing any instability.

I can't recall hearing from anyone who isn't happy with his
Eclipse/RageII (not counting the few who had some kind of hardware
problems (with their Falcons, their installation or their Eclipse
boards) that made it not work at all).

(Just so that there is no misunderstanding:
I don't make any money whatsoever from sells of Eclipse/RageII cards.
I genuinely like the card and would never use my AB040 Falcon without
it. I do know the developer of the Eclipse and Tempest personally,
but that does not stop me from ordering a CT60 and registering as a

developer for that, nor from working on getting the fVDI/RageII driver
to work on the Milan and Hades.)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3261. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 23:17:25 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CB61984.CCFA5C5C@yahoo.com>
Source record: 35914

HDD_DMN wont connect, but like I said I need that odd cable
I cant use PARCP but it use the same damn cable
I have yet to use mikenet or scsi sharing though
and w/ ghostlink I am not able to run prg or TOS files.
but yet ive been told I can.

"Mike De.Petris" wrote:

> In uno strano messaggio del 08 Apr 02 atari_jess@yahoo.com (2:333/608.1)
> scrisse al povero All :
> aj> I cant get it to work!! it wont connect and i have no clue what im
> aj> supposed to do!
>
> What is not working ? HDD_DMN ? ParCP ? MikeNet ? Scsi sharing ?
>
> Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
>
> --
> RISC - Reduced Into Silly Code
>
> --
>
> Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3262. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-11 23:25:00 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CB61B4C.18AE433@yahoo.com>
Source record: 35915

I am gonna hopefully try that soon....

derryck@.NOSPAMCRAPcix.co.uk wrote:

> From: Don Schoengarth <atariNOSPAM@qnet.com>
> Date: Mon, 08 Apr 2002 21:47:13 -0700
>
> >I used a 25 pin cable and cut it in half then spliced it
> >back together with the wires swapped that needed to be swapped. Work
> >great.
>
> It's easier to get a cable where the plug shells can be opened (ie not
> moulded). Just swap the position of two wires in ONE plug! ;-)
>
> Cheers
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

3263. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 01:47:09 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204111747.51c51b55@posting.google.com>
Source record: 35918

rand@cd.chalmers.se (Johan Klockars) wrote in message
news:<a951e6mkd1@nyheter.chalmers.se>...
> Anyway, that's beside the point, since NVDI works perfectly together
> with fVDI (AFAIK), so you can have all your vector fonts, printer
> drivers etc while running in 1600x1200x16bit@75Hz or whatever.
> You lose some speed compared to running fVDI by itself, but it should
> still be faster than anything else out there.

I had no idea fVDI could be used just for hardware control, allowing
NVDI to deal with fonts and drivers. How is this accomplished?

Galen

3264. Re: memory test:Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 02:03:12 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204111803.37e14122@posting.google.com>
Source record: 35919

michael.robillard@the-spa.com (Michael Robillard) wrote in message
news:<5aMs8.310957$Gf.27910163@bin2.nnrp.aus1.giganews.com>...
> For some reason my C-lab Falcon will not display the memory test bar
> if I have my external Syquest Scsi drive turned on when I boot.
> When I do not have the Syquest turned on during boot the memory bar
> is displayed.
> Is there anything to worry about
Not really, though I suspect you want your Syquest to work. Start by
checking your termination (does your Falcon have a built in HD?)

Galen

3265. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 02:14:53 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0204111814.79445e87@posting.google.com>
Source record: 35920

sluna2@earthlink.net wrote in message news:<3CA296B1.1060505@earthlink.net>...
> Over on the Amiga channels, the biggest news is the AmigaOne
> motherboard which hopefully will come out real soon now.
>
> Well, I had a dumb question with regards to the Atari ST, and I
> figured I might as well ask it. You think perhaps you could get the
> ST's OS to run on the AmigaOne with some modification? Though, I
> don't think anyone has worked on TOS since Atari died? I don't know,
> since I do not follow the ST very well.

Maybe that wasn't such a dumb question after all :)
Mike

3266. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 05:10:06 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <aYtt8.2459$IE3.46672@news-binary.blueyonder.co.uk>
Source record: 35921

Ouch so if I have this right.. I send you a cheque made out in the
European currancy from a European currancy account (no sterling involved at
any stage) and you will still be charged a larger than normal ammount for
clearing? I will check this. But one of the reasons I got his account was
so it would be invisible to Europeans in that only the Eurp currancy would
be involved...

Nick

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3CB5345F.5080004@seimet.de...
> Nick Harlow wrote:
>
> > Hmm I got a check book from my UK bank and it costs 69p per cheque and
it is
> > for Euros... nearly as cheap as standard UK cheques... and the UK
isn't
> > even in the Euro
>
> But the problem is that if you send me such a cheque I will have to pay
> a fee for cashing it and this fee is usually higher than the actual
> update fee. With Eurocheques there were no such fees, but this has
> changed in 2002 unfortunately.
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

3267. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 06:16:35 UTC
From: rand@cd.chalmers.se
Message-ID: <a95u43nsm1@nyheter.chalmers.se>
Source record: 35922

In article <926a9946.0204111747.51c51b55@posting.google.com>,
Galen <ekaljuma@mtsac.edu> wrote:
>rand@cd.chalmers.se (Johan Klockars) wrote in message
news:<a951e6mkd1@nyheter.chalmers.se>...
>> Anyway, that's beside the point, since NVDI works perfectly together
>> with fVDI (AFAIK), so you can have all your vector fonts, printer
>> drivers etc while running in 1600x1200x16bit@75Hz or whatever.
...
>I had no idea fVDI could be used just for hardware control, allowing
>NVDI to deal with fonts and drivers. How is this accomplished?

The same way NVDI works together with any other VDI, NOVA or otherwise.

Simply remove/rename the screen driver NVDI would normally have used
and it will use whatever VDI is already there instead. If fVDI was
before NVDI in the AUTO folder, NVDI will use fVDI as a kind of
device driver (NVDI will build monochrome bitmaps of text in RAM,
for example, and use fVDI's vrt_cpyfm to blit them to the screen).

This works even with the built in VDI, by the way.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3268. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 06:44:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018699868-120503AEicMi@gmx.net>
Source record: 35940

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Mon, 8 Apr 2002 19:36:27 -0500

Hi Frederic,

>>It should be released to the community and the author should chalk it off as
>>a loss or a good deed. Not as if they would get any more money for it
>>anyway. CAB sucks anyway, highwire will be cool.
>
>I agree with you. When you can not support a software, just offer a free
>version, that's the way most companies do.

I'm not surprised one little bit that you agree with that turkey, but I would
really like to find out what companies offer these free versions, you did say
"most" companies didn't you? We are talking about the Atari platform I hope?

And to stop this silly nonsense about a free CAB may I point out to you and the
other members of the fanclub that there is a free version of CAB available....
CAB 1.5, as a matter of fact all the software written by Alexander Claus is
freeware. IMO CD Player and OCR are among the best programs in their category
available on this platform. Before you try to be the wiseguy and tell me that
the CAB version of ASH isn't free, I know, but from CAB 2.0 onwards the program
was developed by a team of programmers, not exclusively by Alexander Claus.

>This applies in my opinion to CAB and the likes.

Offering unsupported software for free might seem to be attractive but in the
long end will kill off the very little that remains.
For example: remember when Interface the RSC construction kit became freeware?
Just a couple of weeks later Armin Diedering announced that RSM wouldn't be
developed any further... programs like these are bought only by a very small
group of people, and although RSM has more features, Interface is good enough
for most of us, the free but outdated Interface harmed all possible further
sales of RSM.
The result is that we now have a free unsupported showing it's age version of
Interface and are stuck with a very promising but no more further developed
version of RSM... just tell me who's the winner here? it's certainly not the
Atari user and or Atari community.
So, who here has the guts to ask Armin Diedering to release RSM as freeware?

>As far as HDDRIVER, Uwe still works on it, he provides help on newsgroups,
>works with other developers (hard/software), direct contact with users etc
>etc.
>This is a still very active project, Uwe deserves the money.

Indeed, and for people having a bad memory it's also worth mentioning that
Uwe released OUTSIDE as freeware. He didn't have to, but he did it anyway. He

doesn't only deserve the money for his work but more important he deserves our respect. For almost a year now there's an ongoing campaign in CSAST questioning not only his motives as a programmer but also questioning and attacking his individual choices and opinions. Some people seem to think that a programmer should only program and doesn't have the right to air his opinion and personal views, these morons probably never heard of the right of free speech. I for one am very glad that Uwe stood up against them, and didn't walk away.

>The software is already written, if the author feels not enought money
>was made while it was still a "hot" product. That certainly is not gonna
>happen years after the "death" of the project.

I don't understand this obsession about people wanting old stuff released for free, where's the benefit? The general opinion here is that CAB sucks, yet everyone wants it to become freeware.... why? I'm also asking myself what program these people use right now to surf... it can't be CAB, otherwise they wouldn't ask for it, and demand is dead for it anyway I'm told...

Cheers from Belgium
Dennis

PS: Give my love to Kath <grin>
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3269. Calling Derryck...

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 06:45:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018699872-121319AEicMi@gmx.net>
Source record: 35941

Hi Derryck,

Could you mail me from one of your other mailboxes? All my mails to cix.co.uk
seem to bounce back... :-(

Cheers,
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3270. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 06:48:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018699874-121903AEicMi@gmx.net>
Source record: 35942

From: Adam Klobukowski <atari@gabo.pl>
Date: Wed, 10 Apr 2002 20:30:53 +0000 (UTC)

Hi Adam,

>But we are missing the point. What GNU can do for Atari platform? (Dont ask
>what GNU can do for you, ask what YOU can do for GNU ;))
>Very simple: there is plenty of Unix compatibile GNU tools and programs that
>we can use. The only effort we need, is porting this software to our
>platform. We alread have an opensource operating system (FreeMiNT) that is
>much better with every new release. The other part is standard library, we
>have it to - MiNTLibs - it offers most of libc functions and makes porting
>of GNU software fairly easy.

Thanks for the informative post, if this reply pisses you off... sorry,
it's not really my intention, but in my experience some of the people here
only like to read and hear what they believe in, controversial opinions are
instantly labeled as being negative and killing off what ever is left of
this platform... well, I'm gonna put my foot in it anyway :-/
You see Adam, the problem is that all of the above isn't hot news. I've
been hearing it now for well over six years, so does it surprise you that
after all this time I'm still asking what it can do for us? I've been told
here by numerous people in the past to just sit back, relax and watch all
that stuff appearing....
I did ask what GNU could do for the Atari platform right? I didn't ask what
it could do for MiNT & MiNTNET users... it's no secret in this group that
I'm not exactly a fan of MiNT, I am aware that FreeMiNT gets better with
every new release and I'm also aware of the tons of ported software which
is available right now for MiNT and MinTNet. The problem however is that
almost all that software is either geared towards MiNTNet or are MiNT OS
related apps. I am not thrilled reading about for example that yet another
FTP server is being ported over, although I realise that it may be essential
for some.

What I'm waiting for really are some more "down to earth" apps like for
example a relational database. The only decent (unsupported) database
available right now is the ASH Phoenix database, which is only available in
German, since it's a rather complicated program most people can't use it. A
spreadsheet with more or less the same features as Texel would be very
welcome as well, as long as it can read/write the MS Exell crap... Most of
us have a printer and a scanner, a nice app that turns this combination into
a photocopier would be god sent. Or what about a realtime dictionary ? Hell,
there are at least thousand and one applications out there that we're
missing out on. Do you realise that there's not even a decent OCR
application available for this platform? I'm very aware of the limitations

set by the Atari hardware, so unlike some people I'm not asking for a ported Mozilla or Office Suite, just some relatively simple software which should IMO run at an acceptable speed on minimum a 68030.

I'm gonna walk on eggshells now Adam and try not to start a OS war...

Has anyone ever wandered why MagiC became so popular on this platform? It wasn't the OS which made it so popular, MiNT is probably just as good. It's the apps that turned MagiC into an instant hit. No matter how good the OS is, when the software isn't there or isn't up to standard most users won't even look at it. It's a pity really we can't ask the hundred thousands of former Atari users why exactly they left this platform. But without any doubt it will mostly be a software related problem. As far as I can tell the ported software has two shortcomings, there's hardly anything out there that can be labeled as "general productivity" software, which believe it or not is the most used , even on this platform. The second shortcoming is far more serious: all that ported software has one thing in common: it disregards nearly all the available protocols that turns "Atari computing" into a great experience and fun to use. One of the reasons I still like this platform and it's software is because there are such things like OLGA, DHST, Drag & Drop, GEMBubble help, GEMScript, ARGV, STGUIDE, WDialog, the AV protocols etc... most of these established standards are not supported by the ported apps. The developers seem to think that as long as there is a very basic GEM front end in place, the users will be happy, did I mention those damned TTP based applications which warp us right back in the stone age?

MagiC and MiNT both know FAT32, and HDDriver is able to partition this type of partition format. So what about a nice 40GB harddisk with two large FAT32 20GB partitions? no problem.... well, actually there is a problem. There's no software available to optimize or repair FAT32 partitions. A while ago someone told me different and directed me to a ported MiNT program which could do all this. The only problem is that it's a TTP.... I'm a brave man, but I'm not crazy. Risking my data if I make a typo in the command line? NO WAY!!! Is it really so difficult to write a simple GEM shell? If someone goes through the trouble of porting software why is it so difficult to make it a bit more user friendly?

So, as long as these ported apps remain focused on network related stuff, neglect the established Atari standards and remain user-unfriendly I'm afraid that I'm not going to join the "happy GNU users club".
I can't imagine that I'm the only one here who thinks like this, I'm just your average Atari user, like me there are thirthteen in a dozen....

>The problem is that all this will not do by itself, skilled people need to
>do this.

Ah... well then I'm afraid it will never happen, if these these skilled people are still here then they must be hiding under a rock somewhere, they are all afraid to come out... buckets full of shit have been poured over their heads here in the past.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3271. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 07:11:47 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB688B3.7040506@seimet.de>
Source record: 35923

Nick Harlow wrote:

> Ouch so if I have this right.. I send you a cheque made out in the
> European currancy from a European currancy account (no sterling involved at
> any stage) and you will still be charged a larger than normal ammount for
> clearing? I will check this. But one of the reasons I got his account was
> so it would be invisible to Europeans in that only the Eurp currancy would
> be involved...

Yes, that's the way it is. I am not charged anything for cashing a
cheque, as long as this cheque is drawn on a German bank. In any other
case fees have to be paid. The banks charge this fee (as they say)
because it costs them money to transfer money from your account to mine,
just like they charge money for regular bank transfers between European
countries.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3272. Phoenix database

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 08:05:53 UTC
From: Nagual <drazen.glojnaric.zg@crosig.hr>
Message-ID: <a96470$1m9f$1@as201.hinet.hr>
Source record: 35924

If anyone know how to create query in Phoenix database hrom ASH to select
all items between two values?

I'll try all possibilities, but something is probably wrong!(in my query...)

P.S. I'm sending some mails to ASH, but they never send me message back

3273. Still waiting 2.

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 09:01:20 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1018602077.20281.1@triton.uk.clara.net>
Source record: 35925

Try again with some thought.

Retract or justify.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1018125670.26337.3@eos.uk.clara.net...
> Hi Hallvard
>
> | I'm interested in looked into hardware accelerators for my STe and have
> | read the specs for TUS' Veloce+ with great interest.
> | Anyone using it? Any other accelerators worth looking into.
>
> Ive only heard good about the Veloce board,

wasn't your last comment 'HOBBY'

> but lots of bad about some companies that fitted them.

So you must be talking about me then, as I was the only
person who fitted them. If you have anything to say then
lets hear it in public to the group instead of your insipid
comments that only make you look foolish. The main
reason I left the Atari scene was because of people like
you.
I for one am fed up of your comments so if you have
a complaint about Veloce or it's 'FITTERS' then lets hear it
otherwise apologise to the group for your fictitious postings.

> Its got a 68020 hasnt it?.

Certainly has. Full 32Bit 0 wait state TT RAM.

Dave

maccdave@ntlworld.com

3274. Re: Operating Systems

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 09:59:44 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3CB6B010.C9361B4@libero.it>
Source record: 35916

Adam Klobukowski wrote:

> > No, I'm not interested in unix tools; but maybe in Internet connection yes. It's
> > not possible to run StinG/STIK2?
>
> It should be possible, but I'm not 100% sure.
>
> It should be posible tio run MiNTNet (Internet stack for MiNT) without
> ext2/minix, but here I'm also not 100% sure.

Thanks Adam, I've a clearer idea now! :-)

--
Tony
|||
|||
/ | \
Atari Maniac!

3275. Re: Phoenix database

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 10:40:34 UTC
From: Ludwig Maetzke <Ludwig.Maetzke@Triaton.de>
Message-ID: <3CB6B9A2.A0B00565@Triaton.de>
Source record: 35926

Hi Nagual (?),

> If anyone know how to create query in Phoenix database hrom ASH to select
> all items between two values?

It seems to be not too difficult:

```
select your_field from your_table where (your_field > 1) and (your_field
< 100)
```

Perhaps this way? please search deeply in the online-help-system for SQL-Operators and have a look at all sample queries. There could be mistakes in using brackets and writing in capitals or not. The interpreter is not really friendly.

regards, Ludwig

3276. Re: How about porting ScummVM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 15:00:10 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204120700.59c8fc2c@posting.google.com>
Source record: 35927

guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=) wrote in message news:<2eb10038.0204111204.62fc756f@posting.google.com>...
> For the Atari port I have just finished downloading all the necessary
> libs (and the C++ cross-compiler I thought I wouldn't need...): will
> try compiling late this night if I have some time...
>
> I will keep you informed (on this newsgroup).

Compiled it last night, with quite a few warnings and a problem:
current Atari SDL (last binary on Patrice Mandin's site) currently
lacks audio support (2 functions are reported to lack through the
compilation).

However I commented out the two references to them and it compiled
fine (the stripped executable is about 500k in case you wondered). Oh
BTW I am talking about the 0.1.0 version, I have not tried compiling
some recent CVS snapshot yet...

I only had the time to test it under XSteem, where it failed miserably
:-(I did not even get the command line prompt, but remember that
AFAIK Steem system emulation is poor... And I only tried quickly it
with TOS 1.06 with only 1 MB RAM so I did not expect much from the
try. Time to fire up my Falcon again or install a decent ARanyM setup!
:-)

3277. Re: WTB Atari Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 16:38:45 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <r1Et8.32$bp5.2201@nsw.nnrp.telstra.net>
Source record: 35928

"Mark Bedingfield" <atari@tpg.com.au> wrote in message
news:3cb55eb4@dnews.tpgi.com.au...
> I agree hurfy;-), I have 2 Falcons in Melbourne I will probably be burried
> with them and my Stratocaster. Any one in aussie want an a2000 with lots
of
> spares?
>
Nar, just got rid of mine after many years of reliable service but you
might be luckier if you posted this in aus.computers.amiga

Regards,

Clockmeister.

--
****
* www.tnet.com.au/~gerryvdb
*
* Amiga hardware hacking links, A500/A2000 schematics
* A1060 Sidecar manual, DKB MegaChip manual... more
*
****

3278. Re: Phoenix database

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 16:39:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200204121839.a62623@b.maus.de>
Source record: 35930

```
N> If anyone know how to create query in Phoenix database hrom ASH to
N> select all items between two values?

BETWEEN 'b' AND 'd'

Gerhard
```

3279. Re: WTB Atari Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 16:42:04 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <C4Et8.33$bp5.2305@nsw.nnrp.telstra.net>
Source record: 35929

"Oracle" <No.Return@go.away> wrote in message
news:rQTs8.33428$uR5.81718@newsfeeds.bigpond.com...
> I'd rather walk than drive a holden

<snip>

There is always the bright side in that Ford owners are plenty fit.

Regards,

Clockmeister.

3280. Hybrid Arts Adap II on eBay

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 19:42:14 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a97damqqn1@news.hawaii.edu>
Source record: 35931

Greetings,

Just thought that all of you might like to know that there is a complete Hybrid Arts Adap II system for sale on eBay. This is a professional rack mount 16-but, 44khz sampler and hard disk recording system which runs from and includes a rack mounted Mega ST, Rack mount hard disks, Monitor, etc... Back before this sort of capability was common in computers (like the Falcon) the Adap II was used for Hollywood films and TV shows (Born on the Fourth of July, War of the Worlds TV series, etc...)

Get yours now! ;)

Hybrid Arts ADAP II System

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2015185222

Crash!

3281. EtherNE new revision available

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 21:59:57 UTC
From: Thomas Redelberger <redetho@gmx.de>
Message-ID: <3cb75755_2@news.arcor-ip.de>
Source record: 35932

Dear Atari users

A new revision of the EtherNE package is available on my web site:

http://home.nexgo.de/thomas.redelberger/prj/atari/download/etherne.zip

New:

- Amendments and clarifications to the EtherNEC hardware schematics (all 74xx245 now)

- Added hardware test programs with documentation

- Debug printouts in drivers suppressed

- Added code to deal with some broken NE cards

Best regards
Thomas

--
Dr. Thomas Redelberger
E-mail: redetho@gmx.de

3282. Re: WTB Atari Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 22:35:10 UTC
From: Kelvin Wright <kpw@zn.ten.raelc>
Message-ID: <MPG.1722284d5d8ff6249896e9@news.clear.net.nz>
Source record: 35933

In article <C4Et8.33$bp5.2305@nsw.nnrp.telstra.net>,
gerryvdb@tnet.com.au says...
>
> "Oracle" <No.Return@go.away> wrote in message
> news:rQTs8.33428$uR5.81718@newsfeeds.bigpond.com...
> > I'd rather walk than drive a holden
>
> <snip>
>
> There is always the bright side in that Ford owners are plenty fit.

Indeed. As well as all the walking, there's the powerful back muscles
from pushing their cars and strong thumbs from working jumper cable
clips.

3283. Anyone looking for a MegaFile 60?

Newsgroup: comp.sys.atari.st
Date: 2002-04-12 22:39:44 UTC
From: Jim Lazarenko <jim_l@NO.telusplanet.SPAM.net>
Message-ID: <QmJt8.9580$6G4.167514@news1.telusplanet.net>
Source record: 35934

One was listed on eBay earlier this afternoon.

3284. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 00:04:00 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <ubet3hq95cnu7d@corp.supernews.com>
Source record: 35935

Uwe,

Paypal is available to you in Germany. It's on the www.paypal.com
site. PayPal accepts withdrawals to local bank accounts in Germany, France
UK and others.

I also use it and love it. Make life easier purchasing on the web. I also
have a PayPal Debit card (FREE)which allows me to pay using a MasterCard
using the funds in my Paypal account. I also have the option of transfering
the fund into my bank account.

Rob
webmaster@atari-users.net
http://www.atari-users.net

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3CB53607.7090406@seimet.de...
> Hallvard Tangeraas wrote:
>
> > I don't know about Germany, but I would think that being such a big
> > country they would allow you to link it up with a bank account. Check
> > with their website...
>
> There is a www.paypal.de site, but it's still under construction. So
> maybe this will become an option in the future.
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

3285. Re: GEMram and Winx?

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 01:12:01 UTC
From: sidcelery@cix.co.uk
Message-ID: <a980l0$t6p$2@thorium.cix.co.uk>
Source record: 35936

On 11 Apr 2002 21:25:14 , Henk Robbers wrote:
> Hallvard Tangeraas wrote:
>> If my assumption is correct, does this also mean that if you click
>> a program or a file just once (i.e. in order to select it), the
>> computer may interpret it as a double click and start the program
>> or view the file etc?
> No, it is not an error in the mouse driver. It is the AES that is
> wrong. It gets a single click from the mouse driver but sends an ill
> conceived second WM_ARROWED message.
> It does so only in the case of clicking in the scroll area or on an
> arrow.

Also, I never experienced this problem at the desktop - only within
programs. In fact, only within Timeworks, that I can remember (it was
a very long time ago...)

rgds
H

3286. Cubase Lite : Freeware

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 07:52:55 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0204122352.785afa66@posting.google.com>
Source record: 35937

Hi All

Just updated my Cubase page since learning from this newsgrp that Stienberg had decided to release the Atari version of Cubase Lite back to the Atari Community. Thanks to Paul and Oliver for this info.

Go here for info, a screenshot, and of course the download:

http://tamw.atari-users.net/cubase.htm

I think this is great news that Stienberg has decided to do this and remebering it's Atari roots!

Tim Conrardy

Tims Atari MIDI World
http://tamw.atari-users.net

3287. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 08:12:09 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB7E859.3050907@seimet.de>
Source record: 35938

RobM wrote:

> Paypal is available to you in Germany. It's on the www.paypal.com
> site. PayPal accepts withdrawals to local bank accounts in Germany, France
> UK and others.

Yes, indeed. But note that they say that even though PayPal doesn't
charge anything when money is transferred from PayPal to a bank account,
the bank may take a fee ;-). There is nothing like a free lunch ...

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3288. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 08:47:19 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <QdSt8.316$Ru4.67925@news-binary.blueyonder.co.uk>
Source record: 35939

Talk about barrel and fish.... didn't have to check yesterday but will look into it.

Power to your code Uwe......

Nick
16/32 Systems

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message news:3CB688B3.7040506@seimet.de...
> Nick Harlow wrote:
>
> > Ouch so if I have this right.. I send you a cheque made out in the
> > European currancy from a European currancy account (no sterling involved at
> > any stage) and you will still be charged a larger than normal ammount for
> > clearing? I will check this. But one of the reasons I got his account was
> > so it would be invisible to Europeans in that only the Eurp currancy would
> > be involved...
>
> Yes, that's the way it is. I am not charged anything for cashing a
> cheque, as long as this cheque is drawn on a German bank. In any other
> case fees have to be paid. The banks charge this fee (as they say)
> because it costs them money to transfer money from your account to mine,
> just like they charge money for regular bank transfers between European
> countries.
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

3289. Re: Cubase Lite : Freeware

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 11:56:53 UTC
From: Boing <boing@boom.tschack.com>
Message-ID: <P2Vt8.12401$tZ1.3613848@news2-win.server.ntlworld.com>
Source record: 35943

Cool ... can anyone persuade clab/Emagic to do the same with
creator/Notator/logic atari :)

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:ce22d101.0204122352.785afa66@posting.google.com...
> Hi All
>
> Just updated my Cubase page since learning from this newsgrp that
> Stienberg had decided to release the Atari version of Cubase Lite back
> to the Atari Community. Thanks to Paul and Oliver for this info.
>
> Go here for info, a screenshot, and of course the download:
>
> http://tamw.atari-users.net/cubase.htm
>
> I think this is great news that Stienberg has decided to do this and
> remebering it's Atari roots!
>
> Tim Conrardy
>
> Tims Atari MIDI World
> http://tamw.atari-users.net

3290. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 12:14:05 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <ubg7t8aor4vvbf@corp.supernews.com>
Source record: 35944

Ume,

Granted I'm in the States and you are in Germany... but the transfers to
my bank are free on both ends. Would you be willing to sign up and see if
they do charge?

Rob
webmaster@atari-users.net
http://www.atari-users.net

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3CB7E859.3050907@seimet.de...
> RobM wrote:
>
> > Paypal is available to you in Germany. It's on the
www.paypal.com
> > site. PayPal accepts withdrawals to local bank accounts in Germany,
France
> > UK and others.
>
> Yes, indeed. But note that they say that even though PayPal doesn't
> charge anything when money is transferred from PayPal to a bank account,
> the bank may take a fee ;-). There is nothing like a free lunch ...
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

3291. Re: Emulated ST & Internet

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 12:34:55 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb826be1a25284@tripnet.se>
Source record: 35945

On Thu 11-04-2002 18:18 (GMT) Gregory D. George wrote:

>Kenneth Medin wrote:
>>
>> On Tue 09-04-2002 21:25 (GMT) Gregory D. George wrote:
>>
>> >Has anyone tried connecting to the internet via an emulated Atari ST?
>> >Just wondering if it would work...
>>
>> Yes, I have done this in the past using Gemulator and STinG. It did work
>> but I had to use an older STinG version because of a problem With

>Hey, that's pretty cool... I take it that your modem was installed
>directly into the system you were running GEMulator on? I have a home

No, when using a standard modem I had it connected to an Atari TT and
used STinG's built in NAT (Network Address Translation, IP masquerades).
Worked fine.

Later on (with Ethernet on one of my Ataris) I used the same TT as router
to a nullmodem subnet to the COM2 of the pc which Gemulator were setup to
use. Also worked fine and for the first time I had a "non-floppy network"
to the Windows part of the same computer.

>network and my PC only has a NIC. Wonder if there is a way to get it to
>work with this setup...

A rather tricky way would be to use a nullmodem cable connected to COM1
and COM2 on your pc to allow a direct network Windows to Gemulator. You
will then need to setup a NAT solution in Windows that supports serial
cable SLIP or ppp without dialing out first. I know it can be done but
have never tried exactly this.

To get genuine Gemulator tcp/ip access both the Gemulator and STinG
athors would have to work something out together. Maybe possible as they
both are Assembler guys?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3292. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 12:45:36 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204131439360.155-100000@easymint>
Source record: 35846

On Fri, 12 Apr 2002, Dennis Vermeire wrote:

>
> I don't understand this obsession about people wanting old stuff released for
> free, where's the benefit? The general opinion here is that CAB sucks, yet
> everyone wants it to become freeware.... why? I'm also asking myself what
> program these people use right now to surf... it can't be CAB, otherwise they
> wouldn't ask for it, and demand is dead for it anyway I'm told...
>

I don't think CAB sucks. It's still the best browser for Atari. Yes,
Highwire is promising, but they still have a long way to go just to reach
CAB's level. And after that much things have to be added to go beyond that
level.

My problem is that I'm willing to pay for CAB, but no one wants to sell it
to me. If software is not free, at least you should be able to buy it
without much problems.

Martin Tarenskeen

3293. fVDI and graphics cards Was: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 12:49:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb837602723710@tripnet.se>
Source record: 35847

On Thu 11-04-2002 22:07 (GMT) Johan Klockars wrote:

>In article <926a9946.0204071802.2c2b0771@posting.google.com>,
>Galen <ekaljuma@mtsac.edu> wrote:
>>Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
>news:<1017942410-34167AEicMi@gmx.net>...
>>> From: rustynutt@hotmail.com (rustynutt)
>...
>>addition, the Tempest card requires fVDI, which is not nearly as
>>popular as NVDI. I'd love a graphics card, but I'm not willing to
>
>Well, the lack of popularity of fVDI might have something to do with
>the fact that unless you have an Eclipse/RageII or a Galaxy graphics
>card, or are running ARAnyM, there currently really is no point in
>using fVDI.

>Anyway, that's beside the point, since NVDI works perfectly together
>with fVDI (AFAIK), so you can have all your vector fonts, printer
>drivers etc while running in 1600x1200x16bit@75Hz or whatever.

Does this mean that if I put a Galaxy graphics card in my TT and run
NVDI5 on top of fVDI I will get exactly the same compatibility as now
with NVDI5 and an ET4000 card?

>You lose some speed compared to running fVDI by itself, but it should
>still be faster than anything else out there.

It will definitely be much faster than any ET4000 I suppose?

If the abowe is true then there is really no reason not to order the
Galaxy graphics card right away I assume...

If he gets a few buyers (many TT owners would be interested, I guess) he
might take the time and finish the Ethernet part as well and get a killer
product...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3294. Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 12:51:33 UTC
From: danap8@aol.com
Message-ID: <20020413085133.20765.00003428@mb-mw.aol.com>
Source record: 35848

```
A-ONE #0415 04/12/02

~ Napster Buyout Planned ~ People Are Talking! ~ Undercover Magascene!
~ Auction Fraud Is Worst ~ Atari SCSI Ethernet! ~ Kid-Friendly Domain!
~ Problems Plague eBay! ~ Game Compliance Data ~ Mac Support Continues
~ Antitrust Case Setback ~ Octopus BBS Modified! ~ Spam "Disguises'!

-* HP-Compaq Suit OK'd For Trial *-
-* Nigerian E-Mail Fraud Still Active! *-
-* Web Surfers Brace For Pop-up Downloads! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3295. Re: Power Supply- 520ST?

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 13:12:35 UTC
From: "Roger.Davies" <rogerhd@bigpond.com>
Message-ID: <U1Wt8.37648$uR5.87021@newsfeeds.bigpond.com>
Source record: 35849

Its the same cord as the PC world, which is the same as some electric jugs
etc.

ie no bricks

Roger

"Gil Parrish" <gparrish@beggstelco.net> wrote in message
news:3cb48c88@news.beggstelco.net...
> Can someone tell me what the power supply looks like for a 520ST? I have
> the computer, but not what plugs into the power connector. Is it just a
> power cord with a fancy end, or a separate brick power supply?
>
> Thanks.
>
>

3296. Re: Any Atari ST Hard Drive emulators?

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 14:00:20 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <7276_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 35857

In uno strano messaggio del 11 Apr 02 atari_jess@yahoo.com (2:333/608.1)
scrisse al povero All :
aj> HDD_DMN wont connect, but like I said I need that odd cable
aj> I cant use PARCP but it use the same damn cable
aj> I have yet to use mikenet or scsi sharing though
aj> and w/ ghostlink I am not able to run prg or TOS files.
aj> but yet ive been told I can.

Ho can you say "wont connect" when you still need the cable ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3297. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 14:19:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018798326-30547AEicMi@gmx.net>
Source record: 35875

From: rand@cd.chalmers.se (Johan Klockars)
Date: 11 Apr 2002 21:35:03 GMT

Hi Johan,

>I assume you are talking about fVDI/Eclipse/RageII? In what way is
>that crappy?
> (it does still lack a few too, though).
>Apart from a couple of mostly minor problems, it is compatible with
>just about all Atari software out there. And since it is still actively
>supported, most reported bugs/problems are usually fixed quickly.

What you call minor problems may be very annoying and perceived by the
user as major problems. But I shouldn't have written "crappy", I should
have written " a card and driver which is not supported by most of the
major Atari software".
In a perfect world the installation of a graphic card should be just a
matter of installing the driver and never have to look back. And that's
exactly what happens if someone installs a Nova card. The Nova card is
supported by almost all the popular software and thus the user doesn't
experience any "minor" problems at all...

I know that the Nova drivers weren't perfect from day one, but now they
are... new drivers should be at least just as good, and that's where the
problem begins. Most of our software hasn't seen an update in minimum two
or three years, the Eclipse/Rage II card isn't really supported by this
software. A Jinnee user might be content when dragging icons over the
screen with seeing just garbage, I know I wouldn't.

>It is a lot faster than the NOVA drivers (or indeed any graphics
>card drivers for Atari compatible machines according to the benchmarks
>I've seen) and has more features

Ofcourse it's faster, the fastest Nova card only contains a MACH64 based
card with 4Mb VRAM.
As for features.... how does one switch the Eclipse card to ST High
compatible resolution? How and with what does one configure the card in
order to be able using custom resolutions and color depth? Where's the CPX
that allows the user to for example switch resolutions instantly, have a
mouse speeder, select a virtual resolution, calibrate the image on the
screen etc... Does the Eclipse card support 16 colours? does it support
320*200 ? How and with what can the user toggle GDOS off/on? etc....

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3298. Re: Emulated ST & Internet

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 14:20:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018798330-31239AEicMi@gmx.net>
Source record: 35876

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Thu, 11 Apr 2002 09:16:08 GMT

Hi Kenneth,

>Yes, I have done this in the past using Gemulator and STinG. It did work
>but I had to use an older STinG version because of a problem With
>Gemulator and interrupts. I could not use HSMODEM but Fastserial(name?)
>worked fine.

With MagiC-PC and MagiC-Mac one can do the same thing using the IConnect stack. On a Mac one can even use the Apple stack. HS Modem works just fine, MagiC-Mac however needs a special version of HSModem which comes supplied with the program. And before someone bites my nose off: Ifusion works as well so using STiNG clients is also an option ;-)

On a fast PC or Mac accessing internet via the Atari clients is a very good way to keep nasty virusses out, and it also shows that CAB doesn't suck at all. Under certain conditions it's faster then Netscape, Explorer and Opera, as long as the page doesn't contain anything exotic CAB is likely to display it better as well.

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3299. Re: Cubase Lite : Freeware

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 14:24:41 UTC
From: Si <newsgroups@polar-net.co.uk>
Message-ID: <3cb83fbe$0$230$cc9e4d1f@news.dial.pipex.com>
Source record: 35850

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:ce22d101.0204122352.785afa66@posting.google.com...
> Hi All
>
> Just updated my Cubase page since learning from this newsgrp that
> Stienberg had decided to release the Atari version of Cubase Lite back
> to the Atari Community. Thanks to Paul and Oliver for this info.
>
> Go here for info, a screenshot, and of course the download:
>
> http://tamw.atari-users.net/cubase.htm
>
> I think this is great news that Stienberg has decided to do this and
> remebering it's Atari roots!

Definately! Nice one Steinberg!!!

Si

3300. Re: Calling Derryck...

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 14:33:18 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018713432.14416.1@eos.uk.clara.net>
Source record: 35852

Hi Dennis

| Could you mail me from one of your other mailboxes? All my mails to cix.co.uk
| seem to bounce back... :-(

If he doesn't respond let me know and I'll phone him. He should reply, I'm sure he's not said anything about ditching CIX, and I'm sure he'll make bail again, he usually does.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.346 / Virus Database: 194 - Release Date: 10/04/02

3301. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 14:38:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018798332-31799AEicMi@gmx.net>
Source record: 35877

From: sidcelery@cix.co.uk (Harry Sideras)
Date: Wed, 10 Apr 2002 22:10:26 +0000 (UTC)

Hi Harry,

>Nothing appears with Ctrl-Alt-Esc, but they do all appear under
>Magicmem...

SLB's aren't applications which you can switch on or off, so they are
not shown in the tasklist.

As for APP-line displaying them or not, check out the inf file. Most
likely they are entered in the line: "# The following applications
will not have buttons added to the AppLine bar:"
i.e: PDLG, EDITOBJC, BGH etc... if they are in that section, throw
them out and the next time you boot, the SLB's will be displayed in
the APP-Line bar.
But since the user is not supposed to freeze or terminate SLB's,
other then knowing that they're actually loaded in memory, displaying
them in APP-Line isn't really meaningfull.

One of the best applications to find out what exactly is running and
where and how much memory is occupied is SYSINFO 5.0, freeware, you
can download it from the Chapelie ftp server... there's an English
version available as well.

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3302. Re: WTB Atari Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 14:51:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018713434.14416.2@eos.uk.clara.net>
Source record: 35853

Hi Kelvin

| > > I'd rather walk than drive a holden
| >
| > <snip>
| >
| > There is always the bright side in that Ford owners are plenty fit.
|
| Indeed. As well as all the walking, there's the powerful back muscles
| from pushing their cars and strong thumbs from working jumper cable
| clips.

I'm a Ford driver and I've got neck muscles like a hod carrier, its from looking over my shoulder at all the cars I've just passed. 8-)

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.346 / Virus Database: 194 - Release Date: 10/04/02

3303. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 16:31:35 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0204131446140.126-100000@EasyFISH>
Source record: 35851

On Fri, 12 Apr 2002, Dennis Vermeire wrote:

Hi, Dennis

> it could do for MiNT & MiNTNET users... it's no secret in this group that
> I'm not exactly a fan of MiNT, I am aware that FreeMiNT gets better with
> every new release and I'm also aware of the tons of ported software which
> is available right now for MiNT and MinTNet. The problem however is that
> almost all that software is either geared towards MiNTNet or are MiNT OS
> related apps. I am not thrilled reading about for example that yet another
> FTP server is being ported over, although I realise that it may be essential
> for some.

Well dont get me wrong, but u arent "not a fan" but u lean toward hating MiNT.. Noone of those apps is geared toward MiNTNET or MiNTOS.. Those apps are Unix apps and require Unix like OS and IP stack... Some of your fav apps indicate VERY clearly that they need Magic to run... Pine on other hand will run in Linux, Solaris, MiNT and any other Unix OS..

Small comparision: Apps like Atari irc, Atari icq, Aftp, Amail are regarded as MiNT OS apps, but they do work in Magic as well.. On other hand apps like Chatter, Mailer, Iconnect are infact gained toward MagicOS. Ported apps arent exactly MiNT OS or Atari apps, they are a bonus, a stuff u also can do, and they shouldnt really count.

So there is no "pushing" toward MiNT OS, but simple necesity, since those apps are ported from Unix.. MiNT on other hand offers a way to run many of those apps (sadly mostly the ones which dont rely hardly on Unix filesystem structure etc...) as .TOS(TTP) apps in TOS or Magic, since any GCC compiled app is actualy a .TTP.

Next, there are not just zillion of ftp servers ported, but also drivers and processing software for a lot of digital cams (Sanyo firmvare, Sierra firmware...), PDF interpreter and renderer, to name a few apps which are discussed here a lot.. realtime dictionary also exists (ispell) but again it wont work with GEM apps. But that is because GEM limitations...

> I'm gonna walk on eggshells now Adam and try not to start a OS war...

OS wars starts when u guys, start to calling names, and use a lot of "F" words and so on.. And also, MiNt is as we speak heavily developed, changes apear almost daily, lotsa new stuff is worked on, a lot on "to do" list, new AES is also under heavy development... Work on Magic is on ice... Fans like MagicNET auther etc does indeed push things forward, and is only to ba happy about, but basicaly atm, Magic seems to be in dead end...

> Has anyone ever wandered why MagiC became so popular on this platform? It
> wasn't the OS which made it so popular, MiNT is probably just as good. It's
> the apps that turned MagiC into an instant hit. No matter how good the OS
> is, when the software isn't there or isn't up to standard most users won't
> even look at it. It's a pity really we can't ask the hundred thousands of
> former Atari users why exactly they left this platform. But without any
> doubt it will mostly be a software related problem.

I can agree more with this definition... BUT MiNT is not only ported
apps, or apps noone understand.. Remember, that main usage of MiNT is with
AES after all (NAES or XaAES). And i even today cant see a reason why ASH
decided to make Chatter, Emailer... Magic only. Texel or Cab run
flawlessly, CAB even with SSL etc.. Other apps say "Magic required" and
exit.. and that aint MiNT OS fault. So MiNT OS basicaly run nearly all
apps Magic can, except "privileged" ones... Only apps which could be labeled
as MiNT only are Unix apps, drivers etc... And even those can cooperate
with GEM.. take NFS for example... MiNT OS is infact merging of Unix and
GEM AES. And Atari feeling dont loose anything.. only benefits.

> ported software has two shortcomings, there's hardly anything out there that
> can be labeled as "general productivity" software, which believe it or not
> is the most used , even on this platform. The second shortcoming is far more
> serious: all that ported software has one thing in common: it disregards
> nearly all the available protocols that turns "Atari computing" into a great
> experience and fun to use. One of the reasons I still like this platform and
> it's software is because there are such things like OLGA, DHST, Drag & Drop,
> GEMBubble help, GEMScript, ARGV, STGUIDE, WDialog, the AV protocols etc...
> most of these established standards are not supported by the ported apps.
> The developers seem to think that as long as there is a very basic GEM front
> end in place, the users will be happy, did I mention those damned TTP based
> applications which warp us right back in the stone age

All protocols u mentioned works without any problem in MiNT OS, with
exception of GEMScript. And feeling of "Atari computing" is very vell
preserved, more as in Magic which does have strong influence from Mac.

CLI is way from stoneage... Infact a lot of GUI OSes still dont have
many things CLI does have.. and they would benefit a lot.. CLI is very
diferent as GUI, and it does rely on typing commands, but that does not
make it obsolete and stoneaged.. What make it look shitty and odd is
actualy GUI's handling of TTP apps.. Small dialog with no explanations etc
is crapy...

> MagiC and MiNT both know FAT32, and HDDriver is able to partition this type
> of partition format. So what about a nice 40GB harddisk with two large FAT32
> 20GB partitions? no problem.... well, actually there is a problem. There's
> no software available to optimize or repair FAT32 partitions. A while ago
> someone told me different and directed me to a ported MiNT program which
> could do all this. The only problem is that it's a TTP.... I'm a brave man,
> but I'm not crazy. Risking my data if I make a typo in the command line? NO
> WAY!!! Is it really so difficult to write a simple GEM shell? If someone
> goes through the trouble of porting software why is it so difficult to make
> it a bit more user friendly?

1st of all, a typo which erase all data is domain of Hollywood movies.
Next, i did use GEM and CLI based apps which mingled with HDD and for BOTH
i did read docs... GEM dont make u expert.. and its easier to click on
"zeroing partiton" as to type whole such word... Most of smart CLI apps
require to type dangerous commands. Magic realy would benefit with EXT2
driver.. Those partitions are sturdier as FAT partitons, faster, and u may
forget optimizing...

And yes, adding GEM shell is not easy... Porting app means to recompile
source (since Unix apps are usualy distributed in source form) on your OS.
Novadays MiNT OS has good library etc, so porting of an app usualy is
only matter of downloading it, depacking and typing "make ********"
Adding GEM shell means writing an application.. And for u, using a GEM
shell is to trust programmer he didnt make a typo when coding GEM shell.

Last but not least, someone bothered to port a tool ppl realy need.. Now
that tool dont have nifty icons and so ppl dont apreciate now.. Lets kill
the bastard, how he has the guts to offer a tool without GUI.. Better be
without it..

> So, as long as these ported apps remain focused on network related stuff,
> neglect the established Atari standards and remain user-unfriendly I'm
> afraid that I'm not going to join the "happy GNU users club".
> I can't imagine that I'm the only one here who thinks like this, I'm just
> your average Atari user, like me there are thirthteen in a dozen....

U do think to narrow here... ported apps do add functionality to GEM and
do not threat "Atari feeling" Of course not all of them. But if i can make
network related stuff remark, NFS is great stuff.. i love it, and i know u
would.. its transparent and u use your OS same as u did before.. u just
can have direct acces to HDD's in your lan, or even remote machines.. next
X server is also cool.. and again in MiNT fashion (try to preserve Atari
feeling) it allows to run X applications in GEM. A GEM window popup and
contain X application.. No need to run strange Xwindows GUI etc.. Data
exchange betwen GEM and X is kinda working, and planed to be better and
easier... I see no problem of running Knews instead Newsie in GEM. Or if
someone use linux server, running Netscape etc from remote machine? I
agree, its not an Atari app, but atleast u can still sit behind your
beloved machine, using beloved apps..

And how many OS-es can run native and foreign apps at same time in native
GUI? I dont know any..

> Ah... well then I'm afraid it will never happen, if these these skilled
> people are still here then they must be hiding under a rock somewhere, they
> are all afraid to come out... buckets full of shit have been poured over
> their heads here in the past.

Again, u seem convinced MiNT OS only use those ports... MiNT OS can use
exactly same application u use (xcept the ones which require Magic), use
same protocols (VA, DHCP, OLGA, DnD (u can drag stuff to Unix apps as
well), ARGV, Bubbles, STguide... work in AES does not differ at all.
Diference is posibility of using drivers and Unix capabilites in GEM (Lan,

ethernet cards (i use riebl), FS drivers, runing X application on GEM (local or remote) and so on, or even using Unix CLI and huge ammount of Unix apps parallel with GEM.. I dont see any harm or bad thing on that..

Janez

3304. Re: Ethernet/Sting/MagicNet/Mintnet

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 16:52:31 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a99nol$aa9$1@news8.svr.pol.co.uk>
Source record: 35854

I have found what I want, thanks for the help;

http://www.adslguide.org.uk/hardware/reviews/2002/q1/amx-ca61e.asp

Found it for sale here;

http://www.dabs.com/products/prod-search.asp?action=search&p=AMX%2DCA61E&ob=
description&obd=asc&stab=ref

I think they do one with a four put hub too.

Elliot...

"Thomas Redelberger" <redetho@gmx.de> wrote in message
news:3caf712d_2@news.arcor-ip.de...
> Hi Brian!
>
> > 1) Is this solution relatively fast? A benchmark I can understand would
be
> nice.
>
> Ethernet solutions between Ataris provide *net* transfer speeds (using
FTP)
> between 20KByte/s and 150KB/s (Falcon), cum grano salis with any IP stack
> (STing, MagicNet, MINTNet) and network adapter.
>
> > 2) I want to hook up a number of my Ataris, however, they are all
running
> > different OS.
> >...
>
> No issue. You can run STing on some machines (under TOS or MagiC),
MagiCNet
> or MINTNet as you like on others.
> IP makes sure they can talk to each other.
>
> BTW: If have MagiCnet running on MagiC 5.13 with just the standard 8.3
file
> system.
> I tested FTP-Server and CAB to work succesfully.
>
> > There are network hubs that have Ethernet and (DSL?) High speed phone
> > access, combined in one unit. I don't know if these are independent or
> > what.
>
> I propose you first set up an ethernet with all your atari machines hooked

> up using the IP stack that fits the machine and OS such that all machines
> can see (Ping) each other.
>
> Then you install core TCP/IP networking software on the ataris. E.g. CAB,
> aFTP, Telnet.
>
> Then you may want to connect any decent *router* to this ethernet. This
> router would have an ethernet plug and an ISDN or (A)DSL plug or a cable
> modem plug.
> I got such a configuration working nicely. The ISDN router I use costs
about
> EUR 250.
> You would configure the router from any Atari using Telnet (mine is also
> accessible from a dedicated RS232 port).
> My two PCs also hang in this ethernet.
>
> With this you do not need any pppoe or the like. This is all done by the
> router.
> You can have simultaneous internet access from more than one atari or PC.
> The router provides Network Address Translation.
> Some routers even provide basic firewall (filtering) functionality.
>
> Best regards
> Thomas
>
>
> --
> Dr. Thomas Redelberger
> E-mail: redetho@gmx.de
> Fax: +49 6023 999410
>
>
>
>
>

3305. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 17:11:23 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <PDZt8.226$Xf5.39819@news-binary.blueyonder.co.uk>
Source record: 35855

Buy without problems....

Have you tried Atari Workshop or my own web shop
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Atari_Utili
ty_Software_7.html

I also believe you can buy form ASH and get it from the European PD
place(whose name I have temporarily forgotten)... support people who
support Atari...Make an effort!!
For example with me you can pay by credit card, personal cheque in Euros,
Euro cash, even my own currency sterling!.. how much easier does it need to
be?

Otherwise I totally agree with you re Uwe (power to his code) and other who
support Atari mostly in their spare time.

"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message
news:Pine.MNT.4.31.0204131439360.155-100000@easymint...
> On Fri, 12 Apr 2002, Dennis Vermeire wrote:
>
> >
> > I don't understand this obsession about people wanting old stuff
released for
> > free, where's the benefit? The general opinion here is that CAB sucks,
yet
> > everyone wants it to become freeware.... why? I'm also asking myself
what
> > program these people use right now to surf... it can't be CAB, otherwise
they
> > wouldn't ask for it, and demand is dead for it anyway I'm told...
> >
>
> I don't think CAB sucks. It's still the best browser for Atari. Yes,
> Highwire is promising, but they still have a long way to go just to reach
> CAB's level. And after that much things have to be added to go beyond that
> level.
>
> My problem is that I'm willing to pay for CAB, but no one wants to sell it
> to me. If software is not free, at least you should be able to buy it
> without much problems.
>
> Martin Tarenskeen
>

3306. Anyone near Stuttgart with an ST with SCSI?

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 17:44:55 UTC
From: Kern Briggs <kernel7r@hotmail.com>
Message-ID: <3CB86BC6.46D1F94@hotmail.com>
Source record: 35856

Hi there,
I am looking for someone in the Stuttgart area with a 1040DT with a SCSI connection. My harddisk broke, and after putting a new controller in, we got it to work again. My Atari is in storage, so we can't test it. I urgently need some data from this disk. Tried connecting to a PC, but that don't work because of differences in filestructure. Can anybody help?
Regards, Wim Vleeshhouwer.
wim_niny@yahoo.co.uk

3307. Still waiting 3 ?

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 22:43:49 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1018737825.74809.0@triton.uk.clara.net>
Source record: 35858

Nothing to say?

Try again with some thought.

Retract or justify.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1018125670.26337.3@eos.uk.clara.net...
> Hi Hallvard
>
> | I'm interested in looked into hardware accelerators for my STe and have
> | read the specs for TUS' Veloce+ with great interest.
> | Anyone using it? Any other accelerators worth looking into.
>
> Ive only heard good about the Veloce board,

wasn't your last comment 'HOBBY'

> but lots of bad about some companies that fitted them.

So you must be talking about me then, as I was the only
person who fitted them. If you have anything to say then
lets hear it in public to the group instead of your insipid
comments that only make you look foolish. The main
reason I left the Atari scene was because of people like
you.
I for one am fed up of your comments so if you have
a complaint about Veloce or it's 'FITTERS' then lets hear it
otherwise apologise to the group for your fictitious postings.

> Its got a 68020 hasnt it?.

Certainly has. Full 32Bit 0 wait state TT RAM.

Dave

3308. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 22:44:25 UTC
From: Wes Newell <w.newell@verizon.net>
Message-ID: <3CB8B5C9.3080100@verizon.net>
Source record: 35859

Rick D. wrote:
>
> Steve Marshall wrote:
>
>
>>Anywhere I can download this ?
>>It was shareware and one of the best games for the Atari.
>>Another one I'm after is Cybernetix.
>>
>>I've found info about these but never found a file to
>>download .
>>
>>Steve M
>>
>
> I am still looking for the .MOD Falcon Music files for this.
>
> Rick D.
>
>
>

If someone is looking for starball, I can zip it up and put it up and
put it on my ftp server. I think I have all the files (7).

3309. Re: Anyone near Stuttgart with an ST with SCSI?

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 23:22:27 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <B%2u8.72537$VM5.31800009@e3500-atl1.usenetserver.com>
Source record: 35860

"Kern Briggs" <kernel7r@hotmail.com> wrote in message
news:3CB86BC6.46D1F94@hotmail.com...
> Hi there,
> I am looking for someone in the Stuttgart area with a 1040DT with a SCSI
> connection. My harddisk broke, and after putting a new controller in, we
> got it to work again. My Atari is in storage, so we can't test it. I
> urgently need some data from this disk. Tried connecting to a PC, but
> that don't work because of differences in filestructure. Can anybody
> help?
> Regards, Wim Vleeshhouwer.
> wim_niny@yahoo.co.uk
>

GEMXPLORE for your PC. You might also want to try Gemulator while
you're there.

Gem Explorer can see your Atari Formatted drive and grab files from it.
The catch is, you'll have to grab the files one at a time (unless there has
been an update recently). You can't simply drag a whole folder from
the explorer to copy all it's contents :/

Gemulator can also run off your Atari Formatted hard drive...
You'll need a tos image to get Gemulator running.

Try this url:
http://www.emulators.com/

If you need TOS roms try:
http://www.atari.st/

Good luck!
Brian

3310. TT030 Won't Boot

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 23:42:18 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a9afoqbbf1@news.hawaii.edu>
Source record: 35862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

Today I started up a TT030, and instead of the familiar Atari logo, all that I get are some broken blue vertical lines. Can anyone suggest a course of action? I don't have an Atari TT030 diagnostic cartridge.

Thanks,

John Perez

3311. Re: WTB Atari Falcon in Australia

Newsgroup: comp.sys.atari.st
Date: 2002-04-13 23:58:47 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Kz3u8.7$SM5.294@nsw.nnrp.telstra.net>
Source record: 35861

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1018713434.14416.2@eos.uk.clara.net...
> Hi Kelvin
>
> | > > I'd rather walk than drive a holden
> | >
> | > <snip>
> | >
> | > There is always the bright side in that Ford owners are plenty fit.
> |
> | Indeed. As well as all the walking, there's the powerful back muscles
> | from pushing their cars and strong thumbs from working jumper cable
> | clips.
>
> I'm a Ford driver and I've got neck muscles like a hod carrier, its from
> looking over my shoulder at all the cars I've just passed. 8-)
>

Well I don't live in your parallel universe and I have to deal with reality
;-)

Regards,

Clockmeister.

3312. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 01:00:47 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a9akbv$dp2$1@reader1.panix.com>
Source record: 35863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John Perez <jhperez@uhunix1.its.hawaii.edu> writes:

: Greetings,

: Today I started up a TT030, and instead of the familiar Atari logo, all
: that I get are some broken blue vertical lines. Can anyone suggest a
: course of action? I don't have an Atari TT030 diagnostic cartridge.

: Thanks,

: John Perez

If it got that far in booting, my guess is the TOS roms are either dead,
or they need a little reseating. That general pattern is what you get when
a diagnostic cartridge is testing memory, and displaying it on the
screen. That is what makes me thing that TOS is broken, or redirecting the
screen memory to some other place. Start by observing static elimination
rules, and have a go at reseating those chips.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3313. Sting 26

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 01:10:13 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a9aktl$dp2$2@reader1.panix.com>
Source record: 35864

I am certain it can be done, but I just tried installing Sting
version 26, and ended up putting version 15 back in. Has anyone
gotten it to run with a .inf path anything like D:\STING\STING\?
Have not tried the simple way in the HYP file, because my
c-drive is full. There must be something simple I missed.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3314. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 07:06:46 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CB92A86.90009@seimet.de>
Source record: 35865

RobM wrote:

> Granted I'm in the States and you are in Germany... but the transfers to
> my bank are free on both ends. Would you be willing to sign up and see if
> they do charge?

First I will ask may bank if they can comment on that. If they can't I
will probably sign up, in order to try.
--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3315. Re: Sting 26

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 07:18:29 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb93b3a787ac1@tripnet.se>
Source record: 35866

On Sun 14-04-2002 01:10 (GMT) Jim DeClercq wrote:

>I am certain it can be done, but I just tried installing Sting
>version 26, and ended up putting version 15 back in. Has anyone
>gotten it to run with a .inf path anything like D:\STING\STING\?

No problems. Just moved mine here and rebooted.

>Have not tried the simple way in the HYP file, because my
>c-drive is full. There must be something simple I missed.

Yes, you have forgotten to update some of the files, possibly any STinG
cpx or so. The serial port cpx does not need to be replaced, but you can
easy track the problem down by checking file dates.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3316. Re: Forcing the STe DMA/harddisk error message to appear

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 08:07:27 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a9bdc5ceu1@news5.svr.pol.co.uk>
Source record: 35867

Hallvard,

It has been a looooonnnngggg ttttiiiiiimmmmeee.....

I don't ever remember getting any error messages although I did have TOS
1.6...
I think all that happened was when you wrote stuff it dissappeared.
Refreshing folder a window resulting in directories shrinking...

really odd

Dave

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fal110.yuf38q1udcvy8N%northstar2010@_del_ete_yahoo.no...
> Though not related to TOS, I thought I'd mention the DMA chip problems
> in early STe computers along with my section on installing TOS 2.06 in
> these machines (as the user already has the machine opened, he/she might
> as well check this out instead of opening it again later)...
>
> I'm making use of lots of illustrations in my TOS 2.06 user-guide, and
> among them the many error messages that show up I want to illustrate
> what kind of message you get with a faulty DMA and a harddisk.
> I'm not sure what kind of error message will show up (anyone had this
> problem and can tell me?), but I would guess the following one:
>
> ----------------------
> Data on the disk in drive
> D: may be damaged
>
> [Cancel] [Retry]
> ------------------------
>
> Short of preparing a harddisk which I somehow mess up and try to read
> from to get this message and take a screenshot, is there any way to
> "hack" into TOS to get it, or force it in other ways?
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

3317. Re: Calling Derryck...

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 08:30:22 UTC
From: <>
Message-ID: <1018856068-88580AEicMi@ntlworld.com>
Source record: 35797

Hi Dennis,

I've emailed you from my ntlworld account.

If that doesn't get through try

derryck . croker @ bbc . co . uk

You know what to do with the spaces :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3318. Re: Calling Derryck...

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 08:33:54 UTC
From: <>
Message-ID: <1018856070-88872AEicMi@ntlworld.com>
Source record: 35798

Hi Steve,

>If he doesn't respond let me know and I'll phone him. He should reply, I'm
>sure he's not said anything about ditching CIX, and I'm sure he'll make bail
>again, he usually does.

I'm out on parole ;-)

I don't know why Dennis can't reach me via CiX!

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3319. Re: Sting 26

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 08:41:34 UTC
From: <>
Message-ID: <1018856070-89168AEicMi@ntlworld.com>
Source record: 35799

From: Jim DeClercq <jimd@panix3.panix.com>
Date: Sun, 14 Apr 2002 01:10:13 +0000 (UTC)

>I am certain it can be done, but I just tried installing Sting
>version 26, and ended up putting version 15 back in. Has anyone
>gotten it to run with a .inf path anything like D:\STING\STING\?

You could try the other method that's mentioned, the STING.DAT file which
you pop into the root of C:

This text file points to the exact location of your config folder.

Cheers

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3320. Re: Sting 26

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 09:07:55 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204141100540.146-100000@easymint>
Source record: 35868

On Sun, 14 Apr 2002, Kenneth Medin wrote:

> On Sun 14-04-2002 01:10 (GMT) Jim DeClercq wrote:
>
> Yes, you have forgotten to update some of the files, possibly any STinG
> cpx or so. The serial port cpx does not need to be replaced, but you can
> easy track the problem down by checking file dates.
>

Did you know it is possible to run STiNG without having to install
XControl or any of those CPX files ?
It was my favourite setup when I wasn't using MiNTnet yet. You'll need a
little autofolder called DEVSET.PRG which I found somewhere on the site of
Olivier Booklage (the french guy that made another cab.ovl). If you edit
the devset.inf file be careful not to put spaces where real tabs are
required. The program is little bit picky in that aspect.

Martin Tarenskeen

3321. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 12:20:38 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnabispg.h0.atari@core.preferuje.luzik.pl>
Source record: 35869

Hi Dennis,

> Thanks for the informative post, if this reply pisses you off... sorry,

No, this reply, like most of things I read made me think.

> I did ask what GNU could do for the Atari platform right? I didn't ask what
> it could do for MiNT & MiNTNET users... it's no secret in this group that
> I'm not exactly a fan of MiNT, I am aware that FreeMiNT gets better with
> every new release and I'm also aware of the tons of ported software which
> is available right now for MiNT and MinTNet. The problem however is that
> almost all that software is either geared towards MiNTNet or are MiNT OS
> related apps. I am not thrilled reading about for example that yet another
> FTP server is being ported over, although I realise that it may be essential
> for some.

Let see SpreMiNT Software Archive (sparemint.atari.org):

* mgetty-sendfax
Summary: Provides support for sending faxes over a modem.
* mgetty-voice
Summary: A program for using your modem and mgetty as an
answering machine
* camediaplay
Summary: Utility to control digital cameras based on
Sanyo firmware

* photopc
Summary: Utility to control digital cameras based on
Sierra Imaging firmware

.... and many many more... programming languages, relational databases...

Unfortunetly (for most users) they are Unix command-line tools. DOes it
scare you? It doesn't scare me... It does not have gui? Guis waste CPU.

You can say all this has been ported. Yes. What wrong with that? MiNT can
alaso run all cleanly written SingleTos software and Magic software. Is it
enough?

> I'm gonna walk on eggshells now Adam and try not to start a OS war...

OS war is not my intentio to. Our world is too small for another war.

> Has anyone ever wandered why MagiC became so popular on this platform? It
> wasn't the OS which made it so popular, MiNT is probably just as good. It's
> the apps that turned MagiC into an instant hit. No matter how good the OS
> is, when the software isn't there or isn't up to standard most users won't

> even look at it. It's a pity really we can't ask the hundred thousands of
> former Atari users why exactly they left this platform. But without any
> doubt it will mostly be a software related problem. As far as I can tell the
> ported software has two shortcomings, there's hardly anything out there that
> can be labeled as "general productivity" software, which believe it or not
> is the most used , even on this platform. The second shortcoming is far more
> serious: all that ported software has one thing in common: it disregards
> nearly all the available protocols that turns "Atari computing" into a great
> experience and fun to use. One of the reasons I still like this platform and
> it's software is because there are such things like OLGA, DHST, Drag & Drop,
> GEMBubble help, GEMScript, ARGV, STGUIDE, WDialog, the AV protocols etc...
> most of these established standards are not supported by the ported apps.
> The developers seem to think that as long as there is a very basic GEM front
> end in place, the users will be happy, did I mention those damned TTP based
> applications which warp us right back in the stone age?

MiNT offers all GEMDOS funcitions that Magic do (and even more). AES
functions depends on the AES you use).

Protocols. Yes. Protocols. The thing that make some people mad. Protocols
have one very big shortcoming. THey allow (or even force) one program to
look into memory of other program. This makes very hard to write any kind of
real Virtual Memory + Memory Protection OS. In most of modern uses all
programs are stricty restricted to their private memory.

Wdialog is a thing that makes ME (and not only me) very angry. Yes, it
offers some aditional functions, but it is a very dirty hack that makes MiNT
systems very unstable.

> MagiC and MiNT both know FAT32, and HDDriver is able to partition this type
> of partition format. So what about a nice 40GB harddisk with two large FAT32
> 20GB partitions? no problem.... well, actually there is a problem. There's
> no software available to optimize or repair FAT32 partitions. A while ago
> someone told me different and directed me to a ported MiNT program which
> could do all this. The only problem is that it's a TTP.... I'm a brave man,
> but I'm not crazy. Risking my data if I make a typo in the command line? NO
> WAY!!! Is it really so difficult to write a simple GEM shell? If someone
> goes through the trouble of porting software why is it so difficult to make
> it a bit more user friendly?

So you cann't trust command line, but you can trust mouse? I see not
difference between making risky thinks with GUI and without. And why the
hell TTP programs are worse then GUI? Becouse they do not have GUI? I do not
want to insult anybody but this way of thinking is... unwise.

Here I would like to clarify "The GUI problem":
The truth is that most programs is written by GEEKS. It is even more visible
on small platforms like ours. And GEEKS, in general, do not care about GUI.
Yes, there are some people that even in GEEKS community are considered as
GEEKS, that care about GUIs, but they are outnumbered.
But even for GEEKS there becomes situation that they are interested in GUIs.
And they write GUIs. GUIs writeen by geeks are so flashy and so extremally

usefull, that only GEEKS are able to use it. ;-)

As a last word, I'll quote Zerkman, author of CD-LAB: "I hate writting GUIs"
:-)

Adam Klobukowski
atari@gabo.pl

3322. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 13:27:04 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204141501530.175-100000@easymint>
Source record: 35872

On Sun, 14 Apr 2002, Adam Klobukowski wrote:

> .... and many many more... programming languages, relational databases...

>
> Unfortunetly (for most users) they are Unix command-line tools. DOes it
> scare you? It doesn't scare me... It does not have gui? Guis waste CPU.

>
> You can say all this has been ported. Yes. What wrong with that? MiNT can
> alaso run all cleanly written SingleTos software and Magic software. Is it
> enough?

>
> And they write GUIs. GUIs writeen by geeks are so flashy and so extremally
> usefull, that only GEEKS are able to use it. ;-)

I've always loved those typical Atari GEM programs with their userfriendly
GUIs. That's why I bought an Atari in the first place. But I have come
to appreciate the MiNT command-line tools more and more. In the middle of
all the icons on my THiNG desktop, I have now a completely mouse-free
zone: my bash shell running in a TosWin2 window. This is now my starting
point to the Internet. I can browse the net (lynx), mail and read news
(pine, mutt), ftp (ncftp), without having to open, move, and close
multiple windows, and without ever touching my mouse. It's a very fast and
efficient way of working once you get used to it.

But for programs like Aniplayer, Calamus, Papyrus, Papillon, CAB, to name
just a few, there is always the "real" Atari feel available.

The best of both worlds!

>
> As a last word, I'll quote Zerkman, author of CD-LAB: "I hate writting GUIs"
> :-)
>
That's a developers problem. As an end-user I don't care about that. I
just want good software. With or without GUI.

Martin Tarenskeen

3323. SPP 3.1 and MagiC?

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 14:28:27 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb9a0107efd30@tripnet.se>
Source record: 35874

When running SPP 3.1 under MagiC 6.20 I get an error dialog from MagiC
when quitting SPP: Schwerer Fehler -1.

I seem to recall that this is nothing to bother about. Is this true?

If so, is there a way in MagiC to turn this message off? In
Geneva+Neodesk this is possible. Could have been for positive error
numbers when I think about it...

When turning off "TOS comptatibility" I get error -69 instead and also
sometimes "ï¿½berlauf des Systemstapel" to the console followed by a total
freeze. So I guess I have to use "TOS compatibility" to be able to run
Score Perfect at all.

Any other known negative effects with "TOS compatibility" on?

This is on a TT with MAGXBO32.PRG in the AUTO-folder. When running other
programs everything is completely stable. I also run Jinnee as desktop.

Any MagiC and SPP experts who know?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3324. Re: fVDI and graphics cards Was: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 15:55:37 UTC
From: jba4@po.cwru.edu
Message-ID: <3cb9a4c8.27714362@news.cwru.edu>
Source record: 35878

On Sat, 13 Apr 2002 12:49:36 GMT, "Kenneth Medin"
<kennethm@tripnet.se> wrote:

>On Thu 11-04-2002 22:07 (GMT) Johan Klockars wrote:
>
>>Anyway, that's beside the point, since NVDI works perfectly together
>>with fVDI (AFAIK), so you can have all your vector fonts, printer
>>drivers etc while running in 1600x1200x16bit@75Hz or whatever.
>
>Does this mean that if I put a Galaxy graphics card in my TT and run
>NVDI5 on top of fVDI I will get exactly the same compatibility as now
>with NVDI5 and an ET4000 card?
>

This is not true. When running with NVDI on top of fVDI for the
Galaxy or any other card, all NVDI provides is font/printer handling
and the extended NVDI drawing functions. It does absolutely nothing
else, no screen accelleration or actual drawing. However, fVDI is
pretty damn compatible, although a few bugs still exist, but it's
becoming popular enough that most bugs are being worked out quickly by
the fVDI programmer and the software programmers.

>>You lose some speed compared to running fVDI by itself, but it should
>>still be faster than anything else out there.
>
>It will definitely be much faster than any ET4000 I suppose?
>
>If the abowe is true then there is really no reason not to order the
>Galaxy graphics card right away I assume...

The Galaxy is an extremely fast graphics card. I beleive that the
graphics chip operates at 100MHz and the whole thing is quite
advanced. I have one in my TT now. The blitting on it is like
nothing I've ever seen! When you move a window around or resize it in
N.AES. the animation is smooth. It seems to do just as well as my AMD
K6-2 450 with an ATI Raedeon graphics card. This is impressive
considering the Galaxy is operating in 1024x768x16bit

>If he gets a few buyers (many TT owners would be interested, I guess) he
>might take the time and finish the Ethernet part as well and get a killer
>product...

There are other ethernet solutions too. If you want an absoutely
killer graphics card for your TT that's still in production and
supported, I'd suggest the Galaxy.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3325. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 16:25:52 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cb9bba65a278b1@pandora.be>
Source record: 35880
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/PGP/easy_pgp.zip
(103.473 bytes): shell for PGP.TTP (Pretty Good Privacy). German docs, English rsc

**network**
ftp://chapelie.rma.ac.be/atari/network/ethernet/ne2000/etherne.zip
(233.208 bytes): to link your Atari (Mega) ST/TT/STE/Falcon to an
ethernet network with standard NE2000 networking card for the ISA bus

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

3326. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 16:26:31 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CB9AD1D.118F02B6@chello.nl>
Source record: 35879

Adam Klobukowski wrote:
>
>
> Wdialog is a thing that makes ME (and not only me) very angry. Yes, it
> offers some aditional functions, but it is a very dirty hack that makes MiNT
> systems very unstable.
>

The Wdialog protocol forces you to make the floor under your desk and
chair acid poof.

;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

3327. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 16:48:13 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9cbsd$ka1$1@news.hawaii.edu>
Source record: 35881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st Jim DeClercq <jimd@panix3.panix.com> wrote:

: If it got that far in booting, my guess is the TOS roms are either dead,
: or they need a little reseating. That general pattern is what you get when
: a diagnostic cartridge is testing memory, and displaying it on the
: screen. That is what makes me thing that TOS is broken, or redirecting the
: screen memory to some other place. Start by observing static elimination
: rules, and have a go at reseating those chips.

Thanks for the advice guys...

It does seem that it is getting into the boot process so perhaps there is
some home. I have tried hitting reset a few times, also re-seating the
existing Roms and PLCCs. I have 3 1/2 TT systems here, so I'll swap out
the ROMS and PSU to see what happens.

Aloha!

3328. Re: Still waiting 3 ?

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 16:59:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018895589.21900.3@iapetus.uk.clara.net>
Source record: 35811

Why Dave, make bail??.

| Nothing to say?

Only what ive already said, although i might add that i think youre an
arsehole.

| Try again with some thought.
|
| Retract or justify.
|
| "Steve Sweet" <stevesweet@freeuk.com> wrote in message
| news:1018125670.26337.3@eos.uk.clara.net...
| > Hi Hallvard
| >
| > | I'm interested in looked into hardware accelerators for my STe and
have
| > | read the specs for TUS' Veloce+ with great interest.
| > | Anyone using it? Any other accelerators worth looking into.
| >
| > Ive only heard good about the Veloce board,
|
| wasn't your last comment 'HOBBY'
|
| > but lots of bad about some companies that fitted them.
|
| So you must be talking about me then, as I was the only
| person who fitted them. If you have anything to say then
| lets hear it in public to the group instead of your insipid
| comments that only make you look foolish. The main
| reason I left the Atari scene was because of people like
| you.
| I for one am fed up of your comments so if you have
| a complaint about Veloce or it's 'FITTERS' then lets hear it
| otherwise apologise to the group for your fictitious postings.
|
| > Its got a 68020 hasnt it?.
|
| Certainly has. Full 32Bit 0 wait state TT RAM.
|
| Dave

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.346 / Virus Database: 194 - Release Date: 10/04/02

3329. SCSI Ethernet Available

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 17:08:01 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a9cd1hlhu1@news.hawaii.edu>
Source record: 35884

Greetings,

Look at the news item that I just found at Atari.org

--

SCSI Ethernet for Atari now reality
By ST-Computer.net on 2002-04-11

Anodyne software has created drivers for the Daynaport SCSI ethernet cards. The cards and drivers are suitable for Atari TT and Falcon, and also for ST's with a SCSI adapter capable of bus arbitration.

This is indeed good news for those wanting a quick ethernet solution for their Falcon. However, the drivers are only available for Sting and not for MiNTNet/MagiCNet, which drasticly reduces the useability for many people. However such drivers are expected shortly.

More info at the address below.

Link: http://www.anodynesoftware.com/ethernet/main.htm

3330. Re: Emulated ST & Internet

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 17:09:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb9c5b0aeca80@tripnet.se>
Source record: 35882

On Sat 13-04-2002 16:20 (+0200) Dennis Vermeire wrote:

>From: "Kenneth Medin" <kennethm@tripnet.se>

>>Yes, I have done this in the past using Gemulator and STinG. It did work

>With MagiC-PC and MagiC-Mac one can do the same thing using the IConnect
>stack. On a Mac one can even use the Apple stack. HS Modem works just fine,

I was under the impression that IConnect only support dialup conections?
If so that setup will not work. At least not for me.

When using the Apple stack will there be possible to use different IP-
addresses for the emulator and native Mac mode? If so this would make it
possible to match the STinG setup.

On the other hand I assume you can use STinG as well under MagiC-PC.

>On a fast PC or Mac accessing internet via the Atari clients is a very good
>way to keep nasty virusses out, and it also shows that CAB doesn't suck
>at all. Under certain conditions it's faster then Netscape, Explorer and
>Opera, as long as the page doesn't contain anything exotic CAB is likely to
>display it better as well.

Yes it mostly works fine but is slower due to the fact it is single
threaded.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3331. Re: fVDI and graphics cards Was: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 17:09:07 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb9c5b0aeca81@tripnet.se>
Source record: 35883

On Sun 14-04-2002 15:55 (GMT) Jeff Armstrong wrote:

>On Sat, 13 Apr 2002 12:49:36 GMT, "Kenneth Medin"
><kennethm@tripnet.se> wrote:
>
>>On Thu 11-04-2002 22:07 (GMT) Johan Klockars wrote:
>>
>>>Anyway, that's beside the point, since NVDI works perfectly together
>>>with fVDI (AFAIK), so you can have all your vector fonts, printer
>>>drivers etc while running in 1600x1200x16bit@75Hz or whatever.

>else, no screen accelleration or actual drawing. However, fVDI is
>pretty damn compatible, although a few bugs still exist, but it's
>becoming popular enough that most bugs are being worked out quickly by
>the fVDI programmer and the software programmers.

Any major programs that does not work?

Another post mentioned Jinnee and redraw problems?

>>>You lose some speed compared to running fVDI by itself, but it should
>>>still be faster than anything else out there.

That's fast enough for me!

>>It will definitely be much faster than any ET4000 I suppose?

>The Galaxy is an extremely fast graphics card. I beleive that the
>graphics chip operates at 100MHz and the whole thing is quite

>considering the Galaxy is operating in 1024x768x16bit

Right now I'm using an old Wilhelm Spectrum 1 TC at 1024x768x256 at 69 Hz
with NVDI5 and that is definitly not fast, but works really good.

>There are other ethernet solutions too. If you want an absoutely
>killer graphics card for your TT that's still in production and
>supported, I'd suggest the Galaxy.

I already have one of the Hilgart ROM port Ethernet adaptors. I was
stupid to only buy one when they still were available. So now the TT
thats runs the webserver has Ethernet and I am on a nullmodem 157600 bps
subnet with the main computer. Works fine, but there is still an unused
port in my switch waiting...

I did try his homepage right now but it seems down at
http://gem.win.co.nz/ .It answers Pings but there does not seem to be a
webserver running.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3332. Re: Forcing the STe DMA/harddisk error message to appear

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 17:17:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <21c6b3501ca720@madasafish.com>
Source record: 35870

Hi ,

I had bad DMA on one of my STEs. It would just corrupt
folders and files with odd characters.

--
Lyndon Amsdon

3333. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 17:19:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <21c6b3501ca721@madasafish.com>
Source record: 35871
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi John,

>Today I started up a TT030, and instead of the familiar Atari logo, all
>that I get are some broken blue vertical lines. Can anyone suggest a
>course of action? I don't have an Atari TT030 diagnostic cartridge.

Hmm, sounds bad. Perhaps bad PSU? Has it not been used for
long time? Perhaps the Shifter? Have you tried hitting reset a
few times?
--
Lyndon Amsdon

3334. Re: MagXNet setup (was: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 17:44:56 UTC
From: joska@online.no
Message-ID: <f41c77a0.0204140944.618168ad@posting.google.com>
Source record: 35885

<derryck@.NOSPAMCRAPcix.co.uk> wrote in message
news:<1018512874-146275AEicMi@ntlworld.com>...

> I keep getting a few of these older postings from my ISP in a sort of
> "Twilight Zone" fashion ;-)

And this message never made it to my news server, I just happened to
see it on Google right now...

> Now it works very well, and when Vassilis adds Samba compatibility to BNet the
> whole thing will become very well integrated with GEM :-)

I have been using a tool called "Sharity Light" on my Milan for some
time now. It mounts a SMB share under the /nfs-directory, and works
really well. I'm not sure if it works under MagiC with MagxNet.

Jo Even Skarstein

3335. Re: SPP 3.1 and MagiC?

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 19:05:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a9cju5$65e$1@thorium.cix.co.uk>
Source record: 35887

In message <3cb9a0107efd30@tripnet.se>, kennethm@tripnet.se said:

>When running SPP 3.1 under MagiC 6.20 I get an error dialog from MagiC
>when quitting SPP: Schwerer Fehler -1.
>
>I seem to recall that this is nothing to bother about. Is this true?
>
>If so, is there a way in MagiC to turn this message off? In
>Geneva+Neodesk this is possible. Could have been for positive error
>numbers when I think about it...

I find that Score Perfect Pro 2.0 will freeze up under MagiC on my
Falcon. Runs fine without. With magiC it loads and then freezes,
so I have to reset the computer.

>When turning off "TOS comptatibility" I get error -69 instead and also
>sometimes "�berlauf des Systemstapel" to the console followed by a total
>freeze. So I guess I have to use "TOS compatibility" to be able to run
>Score Perfect at all.

The message means system stack overflow. Where do you turn
compatibility off? Or is this something that was added after 2.0?

Regards, /Peter/

3336. WTB 030 FPU/DSP Chips

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 19:14:10 UTC
From: swampfax@atlantic.net
Message-ID: <6yku8.19$nO1.10906@news1.atlantic.net>
Source record: 35888

Hi All,
I'm looking for the following ICs for a Falcon if not too costly :) :
DSP surface mount type
FPU 68881/2 plug in socket type
John G.

3337. ST keyboards, free

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 19:21:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cb9d6e863e600@madasafish.com>
Source record: 35873

Hi

I have two ST keyboards, just doing nothing. They are free,
just pay the postage. I'm in UK. Otherwise, they get binned.

Thanks.
--
Lyndon Amsdon

3338. Re: WTB 030 FPU/DSP Chips

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 19:36:37 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <VTku8.1317$iB4.3587@nntpserver.swip.net>
Source record: 35889

Hi,

Try contacting Rudolphe Czuba. He might be able to help you.

Regards

/Peter

"John Garone" <swampfax@atlantic.net> wrote in message
news:6yku8.19$nO1.10906@news1.atlantic.net...
> Hi All,
> I'm looking for the following ICs for a Falcon if not too costly :) :
> DSP surface mount type
> FPU 68881/2 plug in socket type
> John G.

3339. Re: Power Supply- 520ST?

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 22:15:31 UTC
From: jonny <chris45634@csmith25.fsnet.co.uk>
Message-ID: <Sanu8.25040$C21.5372174@news6-win.server.ntlworld.com>
Source record: 35890

Depends on the model, if its an original 520 ST or STM it has a separate
brick.

"Roger.Davies" <rogerhd@bigpond.com> wrote in message
news:U1Wt8.37648$uR5.87021@newsfeeds.bigpond.com...
> Its the same cord as the PC world, which is the same as some electric jugs
> etc.
>
> ie no bricks
>
> Roger
>
> "Gil Parrish" <gparrish@beggstelco.net> wrote in message
> news:3cb48c88@news.beggstelco.net...
> > Can someone tell me what the power supply looks like for a 520ST? I
have
> > the computer, but not what plugs into the power connector. Is it just a
> > power cord with a fancy end, or a separate brick power supply?
> >
> > Thanks.
> >
> >
>
>

3340. Re: SPP 3.1 and MagiC?

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 22:29:30 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cba10bc7c79a0@tripnet.se>
Source record: 35891

On Sun 14-04-2002 19:05 (GMT) xlator@cix.compulink.co.uk wrote:

>In message <3cb9a0107efd30@tripnet.se>, kennethm@tripnet.se said:
>
>>When running SPP 3.1 under MagiC 6.20 I get an error dialog from MagiC
>>when quitting SPP: Schwerer Fehler -1.

>I find that Score Perfect Pro 2.0 will freeze up under MagiC on my
>Falcon. Runs fine without. With magiC it loads and then freezes,
>so I have to reset the computer.

Did some more tests here with both original 2.1 and cracked 2.0. The 2.1 version did freeze MagiC completely here too. Note that I did the installation (where the original floppy has to be in A:) first under TOS but the copy protection seems to make MagiC hang although there is no floppy test as long as the program has not moved around on the harddisk.

The cracked 2.0 did behave exactly like 3.1 above, and was usable. The 3.1 version I tried is the demo without any protection.

I think version 3.2 is not copy protected _and_ is said to work with MagiC in the manual so it would be fine if anybody could confirm that. I am preparing for a MagiC installation for a friend who relies heavily on SPP for his proffessional work. He runs 3.2 and it would help him to not have to reboot when switching from e-mail to music writing.

>>When turning off "TOS comptatibility" I get error -69 instead and also
>>sometimes "ï¿½berlauf des Systemstapel" to the console followed by a total
>>freeze. So I guess I have to use "TOS compatibility" to be able to run
>>Score Perfect at all.
>
>The message means system stack overflow. Where do you turn
>compatibility off? Or is this something that was added after 2.0?

This is a MagiC thing and is located in the MagiC-Konfig cpx.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3341. Re: Forcing the STe DMA/harddisk error message to appear

Newsgroup: comp.sys.atari.st
Date: 2002-04-14 23:15:40 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cba0ee426fff0@madasafish.com>
Source record: 35886

Hi Hallvard,

>I read about the DMA error in an old Atari magazine as well, and there
>was a screenshot similar to the one I have, so I guess this will do for
>an illustration (I'll edit the screenshot and replace the A:\ with some
>other drive).

I have Atari Computing, there was a good article in there about
DMA prob. Email me, and I'll scan it in, only one page. I
remember seeing some pictures there, with corrupt directorys.
--
Lyndon Amsdon

3342. Ethernet Questions

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 00:51:10 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <gwpu8.88904$gA5.7246912@e3500-atl2.usenetserver.com>
Source record: 35892

I'm attempting to order the necessary kit to put my Falcon on a LAN
with my PC. These are the only two computers involved at this point.
Is it possible to simply connect the Falcon to the PC via one cable or
must I get a swtich/hub as well?

The setup will hopefully be something like this:

Falcon -> Ethernet -> cable -> USB-Ethernet -> PC -> USB-DSLmodem.

If I didn't already have a USB type DSL modem on the PC I'd just get a hub,
but since I need to go through this PC anyway to get fast NET access...
would this work?

Thanks,
Brian

3343. Re: Ethernet Questions

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 02:25:15 UTC
From: lp <gfa@basic.net>
Message-ID: <B8DFB24B.63FB%gfa@basic.net>
Source record: 35893

in article gwpu8.88904$gA5.7246912@e3500-atl2.usenetserver.com, Brian Roland
at BJRoland@bellsouth.net wrote on 4/14/02 8:51 PM:

> If I didn't already have a USB type DSL modem on the PC I'd just get a hub,
> but since I need to go through this PC anyway to get fast NET access...
> would this work?

Directly from cpu to cpu I think all you need is a null cat5 ethernet cable,
or sometimes refered to as a cross over cable. I have not tried that
however so perhaps someone who has can confirm what I read.

I got a gateway/router with 4 ports. Anyone wanting to read how I setup
my Hades060 can go to assemsoft.atari.org and read my doc on the clone page.

Lonny Pursell

3344. Re: Ethernet Questions

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 02:54:07 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <ieed9a.44t.ln@speaker.rodsbooks.com>
Source record: 35894

In article <B8DFB24B.63FB%gfa@basic.net>,
lp <gfa@basic.net> writes:
> in article gwpu8.88904$gA5.7246912@e3500-atl2.usenetserver.com, Brian Roland
> at BJRoland@bellsouth.net wrote on 4/14/02 8:51 PM:
>
>> If I didn't already have a USB type DSL modem on the PC I'd just get a hub,
>> but since I need to go through this PC anyway to get fast NET access...
>> would this work?
>
> Directly from cpu to cpu I think all you need is a null cat5 ethernet cable,
> or sometimes refered to as a cross over cable. I have not tried that
> however so perhaps someone who has can confirm what I read.

You're correct, but the crossover cable is a critical detail.

> I got a gateway/router with 4 ports.

As the OP has a USB DSL modem, this may not be an option; but there is
SOME hope. Check these URLs for information on the (only, AFAIK)
broadband router for USB modems:

http://www.draytek.com.tw
http://www.bestsystemsdirect.com

This product only supports a few USB modems, though, like the Alcatel
SpeedTouch Home USB. If the OP has that model, the DrayTek could be
used with it, and with Ethernet on all local computers. I've not been
following it too closely, but I believe this product's gotten some
pretty good reviews. For instance:

http://www.adslguide.org.uk/hardware/reviews/2001/q4/draytek_vigor2200usb.asp

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3345. Re: fVDI and graphics cards Was: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 03:19:45 UTC
From: jba4@po.cwru.edu
Message-ID: <3cba454c.5720016@news.cwru.edu>
Source record: 35895

On Sun, 14 Apr 2002 17:09:07 GMT, "Kenneth Medin"
<kennethm@tripnet.se> wrote:

>On Sun 14-04-2002 15:55 (GMT) Jeff Armstrong wrote:
>
>>else, no screen accelleration or actual drawing. However, fVDI is
>>pretty damn compatible, although a few bugs still exist, but it's
>>becoming popular enough that most bugs are being worked out quickly by
>>the fVDI programmer and the software programmers.
>
>Any major programs that does not work?
>

The only major program that I'm aware of is Calamus, but that's to be
expected since the Galaxy only operates in 16-bit mode, which Calamus
can't work in. I think Phototip doesn't work either. Other than
that, most everything work. I use it with Papyrus, GEMGraph, pm-Doom,
PixArt IV, and a bunch others.

Once Mario's webpage is running there, check out the bug reports.
That'll give you a better idea

>Another post mentioned Jinnee and redraw problems?

I've heard that too, but that doesn't happen on my system. I'm using
Jinnee on top of N.AES and it works like a dream. The only problem is
the transparency effect when you drag an icon. Other than that,
Jinnee runs perfectly.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3346. Re: Ethernet Questions

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 06:15:28 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <1guu8.90891$gA5.7379444@e3500-atl2.usenetserver.com>
Source record: 35796

> This product only supports a few USB modems, though, like the Alcatel
> SpeedTouch Home USB. If the OP has that model, the DrayTek could be
> used with it, and with Ethernet on all local computers. I've not been
> following it too closely, but I believe this product's gotten some
> pretty good reviews. For instance:

What luck...That's the DSL modem I have.
I'll definately check it out.

Thanks,
Brian

3347. Re: MagXNet setup (was: Wierd STiNG problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 07:49:19 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0204150948460.197-100000@freemint>
Source record: 35800

Hello!

> I have been using a tool called "Sharity Light" on my Milan for some
> time now. It mounts a SMB share under the /nfs-directory, and works
> really well. I'm not sure if it works under MagiC with MagxNet.

It require the NFS filesystem driver for sure ...

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3348. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 09:44:56 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9e7eojrl1@news.hawaii.edu>
Source record: 35801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st Lyndon Amsdon <bindon@madasafish.com> wrote:

: Hmm, sounds bad. Perhaps bad PSU? Has it not been used for
: long time? Perhaps the Shifter? Have you tried hitting reset a
: few times?

Greetings,

Well, I swapped out the PSU and Roms, with no change. I'm not sure which IC is the shifter, or whether it is socketed on this board. This particular one doesn't have too many sockets. This really blows, since out of the 4 TT boards that I have, this is one of the two that would run Emagic Logic (thanks to the copy protection). I was really, really planning on keeping this one as a backup for my music system. Now if that fails, I will have to switch to PC (EEEEK!) since so few TT systems run Logic.

Any advice would be appreciated. I wish that I had access to a TT diagnostic cart. Anyone have a spare that they would like to trade for something?

Aloha!

John Perez

3349. Cyrel Sunrise and Magic

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 09:46:21 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9e7hdjrl2@news.hawaii.edu>
Source record: 35802

Greetings,

Anyone out there had success getting Magic 5 to run with a Cyrel Sunrise video card in a TT030? I'm getting lots of bombs on the Atari monitor.

Thanks!

John Perez

3350. Re: WTB 030 FPU/DSP Chips

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 09:57:34 UTC
From: swampfax@atlantic.net
Message-ID: <iuxu8.38$nO1.44891@news1.atlantic.net>
Source record: 35803

OK Pete, Thanks. I don't think he's local to the USA though (which I
should have mentioned in my first post).
John G.

On 14 Apr 2002 21:36:37 , "Peter Persson" wrote:
>Hi,
>
>Try contacting Rudolphe Czuba. He might be able to help you.
>
>Regards
>
>/Peter
>
>
>"John Garone" <swampfax@atlantic.net> wrote in message
>news:6yku8.19$nO1.10906@news1.atlantic.net...
>> Hi All,
>> I'm looking for the following ICs for a Falcon if not too costly :) :
>> DSP surface mount type
>> FPU 68881/2 plug in socket type
>> John G.
>
>
>.

3351. Re: Butchers!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 10:07:51 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <JDxu8.27141$C21.5855263@news6-win.server.ntlworld.com>
Source record: 35804

Hello.

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1faba2h.19p3jij1m6zzhiN%northstar2010@_del_ete_yahoo.no...

> As most rack enclosures are several cm narrower and stay well below the
> max. limit I would think that they would have to be custom ordered, but
> don't quote me on that.

And who do you think has 'custom' racks in stock........?

Barrie at Keychange.

3352. [ES] ACE MIDI

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 12:04:28 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cbad04c1453a62@europe-shareware.org>
Source record: 35805

Hi all,

At Europe Shareware, we plan to add ACE MIDI (analogic synthetizer emulator for Falcon) to our catalog (and therefore to ESNA one too) if there is some demand.

Have some of you try the demo version ?
Would you like it possible to register via Europe Shareware [North America] ?

Reply by mail wished (to preserve bandwidth).

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

3353. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 13:21:14 UTC
From: rand@cd.chalmers.se
Message-ID: <a9ek4a$8bq$1@nyheter.chalmers.se>
Source record: 35806

In article <1018798326-30547AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>From: rand@cd.chalmers.se (Johan Klockars)
>Date: 11 Apr 2002 21:35:03 GMT
>
>Hi Johan,
>
>>I assume you are talking about fVDI/Eclipse/RageII? In what way is
>>that crappy?
>> (it does still lack a few too, though).
>>Apart from a couple of mostly minor problems, it is compatible with
...
>What you call minor problems may be very annoying and perceived by the
>user as major problems. But I shouldn't have written "crappy", I should

Well, if so, they should contact me about those problems.
I obviously can't do anything about things I don't know about, and
things that I consider minor and that no one bugs me about may well
stay unfixed for quite some time.

>have written " a card and driver which is not supported by most of the
>major Atari software".

But it is, AFAIK, supported by most (GEM) Atari software.

>In a perfect world the installation of a graphic card should be just a
>matter of installing the driver and never have to look back. And that's

I quite agree. Getting there is not exactly simple, though.

>I know that the Nova drivers weren't perfect from day one, but now they
>are... new drivers should be at least just as good, and that's where the

If it had been a matter of simple drivers, I don't think there would
have been much of a problem. Writing an entire VDI/GDOS is quite a
large job, however.

I don't know if the NOVA code was based on anything provided by Atari,
but considering that it was commercial, and expensive, that seems likely.
Getting everything 100% correct going only by available VDI
documentation and existing programs' behaviour is very far from simple.

>problem begins. Most of our software hasn't seen an update in minimum two
>or three years, the Eclipse/Rage II card isn't really supported by this

As long as the software stays with the VDI functionality, no special
support is supposed to be needed. Indeed, very few programs have

problems, IME, and those that do are usually ones that have indeed
been updated recently (or that access the screen directly, although
many of those are fine too).

>software. A Jinnee user might be content when dragging icons over the
>screen with seeing just garbage, I know I wouldn't.

That should not happen unless you use the transparency effect (and I
thought I had fixed that).

>Ofcourse it's faster, the fastest Nova card only contains a MACH64 based
>card with 4Mb VRAM.

I was comparing with all graphics card drivers for all compatible
machines. I've seen a few somewhat faster numbers somewhere, but that
was on an '060 machine, which would have made quite a difference for
fVDI/RageII as well.
It will be very interesting to see what kind of speed the RageII
driver will deliver on a Milan/Hades. The Falcon bus is extremely
limiting whenever anything needs to be transferred to/from the RageII
card.

By the way, the RageII is also using the mach64 2D engine and the cards
sold with the Eclipse have 4 Mbyte memory (and that is not even VRAM).

Actually, the Eclipse/RageII driver used to work fine with the mach64
NOVAs. It's been quite a while since I last compiled it for that (byte
order is different for some things), but it might still work (and if
it doesn't, that should be relatively easy to fix).
I used a NOVA for the early driver development since there was no
Eclipse to try it with.

>As for features.... how does one switch the Eclipse card to ST High

Unfortunately, the hardware accelerated mode of the RageII does not
have monochrome display capability even though it is possible to do
drawing operations in monochrome.
I'll eventually get around to implementing a monochrome mode by doing
mono-expand blits, though.

>compatible resolution? How and with what does one configure the card in
>order to be able using custom resolutions and color depth? Where's the CPX

Getting the calculations for graphics modes correct is not easy, though
it could be done, of course.
640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1600x1200 should be
enough for most users, I think (there are about half a dozen different
refresh frequencies available for most of those (less at the high end)).
If more had been available from inside the Windows setup software for
the card (we cheated and dumped the values set up by that), those would
have been provided too.

>that allows the user to for example switch resolutions instantly, have a

That is not possible, except when using virtual resolutions, since the
AES would not understand what was happening.

>mouse speeder, select a virtual resolution, calibrate the image on the

A mouse speeder has no place in the VDI.

Virtual resolutions would indeed be nice.
It's not on my TODO list, but might get there if I get any requests.

Calibrate the image? You mean gamma correction or similar?
Not on the TODO list either.

>screen etc... Does the Eclipse card support 16 colours? does it support

Hardware accelerated mode does not support 16 colours. It might be
possible to fake it (at a performance hit), or use some old VGA mode.
Who would want it, though?

>320*200 ? How and with what can the user toggle GDOS off/on? etc....

See above regarding different resolutions.

Why would you want to toggle GDOS on/off?
Actually, fVDI has no knowledge of any VDI/GDOS separation. AFAIK,
that was only done by Atari to save ROM space.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3354. Re: Ethernet Questions

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 14:54:00 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <dvne9a.8f2.ln@speaker.rodsbooks.com>
Source record: 35807

In article <1guu8.90891$gA5.7379444@e3500-atl2.usenetserver.com>,
"Brian Roland" <BJRoland@bellsouth.net> writes:
>> This product only supports a few USB modems, though, like the Alcatel
>> SpeedTouch Home USB. If the OP has that model, the DrayTek could be
>> used with it, and with Ethernet on all local computers. I've not been
>> following it too closely, but I believe this product's gotten some
>> pretty good reviews. For instance:
>
> What luck...That's the DSL modem I have.
> I'll definately check it out.

Be sure to post your results, if you try it. It's a pretty rare router,
so I've seen relatively few reports on how well it works. (Those I have
seen have been positive, though.)

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3355. Re: Ethernet Questions

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 16:05:23 UTC
From: rs.mac@t-online.de
Message-ID: <1faozlb.1iubtyp5yu39mN%rs.mac@t-online.de>
Source record: 35808

Brian Roland <BJRoland@bellsouth.net> wrote:

> I'm attempting to order the necessary kit to put my Falcon on a LAN
> with my PC. These are the only two computers involved at this point.
> Is it possible to simply connect the Falcon to the PC via one cable or
> must I get a swtich/hub as well?

ISDN/DSL Router (incl. Firewall!)
Falcon--------#
#
Mac-----------#
#
Mac-----------#-------> DSL Modem

- = ethernet rj45

Works fine in all directions for internet, filesharing and some else

On falcon i use STing 1.26 with rom port interface from elmar hilgart.
Got nearly 30000b/sec with atari cab on falcon.

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

3356. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 16:59:34 UTC
From: Matt Smith <mattsmith@zetnet.co.uk>
Message-ID: <HFDu8.394$_d7.34175@news-binary.blueyonder.co.uk>
Source record: 35809

check out my web site.. hasn't been updated for a while, but the programs
you
want are there.. http://shack.atari.org

have fun
neo_rg

"Wes Newell" <w.newell@verizon.net> wrote in message
news:3CB8B5C9.3080100@verizon.net...
> Rick D. wrote:
> >
> > Steve Marshall wrote:
> >
> >
> > >>Anywhere I can download this ?
> > >>It was shareware and one of the best games for the Atari.
> > >>Another one I'm after is Cybernetix.
> > >>
> > >>I've found info about these but never found a file to
> > >>download .
> > >>
> > >>Steve M
> > >>
> > >
> > > I am still looking for the .MOD Falcon Music files for this.
> > >
> > > Rick D.
> > >
> > >
> > >
> >
> > If someone is looking for starball, I can zip it up and put it up and
> > put it on my ftp server. I think I have all the files (7).
> >

3357. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 18:38:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200204152038.a5339@su2.maus.de>
Source record: 35764

Hi John,

JP>Can anyone suggest a course of action?
what about the inch test? (Lift by one inch and let it drop to the table's surface). With no built-in hard drive, of course...

Und TTschi¿½
ps

3358. Re: Calling Derryck...

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 18:39:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200204152039.a5338@su2.maus.de>
Source record: 35763

Hi Derryck,

D>derryck . croker @ bbc . co . uk
D>
D>You know what to do with the spaces :-)
do the spammer's scan programs know it as well, or are you still a
lucky one?

Und TTschi¿½
ps

3359. For Sale ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 18:45:54 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <GuMHG9.GDu@freenet.buffalo.edu>
Source record: 35812

I have alot of Atari St stuff for sale, computer(520ST), disk drives and software. Also, have Compute! ST magazine's for sale with disk. Located in the USA. Email me for a complete list. Thanks!

Dane Stegman
email address: dane@buffnet.net

3360. Re: PowerFPU and MagiCMac (was: MagiCMac upgrading costs?)

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 19:03:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200204152103.a798@ki.maus.de>
Source record: 35819

Hi Dennis,

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>How much does PowerFPU cost?
>>Any downsides of using it?
>
>PowerFPU costs $29, AFAIK their are no downsides using it, it's a Mac
>control panel application which you can easily turn on/of. All the Mac
>68K programs running on a PPC will benefit from it greatly as well (i.e
>Filemaker Pro), IMO anyone using MagiCMac on a PPC should consider
>seriously using this program. Description: "PowerFPU is a commercial 68K
>emulator for PPC computers, by working closely withy the built-in Apple
>68K emulator and re-directing the 68K FPU calls to the PPC CPU, the
>appliaction provides extremely fast 68K emulation. PowerFPU is over ten
>times faster then the Apple 68K emulator and faster then most versions
>of the Motorola FPU chip itself."

I tried SoftwareFPU first (from the same company as PowerFPU - much slower but
freeware), to see if it works on my Mac with MagiCMac 6.2 - it does not!
SoftwareFPU is not recognized by any application running under MagiCMac. :-(
And I think there's no way to test PowerFPU on my system before purchasing it
to have a look if that works better for me; there's AFAIK no crippled trial
version or the like available.

That's my system: PowerMac 9500/180MP with MacOS 8.6 and MagiCMac 6.2.

It would be interesting if SoftwareFPU works on Your system. If it doesn't but
PowerFPU does, the chance is much bigger that it works on my system as well
even if SoftwareFPU does not. :-)

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

3361. Re: Calling Derryck...

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 21:02:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018905533.30628.0@eurus.uk.clara.net>
Source record: 35814

Yo!, Dezza

| I've emailed you from my ntlworld account.
|
| If that doesn't get through try
|
| derryck . croker @ bbc . co . uk
|
| You know what to do with the spaces :-)

derruck.croker@bdc.com.uk

Take them out of course, ive done it for you.
Helpful eh!.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.349 / Virus Database: 195 - Release Date: 15/04/02

3362. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 21:03:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cbb40745424b0@madasafish.com>
Source record: 35810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi John,

>Any advice would be appreciated. I wish that I had access to a TT
>diagnostic cart. Anyone have a spare that they would like to trade for
>something?

I'm not sure if it'll help, I think Ataris diagnosticas only
reported to screen, but perhaps wrong. It should send to RS-232
if it had any sense, and plug it into to a computer running
terminal software with null modem cable.
--
Lyndon Amsdon

3363. Re: Calling Derryck...

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 21:05:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018905535.30628.1@eurus.uk.clara.net>
Source record: 35813

Hi Dezza

| >If he doesn't respond let me know and I'll phone him. He should reply,
I'm
| >sure he's not said anything about ditching CIX, and I'm sure he'll make
bail
| >again, he usually does.
|
| I'm out on parole ;-)

I know, i attended the line up, you should get away with a fine, again.

| I don't know why Dennis can't reach me via CiX!

Is it plugged in and switched on?. 8-)

Pardon my appearance, I seem to have this bad smell following me around
again. 8-)

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.349 / Virus Database: 195 - Release Date: 15/04/02

3364. Re: PowerFPU and MagiCMac (was: MagiCMac upgrading costs?)

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 21:14:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200204152314.a801@ki.maus.de>
Source record: 35820

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>PowerFPU costs $29

No, that's wrong. The price is $75.
Have a look at at the developers web site:

http://www.jna.com/orders.html

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

3365. Re: Atari STe HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 22:22:37 UTC
From: IAN MCDOWELL <iainmacker@tiscali.co.uk>
Message-ID: <3cbb5269_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 35815

The STE is not 100percent compatible with STFM games
and there bombs not cannonballs :)

"Son of man" <bcozier@bellsouth.net> wrote in message
news:T2is8.23176$gA5.2922529@e3500-atl2.usenetserver.com...
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> news:gnfr8.2611$cC5.833335@newsfeed.slurp.net...
> > On 1 Apr 2002 17:20:30 -, "Son of man" wrote:
> > >Ok I got my STe but when I tried to put in Barbarian it doesn't run as
it
> > >does on my Atari STf. It shows 3 cannonballs with a fuse attached or
> > >something like that.
> > >
> > >So my question is the STe compatible with STf software????
> > >
> > >Or is there something I need to do to make the STe run in the old STf
> mode??
> > >
> > >Please advise.
> >
> > I have that game. It is by the company who's logo is a huge white owl.
> > It runs fine on my STe. Played it for awhile as it brought back some
> > memories.
>
> It's possible you might have a different version than I do. Can you send
me
> an .st image and I'll test it out ...
>
> >
> >
> > Edward S. Baiz Jr.
> > (Gamer)
> > --
> > HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> > --
> >
> >
> >
> > Edward S. Baiz Jr.

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> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> > --
> >
> >
> >
> > Edward S. Baiz Jr.
> > (Gamer)
> > --
> > HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> > --
> >
> >
>
>
>

3366. Re: Power Supply- 520ST?

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 22:26:59 UTC
From: IAN MCDOWELL <iainmacker@tiscali.co.uk>
Message-ID: <3cbb536e_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 35816

use a kettle plug

"jonny" <chris45634@csmith25.fsnet.co.uk> wrote in message
news:Sanu8.25040$C21.5372174@news6-win.server.ntlworld.com...
> Depends on the model, if its an original 520 ST or STM it has a separate
> brick.
>
> "Roger.Davies" <rogerhd@bigpond.com> wrote in message
> news:U1Wt8.37648$uR5.87021@newsfeeds.bigpond.com...
> > Its the same cord as the PC world, which is the same as some electric
jugs
> > etc.
> >
> > ie no bricks
> >
> > Roger
> >
> > "Gil Parrish" <gparrish@beggstelco.net> wrote in message
> > news:3cb48c88@news.beggstelco.net...
> > > Can someone tell me what the power supply looks like for a 520ST? I
> have
> > > the computer, but not what plugs into the power connector. Is it just
a
> > > power cord with a fancy end, or a separate brick power supply?
> > >
> > > Thanks.
> > >
> > >
> > >
> > >
>
>

3367. Mega ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 2002-04-15 23:28:07 UTC
From: Gil Parrish <gparrish@beggstelco.net>
Message-ID: <3cbb6723@news.beggstelco.net>
Source record: 35817

The connectors for the Mega ST keyboard cable *look* like 6-conductor phone line modular connectors. Will a 6-conductor phone cable substitute for the keyboard cable?

I have an ST2 and Megafile 30 I just picked up. There was no keyboard cable, so I'm using a 6-conductor phone cable. I can boot to the point where the system gives me a "Drive A not responding" message. Drives A and B seem to be floppies; drives C, D and E seem to be hard drive partitions on the Megafile 30. I have no floppy disks, so it is correct that A will not respond (because it has no disk). But I can't move the mouse cursor at that point no matter how much I move the mouse, and no key on the keyboard does anything when pressed. I'm guessing a problem with the phone cable between the keyboard and the computer. Suggestions?

Thanks.

3368. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 00:57:38 UTC
From: Don Schoengarth <atariNOSPAM@qnet.com>
Message-ID: <3CBB7702.58D02F78@qnet.com>
Source record: 35818
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The diagnostic cart will send to the rs-232 then to a computer running terminal software. Ive done it on the ST with a diagnostic cart but not on a TT since I need a TT diagnostic cart.

Don

Does anyone have a set of ROMs for the TT diagnostic cart or want to trade a ST diagnostic cart for a TT diagnostic cart?

Lyndon Amsdon wrote:

> Hi John,
>
> >Any advice would be appreciated. I wish that I had access to a TT
> >diagnostic cart. Anyone have a spare that they would like to trade for
> >something?
>
> I'm not sure if it'll help, I think Ataris diagnosticas only
> reported to screen, but perhaps wrong. It should send to RS-232
> if it had any sense, and plug it into to a computer running
> terminal software with null modem cable.
> --
> Lyndon Amsdon

3369. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 04:18:25 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204152242320.9660-100000@coazter.myip.org>
Source record: 35821

On Fri, 12 Apr 2002, Dennis Vermeire wrote:
.....
>
> What I'm waiting for really are some more "down to earth" apps like for
> example a relational database. The only decent (unsupported) database
> available right now is the ASH Phoenix database, which is only available in
> German, since it's a rather complicated program most people can't use it.
....

Check into mysql. (www.mysql.com)

> spreadsheet with more or less the same features as Texel would be very
> welcome as well, as long as it can read/write the MS Exell crap... Most of
> us have a printer and a scanner, a nice app that turns this combination into
> a photocopier would be god sent. Or what about a realtime dictionary ? Hell,
> there are at least thousand and one applications out there that we're
> missing out on. Do you realise that there's not even a decent OCR
> application available for this platform? I'm very aware of the limitations
> set by the Atari hardware, so unlike some people I'm not asking for a ported
> Mozilla or Office Suite, just some relatively simple software which should
> IMO run at an acceptable speed on minimum a 68030.

check around and you'll see a bunch of these apps you're looking for.
As far as the cli/gui things.
GUI is awesome, but totally unnecessary for many tools.
Best tool for the best job.
Atari GEM/AES is a big pain in the butt to program and its API is
different from everything else in the world.
Also, depending on what AES the user is gonna use, the programer has to
foresee what would happen.
Just try to write a simple GEM app, insert a field here, click ok, then
display the value in the same window in another editable field.

Then, make sure you can hide/show the window, that it is clean and it
works in magic, singletos, mint. That it supports all resolution/color
depth. That the TAB key works in all OS, that you do the redraw correctly
if you move the window around.

Just to do that, tell me how long it takes you to write such a
simple/stupid program, (which doesn't even do anything).

On atari, what's sad, is that 10% is spent on the logic of the program
itself, the guts, and 90% of the time is spent on the GUI. Which most of
the time don't even work right, which messes up the
tool original functionality.

A GUI definitely has its place, but you can't deny non-gui apps,
especially on machine as low in resources like 1meg of free memory on
16mhz cpu, can't waste that in GUI.

db2 on windows machine, does it really need to be GUI? no, just start it
administer it. don't care, let it run as a service.
Now db2 control center is pretty nice. Yet a lot of windows people rather
do everything via the gui, not as clumsy.

You seem to talk about productivity, which surprises me indeed, as you
just need to get the job done, whatever way, it just got to be done,
simply fast and efficiently with the right tool. CLI fits perfectly the
description most of the time, (unless you use cubase and calamus and all,
which of course have GOT to be gui).

...
> can be labeled as "general productivity" software, which believe it or not
> is the most used , even on this platform. The second shortcoming is far more
> serious: all that ported software has one thing in common: it disregards
> nearly all the available protocols that turns "Atari computing" into a great
> experience and fun to use. One of the reasons I still like this platform and
> it's software is because there are such things like OLGA, DHST, Drag & Drop,
> GEMBubble help, GEMScript, ARGV, STGUIDE, WDialog, the AV protocols etc...
> most of these established standards are not supported by the ported apps.
...
ARGV? i thought this was standard on any atari OS, (except old singletos),
anyone to correct me?
Wdialog? :)))))) heheheh, if that was clean and not a hack, it would be
used more often by coders :)
Well, the other protocols, like I said, just try to implement these
protocols, oh, first, find some good detailed documentations, 2 learn
german, 3: people will complain that your program which should have taken
50k is now 2meg and don't work anymore on their machine.
By the time you'll be done implementing all these protocol, you'll be so
sick and tired of your program that you'll drop it.

> The developers seem to think that as long as there is a very basic GEM front
> end in place, the users will be happy, did I mention those damned TTP based
> applications which warp us right back in the stone age?

If it does the job right, who gives a hoot?
You have such a high standard that you rather not use it, eventhough
someone took the time to make it at all available on your atari hardware,
though you can't use your mouse, you'll just complain.

FYI, cli are still being developed in the world, accept that fact.

>
> MagiC and MiNT both know FAT32, and HDDriver is able to partition this type
> of partition format. So what about a nice 40GB harddisk with two large FAT32
> 20GB partitions? no problem.... well, actually there is a problem. There's
> no software available to optimize or repair FAT32 partitions.

yeah, big problem there, I understand. But see, if you install ext2fs, or
whatever DECENT FS, you won't have to worry about fat16/32 whatever.
That's the main reason why there are no real defragmenter in unix, coz not
that 100% necessary, systems have uptime of 2 years and performance is
still good.

A while ago
> someone told me different and directed me to a ported MiNT program which
> could do all this. The only problem is that it's a TTP.... I'm a brave man,
> but I'm not crazy. Risking my data if I make a typo in the command line? NO
> WAY!!! Is it really so difficult to write a simple GEM shell? If someone
> goes through the trouble of porting software why is it so difficult to make
> it a bit more user friendly?

a simple GEM shell :) by all means man, just take the challenge above.
As far as a TTP dealing at low level with your harddrive/fs, it will warn
you several time before doing anything serious.

" YOU ARE ABOUT TO DELETE BLAH"
"Are you SURE?? y/n"
"THE PARTITION IS MOUNTED, IT IS RECOMMENDED
YOU UNMOUNT IT BEFORE DOING ANYTHING,
ARE YOU SURE YOU WANT TO OPTIMIZE IT? y/n"

Well, you get the point.
Besides it's not that the GUI diamond edge never screwed up any of our
drives, right? ;) (even on fat16)

>
> So, as long as these ported apps remain focused on network related stuff,
> neglect the established Atari standards and remain user-unfriendly I'm
> afraid that I'm not going to join the "happy GNU users club".
> I can't imagine that I'm the only one here who thinks like this, I'm just
> your average Atari user, like me there are thirthteen in a dozen....

you are just a little extreme, you don't want to "lower" yourself to the
cli level. That's just too bad for you, coz you are missing out on a lot
of apps. Oh well.
Just use whatever is best for the job, that's what I think.

3370. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 05:48:15 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E1335F.6445%gfa@basic.net>
Source record: 35822

in article Pine.SGI.4.10.10204152242320.9660-100000@coazter.myip.org,
Frederic Fouche at g213778@coazter.myip.org wrote on 4/16/02 12:18 AM:

>> The developers seem to think that as long as there is a very basic GEM front
>> end in place, the users will be happy, did I mention those damned TTP based
>> applications which warp us right back in the stone age?
>
> If it does the job right, who gives a hoot?
> You have such a high standard that you rather not use it, eventhough
> someone took the time to make it at all available on your atari hardware,
> though you can't use your mouse, you'll just complain.
>
> FYI, cli are still being developed in the world, accept that fact.

I would bet money that if I did a trace route from Dennis's ISP to my ISP
that more than one of the system admins in between uses a cli to maintain
their system. I find the reference to 'stonage age' hilarious. Such tools
are used everyday. Comedy at it's finest.

Actually phototip is a good example, there are a few free unix apps to pull
the images off digital cameras, completely free! While phototip, which is
pretty and nice, don't get me wrong it works, but it has one flaw, it forces
me to use wdialog, thus making my system unstable. It's a good thing the
unix apps are available, also lynx saved my a** when cab choked, which was
very often...

Lonny Pursell

3371. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 05:56:12 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204152156.52cb3792@posting.google.com>
Source record: 35823

Just one Atari item?

sinclap!

danap8@aol.com (DANAP8) wrote in message
news:<20020413085133.20765.00003428@mb-mw.aol.com>...
> A-ONE #0415 04/12/02
>
> ~ Napster Buyout Planned ~ People Are Talking! ~ Undercover Magascene!
> ~ Auction Fraud Is Worst ~ Atari SCSI Ethernet! ~ Kid-Friendly Domain!
> ~ Problems Plague eBay! ~ Game Compliance Data ~ Mac Support Continues
> ~ Antitrust Case Setback ~ Octopus BBS Modified! ~ Spam "Disguises'!
>
> -* HP-Compaq Suit OK'd For Trial *-
> -* Nigerian E-Mail Fraud Still Active! *-
> -* Web Surfers Brace For Pop-up Downloads! *-
>
> ___ ___
> / \----/ \ Dana P. Jacobson - Publisher - A-ONE
> |-----| |-----| Atari Online News, Etc.
> /_0_/ _0_/\
> -| o o |- E-mail subscription: dpj@atarinews.org
> / _____________/ \ A-ONE's WEB Site
> \ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
> ww ooooo----ooooo ww http://www.atarinews.org

3372. Re: BBS Express ST

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 05:59:47 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204152159.1b6363db@posting.google.com>
Source record: 35824

vdjole@EUnet.yu (Djordje Vukovic) wrote in message news:<a8q3taqqj1@news.eunet.yu>...
> On 7 Apr 2002 05:00:17 -, "Starlord" wrote:
> >in the Dark ... The Place is Babylon 5
>
> What happened to the first four? :)

Know one knows. Just disapeared.

sinclap!

3373. Re: Power Supply- 520ST?

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 06:56:33 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a9ghv9$q20$1@news7.svr.pol.co.uk>
Source record: 35825

Some old 520s had external PSUs. If the socket is not a standard PC style
power plug
it has lost its PSU. A replacement 520STFM would probably cost less than the
PSU for the
original ST.

"IAN MCDOWELL" <iainmacker@tiscali.co.uk> wrote in message
news:3cbb536e_3@mk-nntp-1.news.uk.worldonline.com...
> use a kettle plug
>
>
> "jonny" <chris45634@csmith25.fsnet.co.uk> wrote in message
> news:Sanu8.25040$C21.5372174@news6-win.server.ntlworld.com...
> > Depends on the model, if its an original 520 ST or STM it has a separate
> > brick.
> >
> > "Roger.Davies" <rogerhd@bigpond.com> wrote in message
> > news:U1Wt8.37648$uR5.87021@newsfeeds.bigpond.com...
> > > Its the same cord as the PC world, which is the same as some electric
> jugs
> > > etc.
> > >
> > > ie no bricks
> > >
> > > Roger
> > >
> > > "Gil Parrish" <gparrish@beggstelco.net> wrote in message
> > > news:3cb48c88@news.beggstelco.net...
> > > > Can someone tell me what the power supply looks like for a 520ST? I
> > have
> > > > the computer, but not what plugs into the power connector. Is it
just
> a
> > > > power cord with a fancy end, or a separate brick power supply?
> > > >
> > > > Thanks.
> > > >
> > > >
> > > >
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> > >
> >
> >
>
>

3374. Internet BBS for testing

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 07:50:22 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1018943423.102028@pikachu>
Source record: 35826

Hey guys,

I finally finished many things on Octopus. The full details are available at http://atari-source.com. You can test out the bbs by telnetting to matchie.net on port 28. <- Note this is an update on what was previously mentioned on st-computer.net

Whatever you do, don't:
use Telstar.. *sigh*
disconnect your telnet client improperly without logging out

That means if you start to make a new account, finish it before logging out. I tested the bbs with several telnet programs that send out a variety of negotiations and subnegotiations and everything seems to work except good old telstar ;-)

I know it's buggy, but please try to follow these rules that way anyone who wants to test can. This will be up FULL-TIME on my TT030 that sits in the corner doing nothing. It has a serial 115200 connection to the internet. If you receive a connection refused, the BBS is crashed or busy. I plan to implement a simple messaging system which returns a message with "bbs is busy" before finally moving to full multi-node support (cool ;-P)

Take care everyone,

Mark

PS: This will be SLOW on unaccelerated machines (besides TT). The character by character nature of the current code is nearly impossible to avoid :-/

3375. Re: Mega ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 09:55:06 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cbc157c15fa4f0@europe-shareware.org>
Source record: 35829

Hello,

in article <3cbb6723@news.beggstelco.net> (comp.sys.atari.st)
Gil Parrish wrote on Mon 15-04-2002 18:28 (-0500):

> The connectors for the Mega ST keyboard cable *look* like 6-conductor phone
> line modular connectors. Will a 6-conductor phone cable substitute for the
> keyboard cable?

I maid my own cable to connect such a keyboard to my Falcon. The 4 and 6
points connectors are compatibles in size. I used a 4 conductor phone
line and adapted one end to suit the internal connector layout.

I still have the original cable and it's a straight pin to pin
connection. You may want to check this with a multimeter (ohmmeter). If
your cable is not like this you may have in the worse case sent the +5V
and 0V to the wrong entries and destroy something in the keyboard.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

3376. New Web Address for 16/32 Web Shop

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 10:00:13 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <MzSu8.8318$_d7.483260@news-binary.blueyonder.co.uk>
Source record: 35827
Cross-posted to: alt.atari.2600.vcs,alt.atari-jaguar,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Please note the new address for the 16/32 Web Shop

Website - http://www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

The new advantages are all prices in Sterling and Euros, SSL coming on line,
more products to be introduced. Information links between my two sites.

3377. Re: Mega ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 10:20:58 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3cbcfa91.1168189@news-east.giganews.com>
Source record: 35828

On Mon, 15 Apr 2002 18:28:07 -0500, "Gil Parrish"
<gparrish@beggstelco.net> wrote:

>The connectors for the Mega ST keyboard cable *look* like 6-conductor phone
>line modular connectors. Will a 6-conductor phone cable substitute for the
>keyboard cable?
>
>I have an ST2 and Megafile 30 I just picked up. There was no keyboard
>cable, so I'm using a 6-conductor phone cable. I can boot to the point
>where the system gives me a "Drive A not responding" message. Drives A and
>B seem to be floppies; drives C, D and E seem to be hard drive partitions on
>the Megafile 30. I have no floppy disks, so it is correct that A will not
>respond (because it has no disk). But I can't move the mouse cursor at that
>point no matter how much I move the mouse, and no key on the keyboard does
>anything when pressed. I'm guessing a problem with the phone cable between
>the keyboard and the computer. Suggestions?
>
>Thanks.
>
I recently purchased a cable from RS. Their # 446-664.
This worked perfectly on a Mega ST2 .
Bryan

3378. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 12:12:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018986748-275919AEicMi@gmx.net>
Source record: 35845

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Sat, 13 Apr 2002 14:45:36 +0200

Hi Martin,

>My problem is that I'm willing to pay for CAB, but no one wants to sell it
>to me. If software is not free, at least you should be able to buy it
>without much problems.

It's just as easy or difficult to obtain as for example Payrus or Calamus.
You can order an English version from the English ASH distributor Atari
Workshop or get the original German version from ASH.
Both ASH and Atari Workshop (formerly System Solutions) have a very good
track record, after ordering CAB you should have it within one week....

You can also order it from a couple of Dutch Atari dealers but it's very
likely to take longer, whatever you decide to do, do not order it from ACN,
these aren't dealers but a bunch of cowboys....

Cheers from Belgium
Dennis
--

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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3379. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 12:13:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1018986738-273959AEicMi@gmx.net>
Source record: 35844

From: SWE/YesCREW <jvalant@atari.org>
Date: Sat, 13 Apr 2002 16:31:35 +0000

Hi Janez,

>Well dont get me wrong, but u arent "not a fan" but u lean toward hating
>MiNT.

I don't have to be a fan of it to comment on it, do I? I've seen and read
enough anti-MagiC biased posts here from MiNT users to know this. This is
not about "hating" an OS. It's about what can a certain OS do for me, I've
explained here many times why MiNT doesn't suit my needs, I'm not going to
do it again...

>Those apps are Unix apps and require Unix like OS and IP stack... Some of
>your fav apps indicate VERY clearly that they need Magic to run... Pine on
>other hand will run in Linux, Solaris, MiNT and any other Unix OS..

Give me a break!! Except for the IConnect stack and associated clients there
really aren't that many MagiC only apps around. Most of them will run very
happily under MiNT and/or SingleTOS.

>Small comparision: Apps like Atari irc, Atari icq, Aftp, Amail are
>regarded as MiNT OS apps, but they do work in Magic as well..

You may regard the above mentioned apps as MINT OS apps, but I certainly
don't. These apps are Atari apps in every sense of the word, they run on
the three major used OS's and were developed with Atari in mind...

>On other hand apps like Chatter, Mailer, Iconnect are infact gained toward
>MagicOS.

True, but these apps are IConnect clients, they need IConnect to be able to
run and IConnect needs the MagiC threads to run... I could have written the
same thing about MiNTNet clients, since these need MiNTNet and MiNT. It's
not like only the MagiC clients need their own OS.
BTW: New versions of ASH Emailer now run under MiNT/N.AES...

>Ported apps arent exactly MiNT OS or Atari apps, they are a bonus, a stuff
>u also can do, and they shouldnt really count.

Since they need MINT OS, I regard them as being Atari apps, or are you now
going to tell me that MINT OS isn't an Atari OS?

> So there is no "pushing" toward MiNT OS, but simple necesity, since
>those apps are ported from Unix.. MiNT on other hand offers a way to run
>many of those apps (sadly mostly the ones which dont rely hardly on Unix
>filesystem structure etc...) as .TOS(TTP) apps in TOS or Magic, since any

>GCC compiled app is actualy a .TTP.

Take a look at Anodynes CD Writer Suite, one of the apps from the package is called CD-Inscriptor (CD-ISO.PRG), never heard of it? it's better known to people from the Unix world as MKISOFS 1.2, CD Inscriptor is the living proof that it is possible to add a user friendly GEM front that respects some of the Atari standards and protocols to Unix stuff, does it surprise you that the program works in SingleTOS, MagiC and MiNT?

>Next, there are not just zillion of ftp servers ported, but also drivers
>and processing software for a lot of digital cams (Sanyo firmvare, Sierra
>firmware...), PDF interpreter and renderer, to name a few apps which are
>discussed here a lot.. realtime dictionary also exists (ispell) but again
>it wont work with GEM apps. But that is because GEM limitations...

Because of GEM limitations?
A realtime dictionary should be an OLGA client, making it a snap to add or replace words/sentences in other OLGA clients. Even Drag and Drop could be a solution in certain cases, or at it's very minimum it should be able to do cut, paste, copy to the clipboard.... if iSpell doesn't work with GEM apps then I'm 100% sure this is not the fault of GEM itself, but rather of the guy who ported it and didn't give a damn about GEM, TOS, or even Atari. As long as it runs under MINT OS it's OK, it doesn't even seem to matter how it runs, as long as it runs...

>And also, MiNt is as we speak heavily developed, changes appear almost
>daily, lotsa new stuff is worked on, a lot on "to do" list, new AES is
>also under heavy development... Work on Magic is on ice...

Where does that rumour that MagiC is on ice comes from? At this very moment Andreas Kromke is working his but off developing the new version, like most commercial software the development of MagiC is not discussed in public, it doesn't mean because it's not discussed in public, that it's on ice or dead...

>Fans like MagicNET auther etc does indeed push things forward, and is only
>to ba happy about, but basicaly atm, Magic seems to be in dead end...

Well Janez, luckily things are not always the way them seem...

>BUT MiNT is not only ported apps, or apps noone understand.. Remember,
>that main usage of MiNT is with AES after all (NAES or XaAES).

I've never said that MiNT is only about ported apps, I'm very well aware that it can run the mainstream of Atari apps, but that's not the issue, if it would be any different then one couldn't call it a Atari OS in the first place.

>All protocols u mentioned works without any problem in MiNT OS, with
>exception of GEMScript. And feeling of "Atari computing" is very vell
>preserved, more as in Magic which does have strong influence from Mac.

I *KNOW* that they work, but they are *NOT* implemented, as far as these apps are concerned the protocols are non-existent, it took 17 years to get

where we are now, and those bobo's are throwing us back to the early '80s. Well, excuse me but I like working with apps that use these protocols, so far nobody here came up with a good reason except for Adam who told me that it's not really easy.... that's an excuse which isn't good enough. I know that programming isn't easy, if it was, we would all be programming...

>And yes, adding GEM shell is not easy... Porting app means to recompile
>source (since Unix apps are usualy distributed in source form) on your OS.
>Novadays MiNT OS has good library etc, so porting of an app usualy is
>only matter of downloading it, depacking and typing "make ********"

If ported software is equal to rudimentary presented apps, then forget all about making the MINT OS more popular. Anodyne has proven that GNU software can be presented and run in true Atari fashion on a Atari on whatever OS the user chooses to use, coincidence or not, but Anodyne is a commercial software house...

>Adding GEM shell means writing an application.. And for u, using a GEM
>shell is to trust programmer he didnt make a typo when coding GEM shell.

That's the main reason for beta software and betatesters...

>>I'm a brave man, but I'm not crazy. Risking my data if I make a typo in
>>the command line? NO WAY!!! Is it really so difficult to write a simple
>>GEM shell? If someone goes through the trouble of porting software why is
>>it so difficult to make it a bit more user friendly?
>
>1st of all, a typo which erase all data is domain of Hollywood movies.
>Next, i did use GEM and CLI based apps which mingled with HDD and for BOTH
>i did read docs...

The GNU application in question is called dosfsck 2.4 and was ported by Frank Nauman himself. Yes, I read docs, but unfortunately not all docs deserve to be called docs. The 6.4 Kb text that is included with dosfsck hardly qualifies as a doc... considering that this is an app that has to handle sensitive data, that doc is almost unusable. Furthermore is also assumes that the user knows what all the technical terms mean. Have you ever seen the manual of Diskus?.... *that's* a manual.
If everyone here who uses The Edge would send you 1$, you would accumulate a nice sum. Why? The Edge messes up VFAT partitions and can't handle any of the newer partition formats, on the DDP website there's a very good English program available which is featurewise far more better then the Edge but it looks very crappy. The people here keep on using The Edge... could it be because The Edge has an informative GEM interface, and is easy to operate? oh yes.... and it looks rather pretty also ;-)
Don't get me wrong... I'm not saying that The Edge isn't good, all what happened to it is that the development ended and that it's outdated now. Someone still using normal AHDI compatible partitions can use it, as far as implemented features and reliabilty are concerned it's still among the best. I used the Edge as an example because it's a typical Atari program, it's easy to use, has a transparant user interface, and offer reatime help. That GNU application mentioned earlier looks like pure crap compared to it,

I'm not saying it's crap... just that it looks like it. Ask any typical Atari user with what type of apps he prefers to work, or better yet look at those dollars come pouring in...

>GEM dont make u expert.. and its easier to click on "zeroing partiton" as >to type whole such word...

After I clicked "zero partition", it will ask me at least once to click the "Are you sure?" dialogbox...

>CLI is way from stoneage... Infact a lot of GUI OSes still dont have >many things CLI does have.. and they would benefit a lot.. CLI is very >diferent as GUI, and it does rely on typing commands, but that does not >make it obsolete and stoneaged.

From where I'm sitting it is stoneage... no matter what, you wont get me back behind the keyboard typing commands again on this Atari. This baby came standard with a GEM and a mouse... in 1985 Atari set a new standard, standards are ment to be improved, but you're suggesting here that we should leap back in time...

>What make it look shitty and odd is actualy GUI's handling of TTP apps.. >Small dialog with no explanations etc is crapy...

I agree, and anyone porting anything like this and expects me to use it needs his head examined.

>U do think to narrow here... ported apps do add functionality to GEM and >do not threat "Atari feeling" Of course not all of them. But if i can make >network related stuff remark, NFS is great stuff.. i love it, and i know u >would.. its transparent and u use your OS same as u did before.. u just >can have direct acces to HDD's in your lan, or even remote machines.. next >X server is also cool..

Has it ever occured to you that a lot of people (probably the majority) do not use LAN and feel the slightest need to access a remote machine with their Atari? There's more in life then networks...

>and again in MiNT fashion (try to preserve Atari feeling) it allows to run >X applications in GEM. A GEM window popup and contain X application.. No >need to run strange Xwindows GUI etc.. Data exchange betwen GEM and X is >kinda working, and planed to be better and easier...

It seems to me that we both have a different outlook on what exactly the "Atari feeling" is...
Tell me, in what way is using for example Pine different on a Atari then it is on a PC or Mac running Linux? where exactly is the "Atari feeling" when working with Pine? except that it runs on a Atari under MINT OS only, there is no "Atari feeling" in sight. It can't interact with other Atari programs, doesn't have the look, feel and handling either. To summarize: it's an UFO.

>I see no problem of running Knews instead Newsie in GEM. Or if someone use >linux server, running Netscape etc from remote machine? I agree, its not >an Atari app, but atleast u can still sit behind your beloved machine,

>using beloved apps..

But this way you degrade "the beloved machine" to just another client is a server network. That "beloved machine" deserves a whole lot better and it is capable of a lot better as well.

>Again, u seem convinced MiNT OS only use those ports... MiNT OS can use >exactly same application u use (xcept the ones which require Magic), use >same protocols (VA, DHCP, OLGA, DnD (u can drag stuff to Unix apps as >well), ARGV, Bubbles, STguide... work in AES does not differ at all.

Once again: BUT THEY DON'T !!!!
Except for the fact that they run under MINT OS, they lack and show a total disrespect for any of these protocols. Name me one ported MINT application that has a handfull of these protocols implemented....

>Last but not least, someone bothered to port a tool ppl realy need.. Now >that tool dont have nifty icons and so ppl dont apreciate now.. Lets kill >the bastard, how he has the guts to offer a tool without GUI.. Better be >without it..

It seems to me that the main reason these apps are ported over is only because the porter needs them for personal use. The fact that some of these apps can be usefull to others is not the issue. What is important to remember is not to tell us everytime that whenever someone asks for a certain app that it is already here... That iSpell dictionary for example may be already here, but it is unusable with the mainstream Atari apps, so it isn't here at all... all what's here is an app ported by someone who needed this for personal use. I'm not about to the kill the bastard for this, but surely I'm not going to nominate him either.
If that famous "to do" list contains nothing else then similar stuff that is only usable for a few, well yes, then we are better off without it. Because right now the (false) impression is given that in a short while from now, we'll have all the software we can dream off, GNU is the magic word....
A couple of years ago there was a lady here who told me time and time again that "TOS is now MiNT, let's move on...." I've repeatedly asked her what way, finally I know... this is not moving on but going backwards 20 years.

>Unix apps parallel with GEM.. I dont see any harm or bad thing on that..

Did I suggest otherwise?
You didn't understand the point I was trying to make. My post didn't have anything to do with Atari apps not running under MiNT, I know that almost anything runs, although, some don't always look and act like the programmer intended, but that's the fault of the AES in use, not MiNT.
I replied to Adam's post in which he basically tells us that the ported software is going to save us... it might, but not the way it's presented to the users at this very moment. Unless a program offers the look, feel and handling which we've grown accustomed to over the last 17 years, it will never become very popular and used only by a small minority. I'm convinced that the biggest majority of Atari users are not willing to trade in their

GUI and the associated protocols. We deserve better then command lines or
apps running in TOS windows.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3380. Re: SCSI Ethernet Available

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 12:42:24 UTC
From: Bill F <flipflapcx@yahxx.com.invalid>
Message-ID: <160420020737444329%flipflapcx@yahxx.com.invalid>
Source record: 35830

Asante also makes a SCSI to Ethernet adapter for powerbooks. I wonder
if the same driver would work on the Asante since SCSI is a standard.

In article <a9cd1hlhu1@news.hawaii.edu>, John Perez
<jhperez@uhunix1.its.hawaii.edu> wrote:

> Greetings,
>
> Look at the news item that I just found at Atari.org
>
> --
>
> SCSI Ethernet for Atari now reality
> By ST-Computer.net on 2002-04-11
>
> Anodyne software has created drivers for the Daynaport SCSI ethernet
> cards. The cards and drivers are suitable for Atari TT and Falcon, and
> also for ST's with a SCSI adapter capable of bus arbitration.
>
> This is indeed good news for those wanting a quick ethernet solution for
> their Falcon. However, the drivers are only available for Sting and not
> for MiNTNet/MagiCNet, which drasticly reduces the useability for many
> people. However such drivers are expected shortly.
>
> More info at the address below.
>
> Link: http://www.anodynesoftware.com/ethernet/main.htm

--
Bill F
flipflapcx@yahxx.com.invalid
substitute o for x and remove invalid

3381. Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 13:19:49 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9h8dl$sj3$1@news.hawaii.edu>
Source record: 35831

Greetings,

Anyone have Atari Unix?

Thanks!

3382. Re: Mega ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 14:12:56 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <ujWu8.31226$tZ1.7146513@news2-win.server.ntlworld.com>
Source record: 35832

Hello.

"Beedub" <bwiltshire@cableinet.co.uk> wrote in message
news:3cbcfa91.1168189@news-east.giganews.com...

> I recently purchased a cable from RS. Their # 446-664.
> This worked perfectly on a Mega ST2 .
> Bryan

Was it straight or curly and how much was it?

Barrie at Keychange.

3383. OT: Bayblon 5

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 15:08:49 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <D8Xu8.2674$1%.312791096@news.inreach.com>
Source record: 35833

Then you've never watched the show, otherwise you would know.

The first 3 where distroyed, the 4th disappered after going online (Was seen later in the B5 show two times and the reson why it disapeered)..

The BEST Sci-Fi on T.V.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

<sinclap@yahoo.com> wrote in message
news:27ff51c3.0204152159.1b6363db@posting.google.com...
> vdjole@EUnet.yu (Djordje Vukovic) wrote in message
news:<a8q3taqqj1@news.eunet.yu>...
> > On 7 Apr 2002 05:00:17 -, "Starlord" wrote:
> > >in the Dark ... The Place is Babylon 5
> >
> > What happened to the first four? :)
>
> Know one knows. Just disapeared.
>
> sinclap!

3384. 800XLDJ (SIO2PC software) on a TT?

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 15:54:11 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <ldhh9a.6m9.ln@speaker.rodsbooks.com>
Source record: 35834
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi,

I've recently gotten an SIO2PC cable (to link an 8-bit to a standard RS-232 port on a PC or the like), and it works fine with the basic DOS software on my x86 laptop; however, I'd prefer to use it with my Atari TT. There's a package called 800XLDJ (http://wwwstud.ira.uka.de/~s_tomczy/dj800.html) that's intended for this purpose, but it's written for STs, with a Falcon version also included in the archive. Unfortunately, both the ST and Falcon versions lock up my TT; they both display a menu bar and a window for selecting disks, then the system locks up (the mouse pointer freezes). The documentation's in German, and so isn't much use to me. Does anybody have any suggestions or tips? Thanks.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3385. Spooky TT problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 15:57:22 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9hhl2$85c$1@news.hawaii.edu>
Source record: 35835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

For my latest trick, somehow - Magic runs on one of my TT030 machines, but produces a Gemdos error and crashes on the other. I took the hard disk from one, swapped it back and forth, and inexplicably, Magic refuses to run on one of the machines.

Ideas?

3386. Anyone fix TT's?

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 16:00:00 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9hhq0$85c$2@news.hawaii.edu>
Source record: 35836

Greetings,

I am wondering if there is anyone out there that services Atari TT computers. I have purchased four TT motherboards over the years, but it appears that each one has something wrong with it. I would very much like to get one or two of them working properly.

Thanks!

3387. Re: Mega ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 16:04:59 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3cbc4aae.21679827@news-east.giganews.com>
Source record: 35837

On Tue, 16 Apr 2002 15:12:56 +0100, "Barrie at Keychange"
<barrie@keychange.co.uk> wrote:

>Hello.
>
>"Beedub" <bwiltshire@cableinet.co.uk> wrote in message
>news:3cbcfa91.1168189@news-east.giganews.com...
>
>> I recently purchased a cable from RS. Their # 446-664.
>> This worked perfectly on a Mega ST2 .
>> Bryan
>
>Was it straight or curly and how much was it?
>
>Barrie at Keychange.
>
It is straight and sort of flat and 3mtrs long. If I remember
correctly ï¿½6 or so but you can check yourself at www.rswww,com
Bryan

3388. Re: Sting 26

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 16:59:31 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <a9hl9i$s4n$1@reader1.panix.com>
Source record: 35838

Martin Tarenskeen <nospam@zonnet.nl> writes:

: On Sun, 14 Apr 2002, Kenneth Medin wrote:

: > On Sun 14-04-2002 01:10 (GMT) Jim DeClercq wrote:
: >
: > Yes, you have forgotten to update some of the files, possibly any STinG
: > cpx or so. The serial port cpx does not need to be replaced, but you can
: > easy track the problem down by checking file dates.
: >

: Did you know it is possible to run STiNG without having to install
: XControl or any of those CPX files ?
: It was my favourite setup when I wasn't using MiNTnet yet. You'll need a
: little autofolder called DEVSET.PRG which I found somewhere on the site of
: Olivier Booklage (the french guy that made another cab.ovl). If you edit
: the devset.inf file be careful not to put spaces where real tabs are
: required. The program is little bit picky in that aspect.

: Martin Tarenskeen

I got it working. It was one of the nasty side effects of trying to
install EasyMiNT, which I would rather be using, on a hard drive with 411
megs available. That was not enough, and strange, really strange, things
happened to my boot and communitation partitions, and Sting was one of the
things that died. I am certainly getting a lot of practice at reloading
programs.

It used to be that a unix-type installation was about 10 megs. 411 megs
was not enough for the X-Windows stuff. I will try that project again
after I get caught up on my e-mail.

I will look for DEVSET.PRG. Thank you

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3389. Re: SCSI Ethernet Available

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 17:05:37 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E1D221.6463%gfa@basic.net>
Source record: 35839

in article 160420020737444329%flipflapcx@yahxx.com.invalid, Bill F at flipflapcx@yahxx.com.invalid wrote on 4/16/02 8:42 AM:

> Asante also makes a SCSI to Ethernet adapter for powerbooks. I wonder
> if the same driver would work on the Asante since SCSI is a standard.

That brand was tried before, the project was halted and they are considered "not so good". It could be due to a lack of documentation perhaps but as far as I know they are not supported. In someways that is too bad, those are all over the place, very easy to find.

Lonny Pursell

3390. Re: Spooky TT problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 17:55:54 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <KBZu8.1591$iB4.4659@nntpserver.swip.net>
Source record: 35840
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Strange. What else differs between these machines? Memory, extra hardware,
tos version?

Regards

/Peter

"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
news:a9hhl2$85c$1@news.hawaii.edu...
> Greetings,
>
> For my latest trick, somehow - Magic runs on one of my TT030 machines, but
> produces a Gemdos error and crashes on the other. I took the hard disk
> from one, swapped it back and forth, and inexplicably, Magic refuses to
> run on one of the machines.
>
> Ideas?
>

3391. Re: Spooky TT problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 18:30:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cbc7a94114d710@tripnet.se>
Source record: 35841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Tue 16-04-2002 15:57 (GMT) John Perez wrote:

>For my latest trick, somehow - Magic runs on one of my TT030 machines, but
>produces a Gemdos error and crashes on the other. I took the hard disk
>from one, swapped it back and forth, and inexplicably, Magic refuses to
>run on one of the machines.

Had similar problems with two older TT:s (with TOS 3.01). I tried and
took out the TT RAM and then MagiC runned perfect on both. Now MagiC runs
fine on one of them _with_ TT RAM. The other still only with ST RAM.

Interersting was that the same (original) TT RAM only worked in one of
them.

Just now I'm actually coping the MagiC 6.20 installation floppies from a
third TT (with HD floppy and the one I'm writing this with) to one of the
others TT's via my STinG network using BNET. Thanks to the backgound
floppy functions it works pretty well.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3392. Re: Spooky TT problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 18:35:45 UTC
From: yves.rogne@free.fr
Message-ID: <3cbc6f00$0$11110$626a54ce@news.free.fr>
Source record: 35842

Hello John Perez,

For my latest trick, somehow - Magic runs on one of my TT030 machines, but
produces a Gemdos error and crashes on the other. I took the hard disk
from one, swapped it back and forth, and inexplicably, Magic refuses to
run on one of the machines.

Are the DIP switches the same ?

Are the TT ram cards the same ?

Regards

3393. Re: SCSI Ethernet Available

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 18:54:58 UTC
From: mduckworth@nospa-am.matchie.net
Message-ID: <1018983300.583959@pikachu>
Source record: 35843

Not a chance... Unfortunately

I bought one of these asante adapters in an effort to start writing a
driver for it, and I can't get any of my atari's to even boot with it
connected. According to Asante, it won't work if it is addressed faster
than 1.5Mbps, which I think machines like the TT and Falcon can
surpass, so best to consider one of the other numerous ethernet options
available to us now..

Mark
http://atari-source.com

On 16 Apr 2002 12:42:24 , Bill F wrote:
>Asante also makes a SCSI to Ethernet adapter for powerbooks. I wonder
>if the same driver would work on the Asante since SCSI is a standard.
>
>In article <a9cd1hlhu1@news.hawaii.edu>, John Perez
><jhperez@uhunix1.its.hawaii.edu> wrote:
>
>> Greetings,
>>
>> Look at the news item that I just found at Atari.org
>>
>> --
>>
>> SCSI Ethernet for Atari now reality
>> By ST-Computer.net on 2002-04-11
>>
>> Anodyne software has created drivers for the Daynaport SCSI ethernet
>> cards. The cards and drivers are suitable for Atari TT and Falcon, and
>> also for ST's with a SCSI adapter capable of bus arbitration.
>>
>> This is indeed good news for those wanting a quick ethernet solution for
>> their Falcon. However, the drivers are only available for Sting and not
>> for MiNTNet/MagiCNet, which drasticly reduces the useability for many
>> people. However such drivers are expected shortly.
>>
>> More info at the address below.
>>
>> Link: http://www.anodynesoftware.com/ethernet/main.htm
>
>--
>Bill F
> flipflapcx@yahxx.com.invalid
>substitute o for x and remove invalid

>.

3394. Re: Mega ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 19:15:44 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <uJ_u8.230$7e2.148383@newsfeed.slurp.net>
Source record: 35746

That's funny. I just picked up a Mega ST2 without a keyboard cable as well :) What I did was get 2 6-pin RJ11s (which I had) cut the ends of an ethernet cable, and crimped the RJ11s on the cable using 6 wires rather than 8. I also had a crimper. Took me 2 minutes.

Joshua.

"Gil Parrish" <gparrish@beggstelco.net> wrote in message news:3cbb6723@news.beggstelco.net...
> The connectors for the Mega ST keyboard cable *look* like 6-conductor phone
> line modular connectors. Will a 6-conductor phone cable substitute for the
> keyboard cable?
>
> I have an ST2 and Megafile 30 I just picked up. There was no keyboard
> cable, so I'm using a 6-conductor phone cable. I can boot to the point
> where the system gives me a "Drive A not responding" message. Drives A and
> B seem to be floppies; drives C, D and E seem to be hard drive partitions on
> the Megafile 30. I have no floppy disks, so it is correct that A will not
> respond (because it has no disk). But I can't move the mouse cursor at that
> point no matter how much I move the mouse, and no key on the keyboard does
> anything when pressed. I'm guessing a problem with the phone cable between
> the keyboard and the computer. Suggestions?
>
> Thanks.
>
>

3395. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 19:19:16 UTC
From: Techsupport <techsupport@dsl.pipex.com>
Message-ID: <3cbc794b$0$8507$cc9e4d1f@news.dial.pipex.com>
Source record: 35747

"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
news:a9h8dl$sj3$1@news.hawaii.edu...
> Greetings,
>
> Anyone have Atari Unix?
>

No, sorry

3396. Help please

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 19:25:20 UTC
From: Bondie <chris.snowden1@btopenworld.com>
Message-ID: <a9htr0$t16$1@helle.btinternet.com>
Source record: 35748

Does anyone know how I can get a *.exe to run on my web site. I have a emulation page and would be great if the emulator would run within the site and play a game. Is there any code for this as I've searched for days on the web. I have even seen examples of spectrum games being live on some sites. Any advice is more than welcome.

Rgs,

Chris
www.tq-gaming.com

3397. Cubase / Cubase Audio (Quick Question)

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 19:47:54 UTC
From: nurmix@spam-free.com
Message-ID: <3cbc7f5d.2245435@news-server.socal.rr.com>
Source record: 35749

I was reading through the Cubase Audio manual today, trying to
remember if I saw this once before, or if it's my imagination. But,
isn't there a way to launch Cubase Audio so only the CUBASE (ie. MIDI)
portion of the program is run - as if you were just running regular
Cubase, and not Cubase Audio?

I can't remember, is it something like holding down ALTERNATE or
CONTROL when launching the program???

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3398. Roland JV1010 mixermap Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 20:13:45 UTC
From: Freek Munniksma <fmunniksma@hetnet.nl>
Message-ID: <7124f397680584d79aac01dd5e166037.14589@mygate.mailgate.org>
Source record: 35750

Hi all,

at the moment iï¿½m working on a mixermap for Cubase Audio on the Falcon
for my "new" (second hand) Roland JV1010 module. Alas the guy i bought
it from didnï¿½t have the CDrom with the Sounddiver software and Midi
implementation. I downloaded some other editing software for my PC,
seems to work. But for midi/audio iï¿½m still working on this "dead"
platform...
I have some controllers up and working, like volume, pan, reverb and
chorus send, filter cutoff, resonance(!) etc. per channel.
The sysex messages like reverb type, reverb time etc. i copied from a
JV1080 mixermap i found at Steinberg.de. It seems to work, but every
time i get a fault message in the JV1010 display indicating a checksum
error.
Any sysex experts out there?

Greetings,

Freek.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3399. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 20:38:09 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cbc99b4299e0f0@tripnet.se>
Source record: 35751

On Tue 16-04-2002 20:19 (+0100) Techsupport wrote:

>"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
>news:a9h8dl$sj3$1@news.hawaii.edu...

>> Anyone have Atari Unix?
>>
>
>No, sorry

But it should be noted that a genuine Atari UNIX _does_ exist. I don't
think it really got finished but was to be shipped with TT's.

And off course the BSD clone Mint is nowadays a far better "Atari UNIX",
I suppose.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3400. Re: Help please

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 20:38:09 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cbc99b4299e0f1@tripnet.se>
Source record: 35752

On Tue 16-04-2002 19:25 (GMT) Bondie wrote:

>Does anyone know how I can get a *.exe to run on my web site. I have a

Depends on what sort of webserver program you run. If your site is not
hosted on your own computer you will have to ask the administrator where
it is located.

Hm, .exe sonds like a Neodesk program. Are you trying to get a desktop
feeling on your home page? :-)

If you wamt to run executables on the visitors computer this should not
be possible at all. But, actually it is under certain circumstances.
Microsoft are trying hard to eliminate these feature, though.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3401. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 20:40:10 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204162225470.106-100000@easymint>
Source record: 35753

On Tue, 16 Apr 2002, Dennis Vermeire wrote:

> From: SWE/YesCREW <jvalant@atari.org>
> Date: Sat, 13 Apr 2002 16:31:35 +0000
>
> Hi Janez,
>
> >Well dont get me wrong, but u arent "not a fan" but u lean toward hating
> >MiNT.
>
> I don't have to be a fan of it to comment on it, do I? I've seen and read
> enough anti-MagiC biased posts here from MiNT users to know this. This is
> not about "hating" an OS. It's about what can a certain OS do for me, I've

I find this discussion very amusing/interesting. But isn't it time to
rename the thread's subject name ? "cli vs gui" or "GNU vs Commercial
software" or "MiNT vs MagiC" or whatever ;-)

P.S.
I'm using pine now and MiNT. I have no opinion about MagiC - I have
never used MagiC - but I do know some of the best Atari apps were written
with MagiC in mind. I just don't want to use two systems, and MiNT has
become my (personal) choice.

Martin Tarenskeen

3402. Re: Spooky TT problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 20:43:33 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9i2dlopi1@news.hawaii.edu>
Source record: 35756
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:

: Strange. What else differs between these machines? Memory, extra hardware,
: tos version?

Actually - nothing except the board revision. I tried swapping memory
boards, removing them, etc... TOS versions match. I'm stumped. I
suppose that I should test the on board RAM in case a chip is bad?

Cheers!

: "John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
: news:a9hhl2$85c$1@news.hawaii.edu...
:> Greetings,
:>
:> For my latest trick, somehow - Magic runs on one of my TT030 machines, but
:> produces a Gemdos error and crashes on the other. I took the hard disk
:> from one, swapped it back and forth, and inexplicably, Magic refuses to
:> run on one of the machines.
:>
:> Ideas?
:>

--

Aloha,
John Perez - jhperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

3403. Re: Roland JV1010 mixermap Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 20:47:31 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204162243290.106-100000@easymint>
Source record: 35755

On Tue, 16 Apr 2002, Freek Munniksma wrote:

> The sysex messages like reverb type, reverb time etc. i copied from a
> JV1080 mixermap i found at Steinberg.de. It seems to work, but every
> time i get a fault message in the JV1010 display indicating a checksum
> error.
> Any sysex experts out there?
>
Can you give an example of such a sysex message that is entered in a
mixermap object, and gives a checksum error on your JV1010 ? I might be
able to see what's wrong with it.

(Maybe you should post this question also in a midi related newsgroup like
alt.music.midi)

3404. Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 21:18:24 UTC
From: nurmix@spam-free.com
Message-ID: <3cbc9540.7849511@news-server.socal.rr.com>
Source record: 35757
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok. I've recently updated my studio, adding another synth module and table top sampler. So, the need for a second MIDI OUT port from my Falcon was obvious. I've had the MIDIman "Mini MacMan" box, that works through the Falcon's LAN port (using a special MROS driver) for quite some time, but never used it much, aside from testing it when I initially got it

Anyway, I got everything hooked up, and re-routed things in my MIDI patchbay. Everything appeared to be ok. Cubase launches, loads the MROS LAN port driver, after which time I plug in the Mini MacMan (since as the README file states, if you have it plugged in BEFORE the MROS driver is loaded, your Falcon basically won't boot or work).

The problem is, with it up and running, I'm getting very frequent multiple-bomb crashes while recording MIDI data. And for the record, I'm only using the Mini MacMan's MIDI OUT. All incoming MIDI data goes through the Falcon's standard MIDI IN port.

I tried running CAF under both HD Driver, and ICD Pro, and disabled _everything_ , but the crashes remained. The only thing that stopped them was unloading the MROS lanport driver, and disconnecting the Mini MacMan. So unfortunately, this solution for an extra 16 MIDI out channels isn't going to work for me.
:-(

My question is, what are my options now? What other device can be used with the Falcon and Cubase Audio to add an additional 16 MIDI out channels _reliably_?

I figure I'll be looking in the USED market for any solution to the problem, although I seem to remember discussion of some sort of serial port MIDI OUT expander from Mario Becroft; or was that ONLY for STs?

If there aren't any other options for me, I suppose I could break out the old STE, and run normal Cubase on it, synchronized to the Falcon running Cubase Audio - but this would hardly be an ideal solution! Or, if there's a viable "ST/STE-only" MIDI OUT expander, I suppose I could just use the STE for MIDI/Cubase again (although I no longer have my monochrome monitor!). This wouldn't be too bad actually, since I'm no longer using the audio portion of Cubase Audio with the Falcon. I've recently switched over to SoundPool's Audio Tracker.

Thanks for the help in advance!

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3405. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 22:23:48 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204161715130.10681-100000@coazter.myip.org>
Source record: 35758

On Tue, 16 Apr 2002, Dennis Vermeire wrote:

> Take a look at Anodynes CD Writer Suite, one of the apps from the package
> is called CD-Inscriptor (CD-ISO.PRG), never heard of it? it's better known
> to people from the Unix world as MKISOFS 1.2, CD Inscriptor is the living
> proof that it is possible to add a user friendly GEM front that respects
> some of the Atari standards and protocols to Unix stuff, does it surprise
> you that the program works in SingleTOS, MagiC and MiNT?

Hmmmm, well:
Isn't mkisofs under GNU GPL license??
If so they are (I believe) bound to release the code of their application.

Anybody to check if they are breaking the license?

>
> It seems to me that we both have a different outlook on what exactly the
> "Atari feeling" is...
> Tell me, in what way is using for example Pine different on a Atari then it
> is on a PC or Mac running Linux? where exactly is the "Atari feeling" when
> working with Pine? except that it runs on a Atari under MINT OS only, there
> is no "Atari feeling" in sight. It can't interact with other Atari programs,
> doesn't have the look, feel and handling either. To summarize: it's an UFO.

Basically you rather use a crippled mail client because of the atari
feeling. Whatever floats your boat, I choose to use a good client rather
than a pretty client which don't work or don't offer features i need.

3406. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 22:45:46 UTC
From: danap8@aol.com
Message-ID: <20020416184546.29967.00002506@mb-cb.aol.com>
Source record: 35759

Hey Sincrap,

>Just one Atari item?

You don't read or listen well, do you?? Read the magazine and then do a count of Atari items. Quality counts - something you're just not familiar with.

-Dana @ A-ONE

3407. Re: Software Registration (but not really about that)

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 22:48:11 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E2226B.6493%gfa@basic.net>
Source record: 35761

in article Pine.SGI.4.10.10204161715130.10681-100000@coazter.myip.org,
Frederic Fouche at g213778@coazter.myip.org wrote on 4/16/02 6:23 PM:

> Hmmmm, well:
> Isn't mkisofs under GNU GPL license??
> If so they are (I believe) bound to release the code of their application.
>
> Anybody to check if they are breaking the license?

The source to mkisofs is available apon request, the source to the front end
is not. I don't see a legal problem with that myself.

Lonny Pursell

3408. Re: Anyone fix TT's?

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 22:53:28 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <ubpaeq5ejfks5c@corp.supernews.com>
Source record: 35760

John,

Try ATY Computers in California. Doubt you'll find anyone in Hawaii!

http://www.infinex.com/~atycom/ or www.atycomputer.com

Rob
webmaster@tari-users.net
http://www.atari-users.net

"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
news:a9hhq0$85c$2@news.hawaii.edu...
> Greetings,
>
> I am wondering if there is anyone out there that services Atari TT
> computers. I have purchased four TT motherboards over the years, but it
> appears that each one has something wrong with it. I would very much like
> to get one or two of them working properly.
>
> Thanks!

3409. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 23:01:18 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E2257E.6494%gfa@basic.net>
Source record: 35762

> On Tue, 16 Apr 2002, Dennis Vermeire wrote:

>> It seems to me that we both have a different outlook on what exactly the
>> "Atari feeling" is...
>> Tell me, in what way is using for example Pine different on a Atari then it
>> is on a PC or Mac running Linux? where exactly is the "Atari feeling" when
>> working with Pine? except that it runs on a Atari under MINT OS only, there
>> is no "Atari feeling" in sight. It can't interact with other Atari programs,
>> doesn't have the look, feel and handling either. To summarize: it's an UFO.

Not correct, one can cut/paste to and from PINE to any other app. Also one
can click URL's and cab loads the page, click email addresses and amail pops
up ready to send to the address. Sure these are features of TosWin and
StringServer, but they enhance and integrate into whatever unix app or ttp
you have running. I get the distinct impression people who dislike unix
or ttp apps have not seen or used a MiNT machine correctlty setup.

The "Atari feeling" is meaningless if the app partially works. PINE is a
dam nice app and it out performs anything on the Atari I've seen to date.

Lonny Pursell

3410. Re: Anyone fix TT's?

Newsgroup: comp.sys.atari.st
Date: 2002-04-16 23:14:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cbcb14c1c5ac0@madasafish.com>
Source record: 35754

Hi John,

>I am wondering if there is anyone out there that services Atari TT
>computers. I have purchased four TT motherboards over the years, but it
>appears that each one has something wrong with it. I would very much like
>to get one or two of them working properly.

I've never used, let alone serviced TTs. But, if you can't find
anyone I will try my best. They're generally a ST with 32 bit
bus, some extras here and there, from what I understand.
--
Lyndon Amsdon

3411. Re: FA8 MROS driver? / CAF206 studio module

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 01:01:41 UTC
From: nurmix@spam-free.com
Message-ID: <3cbcc98b.21238920@news-server.socal.rr.com>
Source record: 35765

On Sun, 31 Mar 2002 22:16:57 +0000 (UTC), "Freek Munniksma"
<fmunniksma@hetnet.nl> wrote:

>1. I tried a Steinberg FA8 (8 individual audio outputs) on a Falcon
>running CAF206. Couldn't get a sound out of it. Do you need an MROS
>driver for the FA8? If yes, where can i get it?

It should work if you set the Mixer output BUS correctly. The FA-8
(and the JAM 8 Out, which I have) don't need any special drivers to
work with Cubase Audio.

You will find BUS selectors in various places in Cubase Audio:

- For each channel in all mixer maps
- For the effects outputs in mixer maps
- AUX sends in mixer maps
- In the HARDWARE SETUP where you can assign the Falcon's analog
output to any BUS.

BUS 1 = FA-8 outputs 1 & 2
BUS 2 = FA-8 outputs 3 & 4
BUS 3 = FA-8 outputs 5 & 6
BUS 4 = FA-8 outputs 7 & 8

So, for example, you can send a channel to one output only by panning
it either left or right. So if route a channel to BUS 4 and pan it
fully right, it will appear on FA-8 output 8. If it were panned fully
left, it would appear on output 7.

I hope that helps. It took me a while to figure it out when I got my
JAM 8 Out!

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3412. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 01:21:40 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204161721.796bb971@posting.google.com>
Source record: 35766

danap8@aol.com (DANAP8) wrote in message
news:<20020416184546.29967.00002506@mb-cb.aol.com>...
> Hey Sincrap,
>
>
> >Just one Atari item?
>
> You don't read or listen well, do you?? Read the magazine and then do a count
> of Atari items. Quality counts - something you're just not familiar with.

So quality degrades after one item?

>
> -Dana @ A-ONE

3413. Re: OT: Bayblon 5

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 01:26:35 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204161726.26517581@posting.google.com>
Source record: 35767

"Starlord" <starlord@inreach.com> wrote in message
news:<D8Xu8.2674$1%.312791096@news.inreach.com>...
> Then you've never watched the show, otherwise you would know.

Oops..did not see all episodes. Why? I had a life? You?

> The first 3 where distroyed, the 4th disappered after going online (Was seen
> later in the B5 show two times and the reson why it disapeered)..

Yep...In the ranks of the sports junkies who have all stats memorized.
To bad, many are clueless of worldwide surroundings.

> The BEST Sci-Fi on T.V.

Thats your opinion..

>
>
sinclap!

3414. Re: Software Registration (but not really about that)

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 01:29:17 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204162026140.10865-100000@coazter.myip.org>
Source record: 35768

From gnu.org FAQ
"
You have a GPL'ed program that I'd like to link with my code to build a
proprietary program. Does the fact that I link with your program mean I
have to GPL my program?
Yes. "

Is Anodyne's program just a GEM shell calling mkisofs.ttp seperately?
or have they somewhat integrated the 2 together into 1 executable?
Moreover, mkisofs.ttp could be renamed into plugin.dat or whatever other
filename to fool the user into thinking it is not just a GEM interface.

On Tue, 16 Apr 2002, lp wrote:

> in article Pine.SGI.4.10.10204161715130.10681-100000@coazter.myip.org,
> Frederic Fouche at g213778@coazter.myip.org wrote on 4/16/02 6:23 PM:
>
> > Hmmmm, well:
> > Isn't mkisofs under GNU GPL license??
> > If so they are (I believe) bound to release the code of their application.
> >
> > Anybody to check if they are breaking the license?
>
> The source to mkisofs is available apon request, the source to the front end
> is not. I don't see a legal problem with that myself.
>
> -------------
> Lonny Pursell
>
>
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter

3415. Re: OT: Bayblon 5

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 01:50:17 UTC
From: si <si@g1vrh.yourcap.demon.co.uk>
Message-ID: <1019008214.14418.0.nnrp-08.9e98e961@news.demon.co.uk>
Source record: 35769

> Oops..did not see all episodes.
You really did miss out.

>Why?
My question entirely...

>I had a life?
Good for you.

>You?
Caught the late shows at 2am after i'd finished playing with my life for the day ;)

Ste

3416. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 04:11:52 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a9ism7kjk1@reader1.panix.com>
Source record: 35770

Kenneth Medin <kennethm@tripnet.se> writes:

: On Tue 16-04-2002 20:19 (+0100) Techsupport wrote:

: >"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
: >news:a9h8dl$sj3$1@news.hawaii.edu...

: >> Anyone have Atari Unix?
: >>
: >
: >No, sorry

: But it should be noted that a genuine Atari UNIX _does_ exist. I don't
: think it really got finished but was to be shipped with TT's.

: And off course the BSD clone Mint is nowadays a far better "Atari UNIX",
: I suppose.

Somebody does. Uwe Seimet got it on the harddrive of his TT. Unix
System IV, I believe, and I think he once told me just about the same
thing. AFAIK, he tests programs he writes on it, to make sure it will run
under MiNT. If I am wrong about that, I'm sure he will tell us.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3417. Re: Anyone fix TT's?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 04:15:07 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a9issbkjk2@reader1.panix.com>
Source record: 35771

John Perez <jhperez@uhunix2.its.hawaii.edu> writes:

: Greetings,

: I am wondering if there is anyone out there that services Atari TT
: computers. I have purchased four TT motherboards over the years, but it
: appears that each one has something wrong with it. I would very much like
: to get one or two of them working properly.

B&C Computers have done that. www.myatari.com, I think, is their web site.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3418. Re: Help please

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 05:08:41 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <a9j00hslf1@wanadoo.fr>
Source record: 35772

> On Tue 16-04-2002 19:25 (GMT) Bondie wrote:
>
>>Does anyone know how I can get a *.exe to run on my web site. I have a
>
> Depends on what sort of webserver program you run. If your site is not
> hosted on your own computer you will have to ask the administrator where
> it is located.
>
> Hm, .exe sonds like a Neodesk program. Are you trying to get a desktop
> feeling on your home page? :-)
>
> If you wamt to run executables on the visitors computer this should not
> be possible at all. But, actually it is under certain circumstances.
> Microsoft are trying hard to eliminate these feature, though.

And they're rigth, it's a too dangerous features !
It bring the system a fairly good security hole ;)

3419. Re: Anyone fix TT's?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 05:14:19 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E27CEB.64AF%gfa@basic.net>
Source record: 35773

in article a9issbkjk2@reader1.panix.com, Jim DeClercq at
jimd@panix3.panix.com wrote on 4/17/02 12:15 AM:

> John Perez <jhperez@uhunix2.its.hawaii.edu> writes:
>
> : I am wondering if there is anyone out there that services Atari TT
> : computers. I have purchased four TT motherboards over the years, but it
> : appears that each one has something wrong with it. I would very much like
> : to get one or two of them working properly.
>
> B&C Computers have done that. www.myatari.com, I think, is their web site.
>
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA

Wizztronics I think does repairs too.

Lonny Pursell

3420. Re: Mega ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 05:15:56 UTC
From: NSPIRIT <nspirit@wanadoo.fr>
Message-ID: <a9j0e4os1@wanadoo.fr>
Source record: 35774

And theire's a port of ï¿œCLinux for no mmu computers.

3421. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 05:18:43 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnabq16g.98j.atari@core.preferuje.luzik.pl>
Source record: 35775

> Take a look at Anodynes CD Writer Suite, one of the apps from the package
> is called CD-Inscriptor (CD-ISO.PRG), never heard of it? it's better known
> to people from the Unix world as MKISOFS 1.2, CD Inscriptor is the living
> proof that it is possible to add a user friendly GEM front that respects
> some of the Atari standards and protocols to Unix stuff, does it surprise
> you that the program works in SingleTOS, MagiC and MiNT?

That is not good example.

Mkisofs (IIRC) is GNU GPL software, and any other software that uses (link
againsrt) it, or part of it must be GNU GPL too (GPL states that clearly).

So if any program from CD-Writer Suite uses it then it uses it illegally,
and shoult be relased for public under GPL terms.

As I belive, Annodyne Software would not do such illegal asctions, and that
measn that CD-Inscriptor must be written FROM SCRATH.

Adam Klobukowski
atari@gabo.pl

3422. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 05:54:39 UTC
From: DylanSOB <dylansob@earthlink.net>
Message-ID: <z68v8.12825$3z3.1232494@newsread1.prod.itd.earthlink.net>
Source record: 35776
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Paul,

I use a Soundpool MO4 which plugs into the printer port and give me 4 extra MIDI out ports in Cubase Audio with no problems. They may be hard to find, but worth it.

Dylan O'Brien

"Paul Nurminen" <nurmix@spam-free.com> wrote in message news:3cbc9540.7849511@news-server.socal.rr.com...
> Ok. I've recently updated my studio, adding another synth module and
> table top sampler. So, the need for a second MIDI OUT port from my
> Falcon was obvious. I've had the MIDIman "Mini MacMan" box, that
> works through the Falcon's LAN port (using a special MROS driver) for
> quite some time, but never used it much, aside from testing it when I
> initially got it

3423. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 07:22:25 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBD22B1.5080406@seimet.de>
Source record: 35777

Kenneth Medin wrote:

> But it should be noted that a genuine Atari UNIX _does_ exist. I don't
> think it really got finished but was to be shipped with TT's.

It got finished but was only available for registered developers. It's
an Atari System VR4.

> And off course the BSD clone Mint is nowadays a far better "Atari UNIX",
> I suppose.

No, it isn't. The Atari Unix is a *complete* Unix with all System VR4
features, including X11 and Motif. MiNT is not Unix, only Unix-like.
Nowadays it's Linux that replaces Atari's Unix.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3424. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 07:26:12 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBD2394.3050208@seimet.de>
Source record: 35778

Jim DeClercq wrote:

> Somebody does. Uwe Seimet got it on the harddrive of his TT. Unix
> System IV, I believe, and I think he once told me just about the same
> thing. AFAIK, he tests programs he writes on it, to make sure it will run
> under MiNT. If I am wrong about that, I'm sure he will tell us.

Actually I have not used it for several years. I have never tested
programs on it with respect to MiNT, since this is not possible. Unix is
not MiNT.
And from todays point of view running Unix on a TT does not make much
sense anyway. The TT is simply too slow.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3425. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 07:28:17 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBD2411.4090105@seimet.de>
Source record: 35779

Adam Klobukowski wrote:

> So if any program from CD-Writer Suite uses it then it uses it illegally,
> and shoult be relased for public under GPL terms.

This is wrong. If, for example. someone writes a GUI for mkisofs and the
GUI just calls mkisofs with command line options, this usage of mkisofs
is absolutely legal and compliant with the GNU GPL.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3426. Re: Help please

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 07:43:22 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <a9j8vl$8l7$1@pegasus.csx.cam.ac.uk>
Source record: 35780

Bondie wrote in message ...
>Does anyone know how I can get a *.exe to run on my web site. I have a
>emulation page and would be great if the emulator would run within the site
>and play a game. Is there any code for this as I've searched for days on
>the web. I have even seen examples of spectrum games being live on some
>sites. Any advice is more than welcome.
>

I assume you want it to run on a PC.
You could use a normal href tag eg <a href="url/program name.exe">, this wont acutally run it on your web page but it will allow the user to run it from a seperate window on the desktop. Alterantively you could try embedding it into a web page using the embed tag, eg...
<embed src="url/program name.exe" width=size in pixels height= size in pixels/>.
This will place it on the page although I don't know if it will run, I just tried it on my pc however I did not have the correct plug in (I assume that one exists) for IE in order to run it.
If all else fails you can simply go back to the site that was running the spectrum games and look at the source for their web page to see how they did it.

Stephen Moss

3427. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 08:19:19 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Zdav8.36002$tZ1.7914403@news2-win.server.ntlworld.com>
Source record: 35781
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"DylanSOB" <dylansob@earthlink.net> wrote in message
news:z68v8.12825$3z3.1232494@newsread1.prod.itd.earthlink.net...
> Hi Paul,
>
> I use a Soundpool MO4 which plugs into the printer port and give me 4
extra
> MIDI out ports in Cubase Audio with no problems. They may be hard to
find,
> but worth it.

I have the Soundpool MO4 in stock.

Barrie at Keychange.

www.keychange.co.uk

3428. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 09:15:55 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnabqf38.9kq.atari@core.preferuje.luzik.pl>
Source record: 35782

```
>> So if any program from CD-Writer Suite uses it then it uses it illegally,
>> and shoult be relased for public under GPL terms.
>
> This is wrong. If, for example. someone writes a GUI for mkisofs and the
> GUI just calls mkisofs with command line options, this usage of mkisofs
> is absolutely legal and compliant with the GNU GPL.

If it is only a frontend it is legal, but is it links against GPL code it is
illegal.

Adam Klobukowski
atari@gabo.pl
```

3429. Re: Bayblon 5

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 09:17:29 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019065302.8840.0@eurus.uk.clara.net>
Source record: 35792

Hi Starlord

| Then you've never watched the show, otherwise you would know.
|
| The first 3 where distroyed, the 4th disappered after going online (Was
seen
| later in the B5 show two times and the reson why it disapeered)..
|
| The BEST Sci-Fi on T.V.

< Here's a flame-fest in the making. 8-) >

If you're not a Star Trek fan then you are gay!!.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.349 / Virus Database: 195 - Release Date: 15/04/02

3430. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 09:38:34 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019065305.8840.1@eurus.uk.clara.net>
Source record: 35791

Hi Dennis

| Where does that rumour that MagiC is on ice comes from? At this very
moment
| Andreas Kromke is working his but off developing the new version, like
most
| commercial software the development of MagiC is not discussed in public,
it
| doesn't mean because it's not discussed in public, that it's on ice or
| dead...

I hope he works out the bug in the clock code. I havent been able to use Magic 6.20 on my MegaSTE, the clock reports that we are in the year 2080 and that the time is 28:53. I emailed him aboout this and he states that there are no problems!. The keyboard clock is correct, but the Gemdos clock seems to be freewheeling.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.349 / Virus Database: 195 - Release Date: 15/04/02

3431. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 11:01:26 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9jkm6hnc1@news.hawaii.edu>
Source record: 35783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Okay - so if anyone's listening...

As I think back, the last thing that I was able to do with this TT was testing simms. I've been trying to weed out the defective ones.

It is slightly possible that the last time I tried to boot, one of the simms was not seated completely in the TT ram board.

Can anyone think of what I may have fried if this was the case?

Also, would a TT diagnostic card and test rig be likely to be able to diagnose this?

Thanks!

John Perez

3432. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 13:06:02 UTC
From: "David W.E. Roberts" <nospam@talk21.com>
Message-ID: <a9jsaq$3mpsv$1@ID-122774.news.dfncis.de>
Source record: 35784

Uwe,
just found this NG after looking at my STE in the loft.
Does the STE (4Mb RAM, 250Mb SCSI HD) have enough bottle to run Linux?
If so, where would I get a copy - available for download?
If not, what alternatives are there?
TIA
Dave R
"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3CBD22B1.5080406@seimet.de...
> Kenneth Medin wrote:
>
> > But it should be noted that a genuine Atari UNIX _does_ exist. I don't
> > think it really got finished but was to be shipped with TT's.
>
> It got finished but was only available for registered developers. It's
> an Atari System VR4.
>
> > And off course the BSD clone Mint is nowadays a far better "Atari UNIX",
> > I suppose.
>
> No, it isn't. The Atari Unix is a *complete* Unix with all System VR4
> features, including X11 and Motif. MiNT is not Unix, only Unix-like.
> Nowadays it's Linux that replaces Atari's Unix.
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

3433. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 13:54:07 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <8cuj9a.hii.ln@speaker.rodsbooks.com>
Source record: 35785

In article <3CBD22B1.5080406@seimet.de>,
Uwe Seimet <us__nospam__@seimet.de> writes:
>
> The Atari Unix is a *complete* Unix with all System VR4
> features, including X11 and Motif. MiNT is not Unix, only Unix-like.
> Nowadays it's Linux that replaces Atari's Unix.

There's also NetBSD for Atari:

http://www.netbsd.org/Ports/atari/

I don't know the pros and cons of NetBSD and Linux with specific respect
to the Atari platform. On other platforms, each has its quirks, but they
mostly boil down to personal preference issues.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3434. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 14:24:07 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <i1vj9a.hii.ln@speaker.rodsbooks.com>
Source record: 35786

In article <a9jsaq$3mpsv$1@id-122774.news.dfncis.de>,
"David W.E. Roberts" <nospam@talk21.com> writes:
> Uwe,
> just found this NG after looking at my STE in the loft.
> Does the STE (4Mb RAM, 250Mb SCSI HD) have enough bottle to run Linux?

No -- at least, not without modifications. You'd need a 68030 board (with MMU; no "EC" CPU variant). I don't know about precise RAM requirements for the 68030 version, but you might need more RAM than 4MB.

> If so, where would I get a copy - available for download?

If you've got the requisite hardware, check:

http://www.debian.org/ports/m68k/
http://ftp.us.debian.org/debian/dists/Debian2.2r6/

There's also some guy selling CD-Rs on eBay for $10, but I don't know how complete and useful these are. You'd need to add a CD-ROM drive to take full advantage of this, I'd expect (unless maybe you set up some sort of network link and did a network install, but I've not tried that with Ataris). Type "Atari Linux" into the eBay search field to find these CD-Rs.

> If not, what alternatives are there?

Minix is available for Atari STs (or was; it might be hard to track down), and doesn't require much in the way of resources. It's also pretty limited, though.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3435. Re: Emulated ST & Internet

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 16:29:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019068644-107851AEicMi@gmx.net>
Source record: 35648

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Sun, 14 Apr 2002 17:09:06 GMT

Hi Kenneth,

>I was under the impression that IConnect only support dialup conections?
>If so that setup will not work. At least not for me.

True, but you didn't specify this.

>When using the Apple stack will there be possible to use different IP-
>addresses for the emulator and native Mac mode?

Not with the current version.... but wait until you see what's in the
pipeline ;-)

>>as long as the page doesn't contain anything exotic CAB is likely to
>>display it better as well.
>
>Yes it mostly works fine but is slower due to the fact it is single

Not so when using CAB with the multi threading capable IConnect stack...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3436. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 16:41:25 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3cbda2b0$0$1528$6d5eecc5@news.eurekanet.com>
Source record: 35787

Kenneth Medin wrote in message <3cbc99b4299e0f0@tripnet.se>...
>On Tue 16-04-2002 20:19 (+0100) Techsupport wrote:
>
>>"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
>>news:a9h8dl$sj3$1@news.hawaii.edu...
>
>>> Anyone have Atari Unix?
>>>
>>
>>No, sorry
>
>But it should be noted that a genuine Atari UNIX _does_ exist. I don't
>think it really got finished but was to be shipped with TT's.
>
>And off course the BSD clone Mint is nowadays a far better "Atari UNIX",
>I suppose.
>

One of my greatest regrets was not being able to buy the dev machines. Back
in 94 a programmer who had been involved in the project was given the 2
development
TT's which he sold for some pitiful amount of money like $600 US. I was
just about
flat broke at the time. 2 TT's, Atari TT mono big screen monitors, Rieble
ethernet cards
in both... oh well...

From what I have heard over the years though. The Atari version of Unix
while not that
bad at the time, would be considered utter junk these days.

Dan Ackerman
aka baldrick

3437. Re: SCSI Ethernet Available

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 16:49:30 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3cbda492$0$1521$6d5eecc5@news.eurekanet.com>
Source record: 35788

Mark Duckworth wrote in message <1018983300.583959@pikachu>...
>Not a chance... Unfortunately
>
>I bought one of these asante adapters in an effort to start writing a
>driver for it, and I can't get any of my atari's to even boot with it
>connected. According to Asante, it won't work if it is addressed faster
>than 1.5Mbps, which I think machines like the TT and Falcon can
>surpass, so best to consider one of the other numerous ethernet options
>available to us now..
>
>Mark
>http://atari-source.com
>

Well you could make them work, but the effort probably wouldn't be worth it.

I had a couple myself. I was able to get my TT to boot with them, it's a question
of termination. Of course they are old boxes so you really need to verify that they work in the first place.

I was able to get quite a bit of information off of the box in it's sector 0. However that's
not actually implementing it.

Here are a few random things on these boxes.

The unofficial word is that there is no one at Asante who has any idea how these things work. The last programers involved with the project left years ago. But you won't get anyone at Asante to make this statement officially. I really don't know why they care, it's
old technology and I think the market would accept a blanket, we don't support these at all anymore statement.

They don't follow the standard scsi command structures. I've spoken with a few programmers who have looked at how the boxes work and they play fast and loose with SCSI commands. So much so that it's easier to get some other method of ethernet going than this system. To be honest this is probably why they don't work with Macs after a set date. Apple changed their SCSI chips. So if you have a mac with the old scsi chip in them they work. I think this would be comparable to the idea of LineA in the atari world. It was accepted and pushed for a number of years and then the Falcon came out and it was all over with.

Dan Ackerman
aka baldrick

3438. Re: Dumb question maybe

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 16:58:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019068626-104039AEicMi@gmx.net>
Source record: 35647

From: rand@cd.chalmers.se (Johan Klockars)
Date: 15 Apr 2002 13:21:14 GMT

Hi Johan,

>I don't know if the NOVA code was based on anything provided by Atari,
>but considering that it was commercial, and expensive, that seems likely.
>Getting everything 100% correct going only by available VDI
>documentation and existing programs' behaviour is very far from simple.

In less then a month this is the fifth time NOVA graphic cards are described as being expensive... I bought a NOVA Mach32 card with 1Mb in 1994 from ComputerInsel and paid DM 499 for it. At that time the bare ATI card was advertised in various PC mags costing DM 399. So for DM 100 more I received a VME to ISA interface, casing for the interface, drivers and a very well written manual. And in addition all the various NOVA drivers updates were free... Two years later I bought the NOVA Mach64 with 4Mb VRAM for DM 999, the bare card was advertised at that time at DM 900... Personally I find $50 extra for the interface, drivers and manuals to be a bargain. One thing is for sure: Gerhard Huber couldn't retire with the little he made off selling those cards... Everyone seems to overlook that the ATI MACH32 and 64 cards can't be compared with cheap taiwan made S3 cards. The ATI cards were expensive back in 1994-1997, they were also regarded to be among the best available. Quality usally comes with a price attached....

Cheers from Belgium
Dennis
--

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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3439. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 17:00:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019068620-103143AEicMi@gmx.net>
Source record: 35646

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Mon, 15 Apr 2002 23:18:25 -0500

Hi Frederic,

>Atari GEM/AES is a big pain in the butt to program and its API is
>different from everything else in the world.

So are the Windows and Mac API's without the proper tools.

>A GUI definitely has its place, but you can't deny non-gui apps,
>especially on machine as low in resources like 1meg of free memory on
>16mhz cpu, can't waste that in GUI.

This is 2002, expand the memory and/or replace that 16Mhz machine with a Milan or Hades. Low resources are not an excuse in my book. We've all had plenty of time to upgrade our machines... nine years to be precisely.

>ARGV? i thought this was standard on any atari OS, (except old singletos),
>anyone to correct me?

So what's wrong with it? it doesn't matter how old it is, fact is that even that standard isn't implemented in the ported apps. It's like standards are a sleeyzy four letter word in the world of ported apps

>Wdialog? :)))))) heheheh, if that was clean and not a hack, it would be
>used more often by coders :)

Yep, they rather waste their time reinventing the wheel...

>Well, the other protocols, like I said, just try to implement these
>protocols, oh, first, find some good detailed documentations, 2 learn
>german, 3: people will complain that your program which should have taken
>50k is now 2meg and don't work anymore on their machine.
>By the time you'll be done implementing all these protocol, you'll be so
>sick and tired of your program that you'll drop it.

I gues that's the difference between coders and programmers... It's also the diffence between free software and shareware/commercial apps, one pays the programmer a reward for not getting sick and tired of implementing a user friendly interface which works with the protocols.

> applications which warp us right back in the stone age?
>If it does the job right, who gives a hoot?
>You have such a high standard that you rather not use it, eventhough
>someone took the time to make it at all available on your atari hardware,
>though you can't use your mouse, you'll just complain.

I for one give a hoot...
Do you remember why exactly you choose an Atari computer at the time? I was already an Atari addict when the ST was released, but for a lot of people the ST was their first computer. They could have opted for an Apple, PC, Amiga and a couple of other platforms. I don't think anyone choose it because they loved the hardware, it was the software that set it apart...
17 years old software looks better then what you and your gang are trying to shove up my a*** right now!! In those 17 years the software development has risen to a level which even today still makes it worthwile to stick to this platform. And like it or not but the fact is that the protocols and standards raised the overall quality of the software. We've all accepted standards like Drag and Drop or the Clipboard, some of us even welcomed them... I consider the online help of ST-GUIDE to be invaluable, especially compared to crappy text files which are supposed to help the user. Colour icons? who needs them? why have I ever bought a Nova Card? RSC constructors? A waist of time. OLGA and DHST? That's for lamers wanting to show off.... etc. :-(
You want us to return to the stone age, the only reason given for this so far is that the bunch of people who port software aren't capable of producing a user friendly and more or less good looking interface...

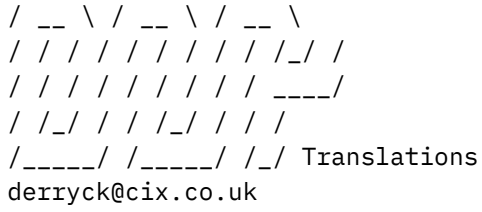
>>well, actually there is a problem. There's no software available to
>>optimize or repair FAT32 partitions.
>
>yeah, big problem there, I understand. But see, if you install ext2fs, or
>whatever DECENT FS, you won't have to worry about fat16/32 whatever.

I run MagiC 6.20 with FAT32 and it works for me...

>That's the main reason why there are no real defragmenter in unix, coz not
>that 100% necessary, systems have uptime of 2 years and performance is
>still good.

So how do you fix bad sectors?

Cheers from Belgium
Dennis
--



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xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3440. Re: PowerFPU and MagiCMac (was: MagiCMac upgrading costs?)

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 17:00:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019068616-102363AEicMi@gmx.net>
Source record: 35795

From: Eick_Wagner@ki.maus.de (Eick Wagner)
Date: Mon, 15 Apr 2002 23:14:00 +0200

Hi Eick,

>PowerFPU costs $29
>
>No, that's wrong. The price is $75.
>Have a look at at the developers web site:
>
> http://www.jna.com/orders.html

I bought it from the local Apple store, since software in Belgium is not
exactly cheap I assumed $29 was the general price. So this means I've got
myself a nice bargain without realising it.... :-)
$75 is a lot of money for a tool like this, personally I would have to
think twice before ordering it at that price. For $75 you can get a second
hand 604/300Mhz processor which will speed up the emulation process quite a
lot as well.

>It would be interesting if SoftwareFPU works on Your system. If it doesn't
>but PowerFPU does, the chance is much bigger that it works on my system as
>well even if SoftwareFPU does not. :-)

I'll download it tonight and report back tomorrow....

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3441. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 17:07:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019068612-101563AEicMi@gmx.net>
Source record: 35794

From: lp <gfa@basic.net>
Date: Tue, 16 Apr 2002 01:48:15 -0400

Hi Lonny,

>I would bet money that if I did a trace route from Dennis's ISP to my ISP
>that more than one of the system admins in between uses a cli to maintain
>their system. I find the reference to 'stonage age' hilarious. Such tools
>are used everyday. Comedy at it's finest.

So what's your point? I'm not responsible for whatever it is our ISP's work with. Typewriters are still in use as well, but you wont get me behind one anymore...

>Actually phototip is a good example, there are a few free unix apps to pull
>the images off digital cameras, completely free!

Phototip is much more then just an app that pulls images off your camera, and since you've obviously used it you know this very well. None of the free unix apps will offer the same features. And I don't give a damn if PhotoTip isn't free, it's not like it costs an arm and a leg. One usally gets what he pays for, the money factor is a silly argument....

>While phototip, which is pretty and nice, don't get me wrong it works, but
>it has one flaw, it forces me to use wdialog, thus making my system
>unstable.

Oh no!! another one !!
I'm using Wdialog and/or the PDLG.SLB for years now, none of my systems are instable. But I do read docs, WDialog is an extension for TOS, which also happens to work on MagiC without causing any problems. MiNT isn't mentioned in the docs, at the time is was developed (1995) the brothers Behne probably weren't even aware that MiNT was being further developed. I find it rather normal that they didn't waist time and energy trying to get something running under MultiTOS.
To summarise: WDialog was never intended to run under MiNT, no guarantees whatsoever are given. Anyone persisting to run it under MiNT knowing that it makes his system unstable is a stupd git. If you need to run an application that needs WDialog revert back to SingleTOS or MagiC. And last but not least, stop sulking, you're a programmer, write a replacement that works under MiNT.

>It's a good thing the unix apps are available, also lynx saved my a** when
>cab choked, which was very often...

Yes a very good thing.... who needs CAB, Wensuite, Adamas or even Highwire when there's such a *free* marvell like lynx available?

Cheers from Belgium
Dennis
--

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dennis.vermeire@gmx.net
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http://www.cix.co.uk/~derryck/index.htm

3442. Re: Spooky TT problem

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 17:09:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019068610-101023AEicMi@gmx.net>
Source record: 35793

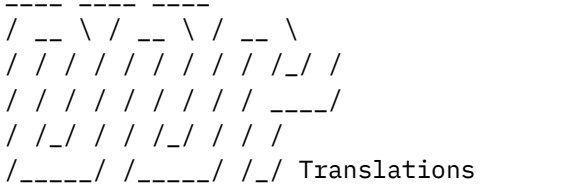
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Date: 16 Apr 2002 15:57:22 GMT

Hi John,

>For my latest trick, somehow - Magic runs on one of my TT030 machines, but
>produces a Gemdos error and crashes on the other. I took the hard disk
>from one, swapped it back and forth, and inexplicably, Magic refuses to
>run on one of the machines.

Take a look at the NV-RAM settings, boot preference *must* be set to TOS, in
my experience it's also better not to use an oversized boot partition, some
versions of Magic behave strange when booted from anthing larger then 256Mb.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3443. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 17:57:14 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E32FB9.64E2%gfa@basic.net>
Source record: 35649

in article Pine.MNT.3.96-MiNT.1020417193142.189G-100000@localhost,
SWE/YesCREW at jvalant@atari.org wrote on 4/17/02 3:37 PM:

> I agree with u...I also think they never used good setup.. Maybe a
> glimps at MultiTOS which realy aint good... Too much problems... And last
> but not least: i never talked ported unix apps use GEM cookies.. I just
> said MiNT OS use then and we can run basicaly anything Magic/TOS can with
> bonus in form of Unix :) But ass soon some ppl see "Unix" that means some
> obsolete CLI to them (like DOS).. They only know its typing of commands..
> Noons see the piplelined commands, interprocess communication, which
> basicaly can do much as those GEM protocols try to... GEM scripter is
> "GEMized" wersion of SH anyway...

Exactly, and one needs to remember:
The TTP app has been there since day one with the release of the very first
ST, so it has always been part of the "Atari feeling".

Lonny Pursell

3444. Re: Roland JV1010 mixermap Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 18:06:36 UTC
From: Freek Munniksma <fmunniksma@hetnet.nl>
Message-ID: <15749c134eb6580e2f7e7af4e7c37575.14589@mygate.mailgate.org>
Source record: 35650

"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message
news:Pine.MNT.4.31.0204162243290.106-100000@easymint...

> On Tue, 16 Apr 2002, Freek Munniksma wrote:
>
> > The sysex messages like reverb type, reverb time etc. i copied from a
> > JV1080 mixermap i found at Steinberg.de. It seems to work, but every
> > time i get a fault message in the JV1010 display indicating a checksum
> > error.
> > Any sysex experts out there?
> >
> Can you give an example of such a sysex message that is entered in a
> mixermap object, and gives a checksum error on your JV1010 ? I might be
> able to see what's wrong with it.
>
> (Maybe you should post this question also in a midi related newsgroup like
> alt.music.midi)

The sysex messages in the mixermap controls have thew following format:

Reverb type
F0,41,10,6A,12,01,00,00,28,XX,00,F7

with XX being the variable controlled by the mixermap knob. Of course
itï¿½s
hard to compute the checksum if you donï¿½t know the value of XXï¿½

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3445. Freeze frame...

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 18:10:44 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1019071442-246851AEicMi@xs4all.nl>
Source record: 35654

Does anyone know what might cause this constant
'freezing' of the screen? Is there a sort of conflict
between MagiC and the Nova drivers? Or has Stewart to
do with it? I also suspect soem ASH programs or
Papyrus; especially Emailer and Papyrus do not 'like'
each other much...It can be quite annoying.

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3446. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 18:18:59 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0204171018.2c0c8437@posting.google.com>
Source record: 35651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

nurmix@spam-free.com (Paul Nurminen) wrote in message
news:<3cbc9540.7849511@news-server.socal.rr.com>...
> Ok. I've recently updated my studio, adding another synth module and
> table top sampler. So, the need for a second MIDI OUT port from my
> Falcon was obvious. I've had the MIDIman "Mini MacMan" box, that
> works through the Falcon's LAN port (using a special MROS driver) for
> quite some time, but never used it much, aside from testing it when I
> initially got it

Hey Paul, Wayne from Dalton, GA. here. I had no idea that could be
done! As I read your post, I looked down at the Mini MacMan I have
laying around unused. I'm gonna try that, and I'll let you know if it
works for me!

I've heard good things about the MO-4, also steinburg made something
called SMPII, or something like that.

How are you likeing Audio Tracker?

Wayne

3447. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 18:25:06 UTC
From: DylanSOB <dylansob@earthlink.net>
Message-ID: <66jv8.14058$3z3.1327922@newsread1.prod.itd.earthlink.net>
Source record: 35652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Barrie,

Do you happen to have a Soundpool adat audio interface for the Falcon? If
so, what is your price?

Thanks,
Dylan O'Brien
USA

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:Zdav8.36002$tZ1.7914403@news2-win.server.ntlworld.com...
>
> "DylanSOB" <dylansob@earthlink.net> wrote in message
> news:z68v8.12825$3z3.1232494@newsread1.prod.itd.earthlink.net...
> > Hi Paul,
> >
> > I use a Soundpool MO4 which plugs into the printer port and give me 4
> extra
> > MIDI out ports in Cubase Audio with no problems. They may be hard to
> find,
> > but worth it.
>
> I have the Soundpool MO4 in stock.
>
> Barrie at Keychange.
>
> www.keychange.co.uk

3448. Re: Emulated ST & Internet

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 18:30:47 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cbdcd5a139e810@tripnet.se>
Source record: 35653

On Wed 17-04-2002 18:29 (+0200) Dennis Vermeire wrote:

>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Sun, 14 Apr 2002 17:09:06 GMT

>>I was under the impression that IConnect only support dialup conections?
>>If so that setup will not work. At least not for me.
>
>True, but you didn't specify this.

Perhaps it would be possible to do a "fake" dialup with IConnect on a
SLIP nullmodem network as you can using the Windows "Dialer"?

>>When using the Apple stack will there be possible to use different IP-
>>addresses for the emulator and native Mac mode?
>
>Not with the current version.... but wait until you see what's in the
>pipeline ;-)

That would be great!

>>>as long as the page doesn't contain anything exotic CAB is likely to
>>>display it better as well.
>>
>>Yes it mostly works fine but is slower due to the fact it is single
>
>Not so when using CAB with the multi threading capable IConnect stack...

Well, my STinG setup is of course also fully capable of using several
connections simultaniously. CAB on the other hand opens one file a time
and is afaik single threaded. Both when online and from the cache or
other local files.

I would really be surprised if CAB suddenly would run with each GIF etc
decoded in separate threads when used with IConnect!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3449. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 18:56:26 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E33D9A.64FF%gfa@basic.net>
Source record: 35655

Dennis,

You can hate CLI's but you are missing out because of some misguided notions about unix.

The best example of MiNT with the unix extension I can provide is PINE and Newsie, or some other GEM mailer/news reader of your choice.

First of all you don't need to open bash (bash is a CLI) and type any commands to start PINE. You can start it from the Taskbar or place it on the desktop like any other app. If you think there are long complex commands involved in stating unix apps you are sorely mistaken.

Once PINE is started you simply press arrow keys/return or one letter keys to do whatever it is you wish to do. Want to compose a mail, press "c". You do not sit at a CLI and enter "send mail blah..." and anyone who thinks otherwise is a complete moron.

Further more any good GEM app has keyboard shortcuts for all commands, thus making it functionally equivlent to PINE. The only difference being the look of it, and the fact that PINE does way more than most GEM apps.

One can use MiNT with the unix exensions all day and never type a complete command (more than 1 key stroke). The lumping of "unix apps" and "cli" into the same category is wrong and misguided. The real use of unix commands is only really apparent in bash which IS a CLI. Programs like PINE or Lynx are not CLI's at all.

I cannot explain it in any simpler terms, so if it still don't sink in I feel sorry for you.

Lonny Pursell

3450. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 18:57:21 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnabrh5e.b3n.atari@core.preferuje.luzik.pl>
Source record: 35656

> To summarise: WDialog was never intended to run under MiNT, no guarantees
> whatsoever are given. Anyone persisting to run it under MiNT knowing that it
> makes his system unstable is a stupd git. If you need to run an application
> that needs WDialog revert back to SingleTOS or MagiC. And last but not least,
> stop sulking, you're a programmer, write a replacement that works under MiNT.

If I'm not mistaken here, WDialog is free. But unfortunetly sources are not
avialible. If it would be relased (GPL :), then it would be fairly easy to
implement it everywhere. Without sources it isn so easy.

Btw. there are replacements, but none of them implement WDialog functions in
full.

Adam Klobukowski
atari@gabo.pl

3451. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:02:57 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CBDC6EF.819AB80E@rogers.com>
Source record: 35657
Cross-posted to: comp.sys.atari.st,alt.usenet.kooks

Hey Sinplop

sinclap@yahoo.com wrote:

> danap8@aol.com (DANAP8) wrote in message
news:<20020416184546.29967.00002506@mb-cb.aol.com>...
> > Hey Sincrap,
> >
> >
> > >Just one Atari item?
> >
> > You don't read or listen well, do you?? Read the magazine and then do a count
> > of Atari items. Quality counts - something you're just not familiar with.
>
> So quality degrades after one item?

In the case of your drivel, yes. Its a shame that after your time in the mental health institution didn't help you get a grip on reality. You should have that time to invent a whole
new set of fictions to entertain us with. Your old lies are worn out.

3452. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:06:04 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnabrhlp.b3n.atari@core.preferuje.luzik.pl>
Source record: 35658

>>That's the main reason why there are no real defragmenter in unix, coz not
>>that 100% necessary, systems have uptime of 2 years and performance is
>>still good.
>
> So how do you fix bad sectors?

There is a big difference between filesystem checker and defragmenter.

Filesystem checkere checks filesystem for errors (and bad sectors if needed)
and tries to repair this problems.
Filesystem defregmenter takes action to defragment files on disk. You have
to keep in mind that defragmenter should run only on 100% error free
filesystems becouse if filesystem has errors it can die completly after
defragmentation. Becouse of that most of defragmenters are able to check
filesystem for errors first, and some of them are able to repair it.

For examle: Diamond Edge is a combined defragmenter and checker.

Adam Klobukowski
atari@gabo.pl

3453. Re: Roland JV1010 mixermap Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:11:15 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cbdd6d2264000@tripnet.se>
Source record: 35659

On Wed 17-04-2002 18:06 (GMT) Freek Munniksma wrote:

>"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message
>news:Pine.MNT.4.31.0204162243290.106-100000@easymint...
>
>> On Tue, 16 Apr 2002, Freek Munniksma wrote:
>>
>> > The sysex messages like reverb type, reverb time etc. i copied from a
>> > JV1080 mixermap i found at Steinberg.de. It seems to work, but every
>> > time i get a fault message in the JV1010 display indicating a checksum
>> > error.

>The sysex messages in the mixermap controls have thew following format:
>
>Reverb type
>F0,41,10,6A,12,01,00,00,28,XX,00,F7
>
>with XX being the variable controlled by the mixermap knob. Of course
>itï¿½s
>hard to compute the checksum if you donï¿½t know the value of XX

In the "Object Definition" dialogue try the "SysEx Func" popup menu and
select "Std. Roland Chksum."

This is supposed to get the checksum added.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3454. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:19:00 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0204171119.3f08879b@posting.google.com>
Source record: 35660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey Paul, me again. What kind of cable does one use to plug the Mini MacMan into the lan of the Falcon, an where might I find one?

3455. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:20:30 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cbdcb48$0$21813$79c14f64@nan-newsreader-03.noos.net>
Source record: 35661

"Uwe Seimet" <us__nospam__@seimet.de> a crit dans le message de news:
3CBD22B1.5080406@seimet.de...
> Kenneth Medin wrote:
>
> > But it should be noted that a genuine Atari UNIX _does_ exist. I don't
> > think it really got finished but was to be shipped with TT's.
>
> It got finished but was only available for registered developers. It's
> an Atari System VR4.
>
> > And off course the BSD clone Mint is nowadays a far better "Atari UNIX",
> > I suppose.
>
> No, it isn't. The Atari Unix is a *complete* Unix with all System VR4
> features, including X11 and Motif. MiNT is not Unix, only Unix-like.
> Nowadays it's Linux that replaces Atari's Unix.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

3456. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:30:30 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.3.96-MiNT.1020417192656.189F-100000@localhost>
Source record: 35789

On Tue, 16 Apr 2002, Martin Tarenskeen wrote:

> > I don't have to be a fan of it to comment on it, do I? I've seen and read
> > enough anti-MagiC biased posts here from MiNT users to know this. This is
> > not about "hating" an OS. It's about what can a certain OS do for me, I've
>
> I find this discussion very amusing/interesting. But isn't it time to
> rename the thread's subject name ? "cli vs gui" or "GNU vs Commercial
> software" or "MiNT vs MagiC" or whatever ;-)

Well id name it "Non Magic SUX, or Cli sux" since atleast i never used
those words, i didnt see u use it, but some ppl did.. and other names as
well....

> I'm using pine now and MiNT. I have no opinion about MagiC - I have
> never used MagiC - but I do know some of the best Atari apps were written
> with MagiC in mind. I just don't want to use two systems, and MiNT has
> become my (personal) choice.

I used Magic few years and i still use it sometimes on ST, since Magic
works great on low mem setups.. In contrast with most MiNT haters which
usualy never used it, or didnt managed to install it, and ofcourse thus it
sux....

Janez

3457. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:32:23 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cbdce10$0$24691$79c14f64@nan-newsreader-01.noos.net>
Source record: 35662

"Uwe Seimet" <us__nospam__@seimet.de> a crit dans le message de news:
3CBD22B1.5080406@seimet.de...
> Kenneth Medin wrote:
>
> > But it should be noted that a genuine Atari UNIX _does_ exist. I don't
> > think it really got finished but was to be shipped with TT's.
>
> It got finished but was only available for registered developers. It's
> an Atari System VR4.

It still exist special "atari unix" for big station atari too.
I forget the name but it was a station with transputer.
>
> > And off course the BSD clone Mint is nowadays a far better "Atari UNIX",
> > I suppose.
>
> No, it isn't. The Atari Unix is a *complete* Unix with all System VR4
> features, including X11 and Motif. MiNT is not Unix, only Unix-like.
MiNT is more, it is unix like design specially for atari
with a lot of compatibility of other OS, for read&write harddrive,...lan
compatibility...
the sparemint is the support of rpm too.
Some development are the fruit of cross-compilation.
It still exist a free gem implementation of gcc tools....
> Nowadays it's Linux that replaces Atari's Unix
MiNT support x11r6 so......
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

3458. 2 drives in SH205

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:33:23 UTC
From: Johannes Markus <jojomarkus@gmx.net>
Message-ID: <20020417.153322.1776808933.7936@gmx.net>
Source record: 35670

I raed in some book that it's possible to connect a second mfm-drive to the SH205's controller. Unfortunately, the book didn't tell how it's done.

Did any one ever try this or knows how to do this?

Thanks.

3459. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:36:14 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E346EE.650A%gfa@basic.net>
Source record: 35663

```
>> To summarise: WDialog was never intended to run under MiNT, no guarantees
>> whatsoever are given. Anyone persisting to run it under MiNT knowing that it
>> makes his system unstable is a stupd git. If you need to run an application
>> that needs WDialog revert back to SingleTOS or MagiC. And last but not least,
>> stop sulking, you're a programmer, write a replacement that works under MiNT.

...and people wonder why ASH is disliked. I certainly am not sulking.
The best course of action is to delete wdialog and the app the requires it.
Locate a free unix alternative and save your money. Booting back to
singletos is like jumping into the stone ages. hehe I agree reverting back
to magic is a step backwards if you have alot of stuff networked.

-------------
Lonny Pursell
```

3460. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:37:00 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.3.96-MiNT.1020417193142.189G-100000@localhost>
Source record: 35790

> >> It seems to me that we both have a different outlook on what exactly the
> >> "Atari feeling" is...
> >> Tell me, in what way is using for example Pine different on a Atari then it
> >> is on a PC or Mac running Linux? where exactly is the "Atari feeling" when
> >> working with Pine? except that it runs on a Atari under MINT OS only, there
> >> is no "Atari feeling" in sight. It can't interact with other Atari programs,
> >> doesn't have the look, feel and handling either. To summarize: it's an UFO.
>
> Not correct, one can cut/paste to and from PINE to any other app. Also one
> can click URL's and cab loads the page, click email addresses and amail pops
> up ready to send to the address. Sure these are features of TosWin and
> StringServer, but they enhance and integrate into whatever unix app or ttp
> you have running. I get the distinct impression people who dislike unix
> or ttp apps have not seen or used a MiNT machine correctlty setup.
>
> The "Atari feeling" is meaningless if the app partially works. PINE is a
> dam nice app and it out performs anything on the Atari I've seen to date.

I agree with u...I also think they never used good setup.. Maybe a
glimps at MultiTOS which realy aint good... Too much problems... And last
but not least: i never talked ported unix apps use GEM cookies.. I just
said MiNT OS use then and we can run basicaly anything Magic/TOS can with
bonus in form of Unix :) But ass soon some ppl see "Unix" that means some
obsolete CLI to them (like DOS).. They only know its typing of commands..
Noons see the piplelined commands, interprocess communication, which
basicaly can do much as those GEM protocols try to... GEM scripter is
"GEMized" wersion of SH anyway...

Janez

3461. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:45:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cbddeee8b9630@tripnet.se>
Source record: 35665

On Wed 17-04-2002 14:56 (-0400) lp wrote:

>The best example of MiNT with the unix extension I can provide is PINE
>and Newsie, or some other GEM mailer/news reader of your choice.

I'm a little curious of the benefits of Pine. Most of the Linux people
seem to use the newsreader slrn.

The only features in slrn I miss here with Okami is "message quality"
where slrn puts the most "interesting" posts first in the list. Really
don't know how this is done but would anyway be nice to have as they say
it works...

Also Okami dosen't highlight threads with responds to my own messages. Is
this possible in Pine?

Okami has no built in support for Unicode 8-bit characters at all. Lately
this has become more frequent and would be an interesting feature. What
about Pine and Unicode (UTF-8)?

I really like to be able to view several messages at a time in different
windows. I suppose Pine can't do that?

Also to have multicoloured messages with each posters text in different
colours makes it very easy to se who wrote what in Okami. What about Pine?

In short, should I setup MinT here and use Pine or should I stay with
Okami?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3462. Re: Still Waiting

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:58:37 UTC
From: trevorcjspencer@aol.com
Message-ID: <20020417155837.14735.00000825@mb-fr.aol.com>
Source record: 35667

In article <1018391148.4257.0@eurus.uk.clara.net>, "Dave"
<maccdave@ntlworld.com> writes:

>Retract or justify.
>
>
>"Steve Sweet" <stevesweet@freeuk.com> wrote in message
>news:1018125670.26337.3@eos.uk.clara.net...
>> Hi Hallvard
>>
>> | I'm interested in looked into hardware accelerators for my STe and have
>> | read the specs for TUS' Veloce+ with great interest.
>> | Anyone using it? Any other accelerators worth looking into.
>>
>> Ive only heard good about the Veloce board,
>
>wasn't your last comment 'HOBBY'
>
>> but lots of bad about some companies that fitted them.
>
>So you must be talking about me then, as I was the only
>person who fitted them. If you have anything to say then
>lets hear it in public to the group instead of your insipid
>comments that only make you look foolish. The main
>reason I left the Atari scene was because of people like
>you.
>I for one am fed up of your comments so if you have
>a complaint about Veloce or it's 'FITTERS' then lets hear it
>otherwise apologise to the group for your fictitious postings.
>
>> Its got a 68020 hasnt it?.
>
>Certainly has. Full 32Bit 0 wait state TT RAM.
>

And I'm very happy with mine although it's only the Veloce+2 version (4Mb ST
RAM and 2Mb TT RAM), especially useful with multitasking.

Trevor
6 Mb Atari STe

3463. Re: Paging Dr. Tiricc?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 19:58:38 UTC
From: trevorcjspencer@aol.com
Message-ID: <20020417155838.14735.00000826@mb-fr.aol.com>
Source record: 35666

In article <a7vh2m$on9h3$1@ID-111797.news.dfncis.de>, "Optigon"
<harvey@altern.org> writes:

>I read about this speech synthesis program called Dr. Tiricc that I would
>like to get hold of, but I can only find one page on the WWW that says
>anything about it. :(
>
>Does anyone know anything about this program or happen to have this program?
>
>Optigon
>

If you haven't already got a copy by now I may still have one of the old cover
disks that featured it.

Trevor
6 Mb Atari STe

3464. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 20:19:31 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cbde6d8ee8fe0@tripnet.se>
Source record: 35668

On Wed 17-04-2002 15:36 (-0400) lp wrote:

>>> To summarise: WDialog was never intended to run under MiNT, no guarantees
>>> whatsoever are given. Anyone persisting to run it under MiNT knowing that
>it
>>> makes his system unstable is a stupd git. If you need to run an
>application
>>> that needs WDialog revert back to SingleTOS or MagiC. And last but not
>least,
>>> stop sulking, you're a programmer, write a replacement that works under
>MiNT.
>
>...and people wonder why ASH is disliked. I certainly am not sulking.
>The best course of action is to delete wdialog and the app the requires it.

This sound a bit unfair to me. At least with rescent MagiC versions there
is no need for WDialog. On the contrary WDialog has made it possible to
run programs that use its extensions on my Geneva setup without having to
by MagiC at all.

If WDialog istelf were commercial it would have got your point. But as it
is free you are free to use its benefits as a user or programmer. If you
find it buggy then stay away from the programs that needs it.

But naturally it would be even better if the WDialog sources would be
released so others could port and correct its errors.

>to magic is a step backwards if you have alot of stuff networked.

I have all my Ataris networked here with MagiC and Geneva and it works
great for my needs. Sharing drives and ftp'ing to/from Windows and so on.
I have not tried the Samba compatible client yet but it would make it
even simpler to talk to my Windows pc's.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3465. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 20:28:16 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E35320.651D%gfa@basic.net>
Source record: 35669

Dennis,

>> 17 years old software looks better then what you and your gang are trying to
>> shove up my a*** right now!!

Who is forcing you to do anything? Be happy with your limited magic setup,
everything is optional you know. As swe pointed out the mac just finally
got a CLI and it really pleases the power users. If you prefer to be a
power luser that is your decision, but just because you dislike something
does not make it old or outdate. I dislike magic, I have since day one
but I don't diss miss it as utter crap or useless or outdated. If it works
for someone fine. If you (Dennis) don't like what you are reading stop
reading it, you have been in my killfile for the past month. I'm only
reacting to bits and peices of posts requoted by others. Now if you
have to read a TXT file to place me in your killfile, what a pity it
probably won't get done and you can keep on reading my posts. lol

---
Lonny Pursell

3466. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 20:36:11 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E354FB.6521%gfa@basic.net>
Source record: 35671

in article 3cbde6d8ee8fe0@tripnet.se, Kenneth Medin at kennethm@tripnet.se
wrote on 4/17/02 4:19 PM:

>> ...and people wonder why ASH is disliked. I certainly am not sulking.
>> The best course of action is to delete wdialog and the app the requires it.

> If WDialog istelf were commercial it would have got your point. But as it
> is free you are free to use its benefits as a user or programmer. If you
> find it buggy then stay away from the programs that needs it.

Deleting it is the same as avoiding it in my book.
So i don't get your point either, you more or less said the same thing.

Lonny Pursell

3467. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 20:36:58 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204172232580.129-100000@easymint>
Source record: 35673

On Wed, 17 Apr 2002, Steve Sweet wrote:

>
> I hope he works out the bug in the clock code. I havent been able to use
> Magic 6.20 on my MegaSTE, the clock reports that we are in the year 2080 and
> that the time is 28:53. I emailed him aboout this and he states that there
> are no problems!. The keyboard clock is correct, but the Gemdos clock seems
> to be freewheeling.
>

Maybe it's not a Magic bug, but an Atari bug? Maybe Y2K bug ? There are
patches for fixing Y2K bugs on Atari computers. I don't remember the
correct URL but you should be able to find it with Google or some other
search engine. There is a special Atari-Y2K-bug website somewhere.

Martin

3468. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 20:37:09 UTC
From: Richard Rives <rives@gte.net>
Message-ID: <V1lv8.4496$93.3553@nwrddc04.gnilink.net>
Source record: 35672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A LAN cable, one should have come with the Mini Macman.

An store that sells Apple products should have'em.

Sim to a ADB cable.

"Wayne Martz" <wmartz@firstpresdalton.org> wrote in message
news:2f399fc7.0204171119.3f08879b@posting.google.com...
> Hey Paul, me again. What kind of cable does one use to plug the Mini
> MacMan into the lan of the Falcon, an where might I find one?

3469. can you hook up Atari ST directly to a TV ?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 20:42:48 UTC
From: dreamcast_72 <dreamcast_72remove@hotmail.com>
Message-ID: <F6lv8.1622$eC.218922@localhost>
Source record: 35674

I had Atari 130 XE and 1040STE many years ago and I forgot if you can do
that or you need one of the monitors (color/mono)
if yes, are there PAL & NTSC versions of ST computers ?

I'm in Canada in thinking about buying ST, STF or STE computer again

please let me know guys

--
Dream
dreamcast_72@hotmail.com

3470. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 20:46:59 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204172239550.129-100000@easymint>
Source record: 35675

On Wed, 17 Apr 2002, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.myip.org>
> Date: Mon, 15 Apr 2002 23:18:25 -0500
>
> So are the Windows and Mac API's without the proper tools.
>
> >A GUI definitely has its place, but you can't deny non-gui apps,
> >especially on machine as low in resources like 1meg of free memory on
> >16mhz cpu, can't waste that in GUI.
>
> This is 2002, expand the memory and/or replace that 16Mhz machine with a
> Milan or Hades. Low resources are not an excuse in my book. We've all had
> plenty of time to upgrade our machines... nine years to be precisely.
>

I had much trouble running Pine on my standard 14 MB Falcon: In
combination with accs/thing/other processes running/ I frequently ran out
of memory. And PINE is not even a GUI. MyMail and AMail never gave me
memoryproblems. Now, with my CT2b and 32MB fastram, I don't have such
problems anymore. Conclusion: also apps without GUI can use/waste lots of
memory. MiNT loves a lot of memory.

Martin Tarenskeen

3471. Re: 2 drives in SH205

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 20:52:05 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <7glv8.37$Ur2.26011@newsfeed.slurp.net>
Source record: 35676

Terve. There might be something here: http://atarihacks.cjb.net/

Joshua.

"Johannes Markus" <jojomarkus@gmx.net> wrote in message
news:20020417.153322.1776808933.7936@gmx.net...
> I raed in some book that it's possible to connect a second mfm-drive to
> the SH205's controller. Unfortunately, the book didn't tell how it's
> done.
>
> Did any one ever try this or knows how to do this?
>
> Thanks.

3472. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 21:02:50 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.1761b2c5.40b246e2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35677

Dans le message <Pine.MNT.4.31.0204172232580.129-100000@easymint>
Martin Tarenskeen a ï¿½crit:
>On Wed, 17 Apr 2002, Steve Sweet wrote:

>>
>> I hope he works out the bug in the clock code. I havent been able to use
>> Magic 6.20 on my MegaSTE, the clock reports that we are in the year 2080 and
>> that the time is 28:53. I emailed him aboout this and he states that there
>> are no problems!. The keyboard clock is correct, but the Gemdos clock seems
>> to be freewheeling.
>>

>Maybe it's not a Magic bug, but an Atari bug? Maybe Y2K bug ? There are
>patches for fixing Y2K bugs on Atari computers. I don't remember the
>correct URL but you should be able to find it with Google or some other
>search engine. There is a special Atari-Y2K-bug website somewhere.

>Martin

Hello!

Just try ftp://chapelie.rma.ac.be/atari/

J.-Luc

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

3473. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 21:18:34 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204171617210.11974-100000@coazter.myip.org>
Source record: 35679

On Wed, 17 Apr 2002, Martin Tarenskeen wrote:

> On Wed, 17 Apr 2002, Dennis Vermeire wrote:
>
> > From: Frederic Fouche <g213778@coazter.myip.org>
> > Date: Mon, 15 Apr 2002 23:18:25 -0500
> >
> > So are the Windows and Mac API's without the proper tools.
> >
> > >A GUI definitely has its place, but you can't deny non-gui apps,
> > >especially on machine as low in resources like 1meg of free memory on
> > >16mhz cpu, can't waste that in GUI.
> >
> > This is 2002, expand the memory and/or replace that 16Mhz machine with a
> > Milan or Hades. Low resources are not an excuse in my book. We've all had
> > plenty of time to upgrade our machines... nine years to be precisely.
> >
>
> I had much trouble running Pine on my standard 14 MB Falcon: In
> combination with accs/thing/other processes running/ I frequently ran out
> of memory. And PINE is not even a GUI. MyMail and AMail never gave me
> memoryproblems. Now, with my CT2b and 32MB fastram, I don't have such
> problems anymore. Conclusion: also apps without GUI can use/waste lots of
> memory. MiNT loves a lot of memory.

Hmmmm, weird, pine even worked on 4 meg machine, so on your 14meg, that's
very strange indeed. Weren't you the one on the mint list who had weird
problems also with shutdown and fpu auto thing? if so, I think you
fixed it all, did you try pine since you fixed your setup problem?
(if it was you of course).

3474. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 21:21:34 UTC
From: sidcelery@cix.co.uk
Message-ID: <a9kp0r$sq5$1@thorium.cix.co.uk>
Source record: 35678

Hi Dennis,
I don't want to get bogged down in the other aspects of this thread - they all miss the point - but I'm glad to endorse the statements and opinions in your opening message here.

I know I'll be leaving the Atari platform this year and it'll be a result of alienating so many of the really talented and selfless programmers we've had on this platform as much as the lack of an adequate hardware and user-base fails to support any kind of professional programmer.

regards
Harry

On 12 Apr 2002 08:44:22 , Dennis Vermeire wrote:
> From: Frederic Fouche <g213778@coazter.myip.org>
> Date: Mon, 8 Apr 2002 19:36:27 -0500
>> ...When you can not support a software, just offer a free version,
>> that's the way most companies do.
> I'm not surprised one little bit that you agree with that turkey...
> And to stop this silly nonsense about a free CAB may I point out to
> you and the other members of the fanclub that there is a free
> version of CAB available... CAB 1.5, as a matter of fact all the
> software written by Alexander Claus is freeware. IMO CD Player and
> OCR are among the best programs in their category available on this
> platform...
>
>> As far as HDDRIVER, Uwe still works on it, he provides help on
>> newsgroups, works with other developers (hard/software), direct
>> contact with users etc etc.
>> This is a still very active project, Uwe deserves the money.
> Indeed, and for people having a bad memory it's also worth
> mentioning that Uwe released OUTSIDE as freeware. He didn't have to,
> but he did it anyway. He doesn't only deserve the money for his work
> but more important he deserves our respect. For almost a year now
> there's an ongoing campaign in CSAST questioning not only his
> motives as a programmer but also questioning and attacking his
> individual choices and opinions. Some people seem to think that a
> programmer should only program and doesn't have the right to air his
> opinion and personal views, these morons probably never heard of the
> right of free speech. I for one am very glad that Uwe stood up
> against them, and didn't walk away.
>
>> The software is already written, if the author feels not enought
>> money was made while it was still a "hot" product. That certainly

>> is not gonna happen years after the "death" of the project.
> I don't understand this obsession about people wanting old stuff
> released for free, where's the benefit? The general opinion here is
> that CAB sucks, yet everyone wants it to become freeware.... why?
> I'm also asking myself what program these people use right now to
> surf... it can't be CAB, otherwise they wouldn't ask for it, and
> demand is dead for it anyway I'm told...

3475. Re: Bayblon 5

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 21:33:29 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <fQlv8.20192$_d7.1145897@news-binary.blueyonder.co.uk>
Source record: 35680

Hmm I liked both...

Star Trek for it's optomistic and moralistic viewpoint.. typical American!!
(no offense to Americans meant, it 's just your TV sometimes is a little
parohcial sometimes, hmm our UK TV seems to be heading in the same
direction!) (and yes I have lived in the States)

Babylon..... just a bloody good story... excellent acting , well told...

By the bye am enjoying Enterprise, anybody else like the change in style?

Nick

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1019065302.8840.0@eurus.uk.clara.net...
> Hi Starlord
>
> | Then you've never watched the show, otherwise you would know.
> |
> | The first 3 where distroyed, the 4th disappered after going online (Was
> seen
> | later in the B5 show two times and the reson why it disapeered)..
> |
> | The BEST Sci-Fi on T.V.
>
> < Here's a flame-fest in the making. 8-) >
>
> If you're not a Star Trek fan then you are gay!!.
>
>
> --
>
>
> Steve. S.
>
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.349 / Virus Database: 195 - Release Date: 15/04/02
>
>

3476. Re: can you hook up Atari ST directly to a TV ?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 21:41:57 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a9kq8n$d9m$1@newsg3.svr.pol.co.uk>
Source record: 35681

"dreamcast_72" <dreamcast_72remove@hotmail.com> wrote in message
news:F6lv8.1622$eC.218922@localhost...
> I had Atari 130 XE and 1040STE many years ago and I forgot if you can do
> that or you need one of the monitors (color/mono)
> if yes, are there PAL & NTSC versions of ST computers ?
>
> I'm in Canada in thinking about buying ST, STF or STE computer again
>

All ST's up to and including I think the Mega STE have RGB out and the frame
rate can be set to 50 or 60hz,
so if you have a TV with an RGB SCART socket then you should be able to
connect any ST to it. However
when I tried this recently it did not work. It appears some SCARTS have auto
switching
between RGB and Composite and something on my SCART lead triggers the TV
into thing the
input is Composite not RGB... I have had some suggestions on how to hack the
lead but instead I
dug out my trusty Philips 8832 RGB monitor and used that.

STFM and STE computers come with a built in RF modulator and so can be
connected directly
to a TV. I assume these came in both PAL and NTSC, though judging from the
picture
quality on my STE the PAL version is more a hacked NTSC. Again I think there
was a modification
to correct the levels into the modulator. STs with a built in modulator also
have composite
present on the monitor connector, so you can feed any TV with a VIDEO In.

If you just want to play games the TV Out is fine, however for anything else
you either need a
proper monitor like the 8832, or an Atari Monochrome Monitor, or the adaptor
lead to let you drive
a SVGA monitor as if it were a mono monitor. Note most games don't run in
mono,
but many professional type programs require it...

Hope this helps

Dave

> please let me know guys
>
> --

> Dream
> dreamcast_72@hotmail.com
>
>

3477. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 21:42:54 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.3.96-MiNT.1020417211150.260B-100000@localhost>
Source record: 35664

> Do you remember why exactly you choose an Atari computer at the time? I was
> already an Atari addict when the ST was released, but for a lot of people the
> ST was their first computer. They could have opted for an Apple, PC, Amiga and
> a couple of other platforms. I don't think anyone choose it because they loved
> the hardware, it was the software that set it apart...

Actualy, it WAS the hardware... I got ST very soon after they came on
market and there was very little apps.. But 68000 on 8Mhz, YM and Shifter
capabilities was more as enough for me and a lot of ppl to buy... And in
those early days hardware sold the ST.

> 17 years old software looks better then what you and your gang are trying to
> shove up my a*** right now!!

And what he or his gang (me) are then? If u dont have the basic
decency, how do u expect any smart reply? U will now also start to bash
black ppl or jewes?

> In those 17 years the software development has
> risen to a level which even today still makes it worthwile to stick to this
> platform. And like it or not but the fact is that the protocols and standards
> raised the overall quality of the software. We've all accepted standards like
> Drag and Drop or the Clipboard, some of us even welcomed them... I consider
> the online help of ST-GUIDE to be invaluable, especially compared to crappy
> text files which are supposed to help the user.

Please, stop bashing things u have NO idea what they are!!

DRAG and DROP u said?

"grep SWE Mail_addresses | pico" This will look for ALL lines which
contain strin "SWE" and send result
to app called pico (text editor)
Note, this is very simple example
and already do stuff u would need
a lot of mouse action to drag....

ST-GUIDE?

"man dosfsck" MANual pages, UNIX CLI version of
online help! Good and coprehensive
and a LOT better as those TXT files
If u would read it, u could use it!

Colour icons? who needs them?

"-rw-rw-rw 1 jvalant wheel 1264 Mar 14 18:24 Mail_addresses"

This one for SURE reveal a LOT more
Info as let say coloured and even
Animated mailbox icon.. to get info
click few times, to get info on
more files, click to death

> why have I ever bought a Nova Card?

Because u need BIG resolution to put all icons and windows on.. and even
so, im sure u move them and overlap a lot!!!

and DHST?

Simple CLI history can cover that!

> You want us to return to the stone age, the only reason given for this so far
> is that the bunch of people who port software aren't capable of producing a
> user friendly and more or less good looking interface...

It just so happen that those ppl are good programmers u are ONLY one to
question their capability! Also Unix and CLI knowledge is prefered and
WANTED in basicaly all high tech etc dev labs etc.. Stone age? Yeah, esp
those at universitied and NASA etc... I dont have ANYTHING against u dont
wana use CLI.. but calling us morons and ppl who does port and a lot of
those even programm stuff for US (could be for u as well) lamers,
stoneagers, not capable is moronic! If u are stupid so much u cant run one
CLI app which requires ONLY TO RUN IT WIHTH DRIVE SPECIFIED (since in that
case it check for errors automaticaly OR add very mystic and secret "-a"
option, "a" as "automatic") dont blame CLI for that.. As u see, i DID read
dosfsck MANual pages!

> I run MagiC 6.20 with FAT32 and it works for me...

Really? So why u are in search for defragmenter??

> >That's the main reason why there are no real defragmenter in unix, coz not
> >that 100% necessary, systems have uptime of 2 years and performance is
> >still good.
>
> So how do you fix bad sectors?

They rarely happen.. If they do (usualy after crash etc) automaticaly
at boot file consistency checker is runned and it looks for eventual
probs.. Same things happen after XXX boots.. in 6 years i didnt lost a
single file yet..

Now a question for u: Why even Windows and MAC OS (NT OS/X) turned
toward Unix and CLI consoles?? Apple after 18 years of GUI finaly got
that GUI is by FAR not all???

Janez

3478. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 21:48:28 UTC
From: ebaiz@skyenet.net
Message-ID: <M4mv8.57$Ur2.36331@newsfeed.slurp.net>
Source record: 35683

On 16 Apr 2002 13:19:49 , John Perez wrote:
>Greetings,
>
>Anyone have Atari Unix?
>
>Thanks!

A friend of mine was going to give me a copy, but moved awy before he
did. Right now, Mint is the one to get/use for Atarians.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3479. Re: Freeze frame...

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 21:48:29 UTC
From: ebaiz@skyenet.net
Message-ID: <N4mv8.58$Ur2.36443@newsfeed.slurp.net>
Source record: 35684

On 17 Apr 2002 20:10:44 , Raoul Teulings wrote:
>Does anyone know what might cause this constant
>'freezing' of the screen? Is there a sort of conflict
>between MagiC and the Nova drivers? Or has Stewart to
>do with it? I also suspect soem ASH programs or
>Papyrus; especially Emailer and Papyrus do not 'like'
>each other much...It can be quite annoying.
>
>Thanks,

I have a Nova card in my Hades60 and run Magic 6.1/Stewart with no/few problems. Papyrus used to give me errors, but now it works fine. I think it had something to do with memory.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3480. Re: can you hook up Atari ST directly to a

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 21:48:32 UTC
From: ebaiz@skyenet.net
Message-ID: <Q4mv8.59$Ur2.36500@newsfeed.slurp.net>
Source record: 35685

On 17 Apr 2002 13:42:48 , "dreamcast_72" wrote:
>I had Atari 130 XE and 1040STE many years ago and I forgot if you can do
>that or you need one of the monitors (color/mono)
>if yes, are there PAL & NTSC versions of ST computers ?
>
>I'm in Canada in thinking about buying ST, STF or STE computer again
>
>please let me know guys
>
>--
>Dream
>dreamcast_72@hotmail.com

Hello,

As far as I recall, there were Pal/NTSC versions. If you want to hook
up a ST to a TV, you need either a STfm or a regular ST/STe and
something like a piece of hardware called a Video Key.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3481. MiNT, CLI vs GUI [was: Software Registration]

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 21:56:24 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204171619230.11974-100000@coazter.myip.org>
Source record: 35686

hope you don't mind the subject header change.

On Wed, 17 Apr 2002, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.myip.org>
> Date: Mon, 15 Apr 2002 23:18:25 -0500
>
> >A GUI definitely has its place, but you can't deny non-gui apps,
> >especially on machine as low in resources like 1meg of free memory on
> >16mhz cpu, can't waste that in GUI.
>
> This is 2002, expand the memory and/or replace that 16Mhz machine with a
> Milan or Hades. Low resources are not an excuse in my book. We've all had
> plenty of time to upgrade our machines... nine years to be precisely.

oh my hardware is plenty fast, just think about the true atari feeling
users that still have their 8mhz ST that don't/can't upgrade.

>
> >ARGV? i thought this was standard on any atari OS, (except old singletos),
> >anyone to correct me?
>
> So what's wrong with it? it doesn't matter how old it is, fact is that even
> that standard isn't implemented in the ported apps. It's like standards are
> a sleeyzy four letter word in the world of ported apps

You misunderstood my statement here.
It is standard, that is, it is automatically supported by ALL
applications, especially in the unix apps (.ttp) without doing any
modifications.

>
> >Wdialog? :)))))) heheheh, if that was clean and not a hack, it would be
> >used more often by coders :)
>
> Yep, they rather waste their time reinventing the wheel...

If the wheel is square, hell yes, it is best to reinvent it to make it
round.

<snip...>
> > applications which warp us right back in the stone age?
</snip..>

Funny, as everybody else in the industry think the opposite.
MacOS out of ALL the GUI OS is now unix core with tools (yes! CLI, for
macusers, yuk!!! right?, what are they thinking???).

The constant rise of linux a little bit everywhere.
Windows even still have not dropped their cli window.
What are THEY thinking. (morons you must think).
TTP have been part of atari since day one. Unix (stoneage to you) has been
around for 30 years, and many more years to come. You think it's a
mistake, I just think good design don't go away that easily.

> I for one give a hoot...
> Do you remember why exactly you choose an Atari computer at the time? I was
> already an Atari addict when the ST was released, but for a lot of people the
> ST was their first computer. They could have opted for an Apple, PC, Amiga and
> a couple of other platforms. I don't think anyone choose it because they loved
> the hardware, it was the software that set it apart...

actually the software was weak, the hardware and price was the attraction.
Nobody really used GEM, just a shortcut to start games for 90% of the
users.
It was a cheap alternative to mac. Price/speed made the difference.

> 17 years old software looks better then what you and your gang are trying to
> shove up my a*** right now!!

look better?
To that I say, who cares? as long as it does the job.
What do you do with your application???? you use it or just look at it
all day because it's beautiful???
I use it, that's what it's meant for.
This is getting a little ridiculous. Next time you gonna tell me that all
applications that don't use Anti-aliasing fonts are not worth your while.
Whatever... Such a high standard to your own inconvenience.

<snip>...
> the online help of ST-GUIDE to be invaluable, especially compared to crappy
> text files which are supposed to help the user. Colour icons? who needs them?
> why have I ever bought a Nova Card? RSC constructors? A waist of time. OLGA
> and DHST? That's for lamers wanting to show off.... etc. :-(

My gosh dude, what do you do other than when you're not complaining and
not staring at a GEM application?? How about your take some little time
and convert .TXT or .man/.cat into html or .stg or .hyp?
How about that? everybody will be happy, you included.
Be useful somewhat. You don't even need to be a coder, as someone
already has created a conversion tool to make the process a little easier.
How about that?

Why did you buy the Nova card?? i hope not for the RSC icons!, I just hope
to do some graphic design for example? or have a good monitor with high
refresh rate at high resolution maybe? I don't know, you tell me, you
bought the card.

> You want us to return to the stone age, the only reason given for this so far
> is that the bunch of people who port software aren't capable of producing a
> user friendly and more or less good looking interface...

whatever dude.
It wouldn't be porting anymore, it would be re-writing or writing extra
code. Different matter here.

> I run MagiC 6.20 with FAT32 and it works for me...
>
> >That's the main reason why there are no real defragmenter in unix, coz not
> >that 100% necessary, systems have uptime of 2 years and performance is
> >still good.
>
> So how do you fix bad sectors?

fsck partition? is that a trick question?

3482. Re: Mega ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 22:14:06 UTC
From: Gil Parrish <gparrish@beggstelco.net>
Message-ID: <3cbdf8e4$1@news.beggstelco.net>
Source record: 35687

I just checked the Radio Shack website; they do not list a 446-664. A search on "6-conductor" pulled up 4 hits, being 2 for in-line couplers, 1 or 100' of wire (no connectors) and 1 for a 6-conductor phone jack. Perhaps the catalog numbers and product lineup are different in the UK than in the US?

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message news:ujWu8.31226$tZ1.7146513@news2-win.server.ntlworld.com...
> Hello.
>
> "Beedub" <bwiltshire@cableinet.co.uk> wrote in message
> news:3cbcfa91.1168189@news-east.giganews.com...
>
> > I recently purchased a cable from RS. Their # 446-664.
> > This worked perfectly on a Mega ST2 .
> > Bryan
>
> Was it straight or curly and how much was it?
>
> Barrie at Keychange.
>
>

3483. Re: Mega ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 22:27:03 UTC
From: vdjole@EUnet.yu
Message-ID: <a9ksrm$gm3$1@news.eunet.yu>
Source record: 35695

On 15 Apr 2002 18:28:07 , "Gil Parrish" wrote:
>The connectors for the Mega ST keyboard cable *look* like 6-conductor phone
>line modular connectors. Will a 6-conductor phone cable substitute for the
>keyboard cable?

Yes. It should work even with a (probably easier to find) 4-conductor
cable. The +5V and Ground conductors are doubled on the 6-conductor
cable, and one can live without that.

cu;

3484. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 22:27:07 UTC
From: vdjole@EUnet.yu
Message-ID: <a9ksro$gm3$2@news.eunet.yu>
Source record: 35696

On 16 Apr 2002 01:48:15 , lp wrote:
>>> end in place, the users will be happy, did I mention those damned TTP based
>>> applications which warp us right back in the stone age?
>[...]
>I would bet money that if I did a trace route from Dennis's ISP to my ISP
>that more than one of the system admins in between uses a cli to maintain
>their system. I find the reference to 'stonage age' hilarious. Such tools
>are used everyday.

Indeed, in some cases a CLI is indispensable because some tasks
are easier done that way, especially when large bulks of data have
to be manipulated or the operation is complex. I would say that a good GUI
and a good CLI should complement each other on a good computer system.

My (personal) feeling is that unix-like CLI commands are too terse
for comfortable use; on the other hand with some CLIs on other OSes
the user converses in what almost appears like plain English, e.g:

$ COPY/LOG [MIKE]*.DAT/CREATED/BEFORE=YESTERDAY [JOHN]*/OWNER=ORIGINAL

copies all .DAT files from directory DAVE which have creation date
before yesterday to directory JOHN, but keeping the original file-ownership,
and logs each copy operation on the screen.

Ok, I know that some people prefere the two-letter command sequences
of unix shells, some other prefer plain English- it should both be
as legitimate as liking to click upon a row of buttons in a GUI.

cu;

3485. Re: Cubase / Cubase Audio (Quick Question)

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 22:28:42 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdf57b.9455994@news-server.socal.rr.com>
Source record: 35688

On Tue, 16 Apr 2002 19:47:54 GMT, nurmix@spam-free.com (Paul Nurminen) wrote:

>I was reading through the Cubase Audio manual today, trying to
>remember if I saw this once before, or if it's my imagination. But,
>isn't there a way to launch Cubase Audio so only the CUBASE (ie. MIDI)
>portion of the program is run - as if you were just running regular
>Cubase, and not Cubase Audio?

Through trial and error, I was able to answer my own question. For those of you who are interested in disabling the "audio engine" in Cubase Audio; simply holding down ALTERNATE when running CAF will cause a dialog box to pop up, asking if you really want to load Cubase without the audio engine.

For those of you wondering WHY I wanted to do this, basically because I was doing some testing to see if the MIDIman "Mini MacMan" MIDI out box would work better (ie. Cubase would STOP crashing) if the audio engine was disabled.

Another reason for wanting to do this is when I'm just working on MIDI stuff, I don't always want to have to turn on my DAT [so Cubase can get it's clock information] - it likes to complain if it can't find a clock signal through the FDI. And even if it's only MIDI tracks that I recorded previously [WITH the DAT turned ON], the tempo plays back erradically with the DAT turned OFF, since CAF is not getting any clock signal at all this way.

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3486. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 22:29:37 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdf75f.9940024@news-server.socal.rr.com>
Source record: 35689
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 17 Apr 2002 05:54:39 GMT, "DylanSOB" <dylansob@earthlink.net>
wrote:

>I use a Soundpool MO4 which plugs into the printer port and give me 4 extra
>MIDI out ports in Cubase Audio with no problems. They may be hard to find,
>but worth it.

Sounds good. Does it come with a special Cubase Audio/MROS driver?

-Paul

--

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^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3487. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 22:31:26 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdf78d.9985279@news-server.socal.rr.com>
Source record: 35690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 17 Apr 2002 09:19:19 +0100, "Barrie at Keychange"
<barrie@keychange.co.uk> wrote:

>I have the Soundpool MO4 in stock.
>
>Barrie at Keychange.
>
>www.keychange.co.uk

Great. I am in California (USA) though. What are we talking about as
far as the cost of the interface and shipping?

By the way, you can contact me through e-mail about this:

nurmix [at] nurmix [dot] com

-Paul

--

Paul Nurminen - California (USA)

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http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3488. RTOS Pearl

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 22:43:20 UTC
From: Alexander Stauss <a_stauss@bluewin.ch>
Message-ID: <3cbdecb6$1_2@news.bluewin.ch>
Source record: 35682

Looking for RTOS Pearl . Does anybody know where I can get this Program, Literature

Thanks

3489. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 22:48:37 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdf800.10100853@news-server.socal.rr.com>
Source record: 35691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 17 Apr 2002 11:18:59 -0700, wmartz@firstpresdalton.org (Wayne Martz) wrote:

>Hey Paul, Wayne from Dalton, GA. here. I had no idea that could be >done! As I read your post, I looked down at the Mini MacMan I have >laying around unused. I'm gonna try that, and I'll let you know if it >works for me!

Cool! It definitely works, but I think the driver is conflicting with something in my system, which is causing Cubase to crash randomly with the Mini MacMan connected when recording MIDI data. I've run a completely 'clean' system too. Maybe it doesn't get along with the Nemesis (whether it's ON or OFF)?

I'd be curious to see how it works out for you though.

>How are you likeing Audio Tracker?

So far, it's very nice. I'm still getting comfortable with it, but it seems to handle multiple audio tracks much more quickly than CAF - although it needs to take over an entire partition to create it's own special "tape" format on the drive. I don't mind because I have a drive with several empty partitions that I use for recording anyway.

And this "tape" format allows for faster recording and playback in the end. Plus you can export everything as .WAV or .AIF files when you're done anyway. And, the interface is nice too, and it works well in color, with professional and modern looking 3D dialogs.

It has a lot of sound file editing features as well, although I haven't gotten into that part of the software yet. And it can import Cubase Audio arrangements if need be.

Overall, some things about it and the way it handles audio tracks are similar to Cubase Audio, but other things, in my opinion, are better. One thing about Cubase Audio that always seemed a little overly complicated was the whole distinction between "parts", "events", "segments", "lanes", "channels", etc. It just seemed unnecessarily convoluted and inefficient to my brain. That's something they've changed and made a lot better in Cubase VST from what I understand.

I would have to say that Audio Tracker was worth the money (it was only around 65 US dollars). By the way, I ordered it directly from SoundPool - they simply e-mailed it and the manual to me.

-Paul

--

Paul Nurminen - California (USA)

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E-mail: nurmix[at]nurmix[dot]com

3490. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 22:57:47 UTC
From: danap8@aol.com
Message-ID: <20020417185747.19055.00004726@mb-fm.aol.com>
Source record: 35692

>So quality degrades after one item?

Relative to you, yes - if you had any to start with.

3491. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 23:00:29 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdfc00.11124482@news-server.socal.rr.com>
Source record: 35693
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 17 Apr 2002 12:19:00 -0700, wmartz@firstpresdalton.org (Wayne Martz) wrote:

>Hey Paul, me again. What kind of cable does one use to plug the Mini >MacMan into the lan of the Falcon, an where might I find one?

Your Mini MacMan didn't come with a cable?

I guess it's just a standard "Apple MAC serial cable", although it might be considered an "AppleTalk" cable? I bought the interface used from a guy a long time ago, and the cable came with it, so I never had to go looking for one. I would think any computer or electronics store that deals with MACs could help you out. Just take the interface with you and look for a cable that fits. It's the same on both ends (8 pins/male connection) with one of the pins slightly offset from the others.

Checking the MIDIman web site, it says it's a MAC serial port connection. Go here:
http://www.midiman.com/products/midiman/minimacm.php

Keep in mind that you also need the MROS driver. If you e-mail me, I can send that to you:

nurmix [at] nurmix [dot] com

-Paul

--

Paul Nurminen - California (USA)

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http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3492. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 23:04:25 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdff59.11981867@news-server.socal.rr.com>
Source record: 35694
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 17 Apr 2002 12:19:00 -0700, wmartz@firstpresdalton.org (Wayne
Martz) wrote:

>Hey Paul, me again. What kind of cable does one use to plug the Mini
>MacMan into the lan of the Falcon, an where might I find one?

I just checked another site, I guess the cable you are looking for is
a "MiniDIN8/MiniDIN8".

You'll find more information here:
http://www.national-tech.com/catalog/macserialcables.htm

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3493. Re: Software Registration (but not really about that)

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 23:54:08 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CBE0A94.3A2A265D@chello.nl>
Source record: 35697

Frederic Fouche wrote:
>
> From gnu.org FAQ
> "
> You have a GPL'ed program that I'd like to link with my code to build a
> proprietary program. Does the fact that I link with your program mean I
> have to GPL my program?
> Yes. "
>
> Is Anodyne's program just a GEM shell calling mkisofs.ttp seperately?
> or have they somewhat integrated the 2 together into 1 executable?
> Moreover, mkisofs.ttp could be renamed into plugin.dat or whatever other
> filename to fool the user into thinking it is not just a GEM interface.
>

If 1 programmer can write a make iso fs, all the others can do the same. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

3494. Re: Bayblon 5

Newsgroup: comp.sys.atari.st
Date: 2002-04-17 23:54:44 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204171554.24c33dcf@posting.google.com>
Source record: 35698

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1019065302.8840.0@eurus.uk.clara.net>...
> Hi Starlord
>
> | Then you've never watched the show, otherwise you would know.
> |
> | The first 3 where distroyed, the 4th disappered after going online (Was
> seen
> | later in the B5 show two times and the reson why it disapeered)..
> |
> | The BEST Sci-Fi on T.V.
>
> < Here's a flame-fest in the making. 8-) >
>
> If you're not a Star Trek fan then you are gay!!.

No. Yo ma ma...-)

>
> --
>
>
> Steve. S.
>
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.349 / Virus Database: 195 - Release Date: 15/04/02

3495. ST keyboard track layout?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 00:38:06 UTC
From: si <si@g1vrh.yourcap.demon.co.uk>
Message-ID: <1019090281.8313.0.nnrp-07.9e98e961@news.demon.co.uk>
Source record: 35699

Greetings,

Does anyone have a .jpg or other image of the ST/e keyboard solder track layout?

Dear old parcel farce managed to damge my keyboard in transit :(

Case centre plastic support post under the keyboard has gone through the prax board and punched out some copper tracking.

TIA

Ste

3496. Hotz MIDI Translator Forum Created

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 00:42:47 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0204171642.3b3917af@posting.google.com>
Source record: 35700

Hi All

With the PC and Atari releases of the Hotz MIDI Translator technology, I decided to create a forum. Questions are welcome and I will do my best to answer them, or just plain discussion on translator techniques.

Go here to join:

http://groups.yahoo.com/group/midi-translator/

Here is the description:

=====

Welcome to the Hotz MIDI Translator Forum. The Translator technology was created by Jimmy Hotz in the late 1980's and is continued today by Accordance Music Systems. This forum is for discussion of the PC as well as the Atari Translator system. For those lucky enough to have Hotz Boxes (Controllers for the original Atari software)techniques can be discussed in using this instrument with the software. Since the Translator system can be complicated or as easy as you want, questions are welcome.
=====

You can download a demo of the PC version here:

http://www.hotztranslator.com

For info and the freeware download for the Atari version you can go here:

http://tamw.atari-users.net/hotz.htm

Hope to see you there!

Tim Conrardy
=====
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
=====

3497. Desktop picture in MagiC?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 01:37:16 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9l80caqg1@news.hawaii.edu>
Source record: 35701

Greetings,

Try as I might, whenever I attempt to load a background image in .IMG format into MagiC on my TT030 with either a Cyrel Sunrise or Nova graphics card, the palette for the image gets crazy. I have tried both cards in each of their color modes (Cyrel 8-bit/32-bit - Nova 8-bit->32-bit). Is there some secret that will help solve this mystery?

I am trying to use Imagecopy to convert the images, and cannot determine the correct combination of settings that will create an image that I can use.

Alternatively, anyone want to send me some nice background images? All that I have are the built in MagiC patterns which are too small.

Thanks,

John Perez

3498. Imagecopy, Cyrel Sunrise, and green skinned women

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 01:39:56 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9l85caqg2@news.hawaii.edu>
Source record: 35702

Greetings,

I was testing a Cyrel Sunrise video card in 32-bit color mode, and whenever I load am image, the palette is skewed in on direction or the other depending upon the settings in Imagecopy. Generally, skin tones turn to green, or blue. I cannot seem to determine the correct settings to allow normal colors.

Perhaps Imagecopy doesn't work in 32-bit color, or NVDI needs some setting that I am unaware of?

Thanks,

John Perez

3499. Re: 2 drives in SH205

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 05:25:28 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3CBE74C5.69323EBE@ev1.net>
Source record: 35703

Johannes Markus wrote:
>
> I raed in some book that it's possible to connect a second mfm-drive to
> the SH205's controller. Unfortunately, the book didn't tell how it's
> done.
>
> Did any one ever try this or knows how to do this?
>
There was an article in the old START magazine about this...
evidently it *is* possible, but you may need a bigger power
supply. I think the article was by Dave Small.

I can dig up the magazine if you are interested in the article...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

3500. Re: Bayblon 5

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 06:02:09 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <cktv8.2792$aK7.339972244@news.inreach.com>
Source record: 35712

Star Wrek? the CASH COW of paramount who can't think up a new idea at all? The same outfit that put out Deep Snore 9 after they TURNED DOWN Babylon 5 saying there was no way a space station idea would work? The same outfit that when Babylon 5 started getting better ratings they pulled every dirty trick in the book to try to kill off the Babylon 5 show and FAILED!

Star weak, the outfit that in all the years it's been on has only had ONE hafeway decent space battle? Who designeds ships that any kid with a slingshot could knock out of orbit? The same people who for the most part will almost never show a non-human that isn't just an energy ball or a gass cloud or a overgrowen snow flake?

The Shadows Battlespiders ships could wipeout all of Starfleet in about 30 seconds and no star fleet ship could ever stand up to the Vorlon Planet Buster ship.

Star trek fans tuck their tails and run and hide when a Whitestar Fleet jumps into their space.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1019065302.8840.0@eurus.uk.clara.net...
> Hi Starlord
>
> < Here's a flame-fest in the making. 8-) >
>
> If you're not a Star Trek fan then you are gay!!.
>

3501. Re: 2 drives in SH205

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 06:05:55 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <Mntv8.2793$xK7.339994735@news.inreach.com>
Source record: 35705

At one time I ran the Black Hole BBS on 2 mfm drives in a open sh204 box, then I got an icd host and had scsi drives hooked up. If I remember right, you can remove the adteck mfm to scsi card and just use scsi drives then.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"Johannes Markus" <jojomarkus@gmx.net> wrote in message
news:20020417.153322.1776808933.7936@gmx.net...
> I raed in some book that it's possible to connect a second mfm-drive to
> the SH205's controller. Unfortunately, the book didn't tell how it's
> done.
>
> Did any one ever try this or knows how to do this?
>
> Thanks.

3502. Re: 2 drives in SH205

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 06:06:38 UTC
From: glenzabr@xmission.com
Message-ID: <a9lnok$1ua$1@news.xmission.com>
Source record: 35704

In article <3CBE74C5.69323EBE@ev1.net>, richmond@ev1.net wrote:
>Johannes Markus wrote:
>>
>> I raed in some book that it's possible to connect a second mfm-drive to
>> the SH205's controller. Unfortunately, the book didn't tell how it's
>> done.
>>
>> Did any one ever try this or knows how to do this?
>>
>There was an article in the old START magazine about this...
>evidently it *is* possible, but you may need a bigger power
>supply. I think the article was by Dave Small.
>
>I can dig up the magazine if you are interested in the article...
>
The old Adaptec 4000 and 4070 boards easily supported 2 MFM or RLL drives. It
just required a seperate cable for the extra drive, plus a new cable with 3
connectors instead of two. It would be much easie nowadays to just track down
a 1 gig scsi drive for around $20 and replace the whole MFM/4000 adaptec
board completely. I wouldnt even try cramming another oldr MFM drive into that
case.

3503. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 06:11:35 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBE6397.2080304@seimet.de>
Source record: 35706

David W.E. Roberts wrote:

> Does the STE (4Mb RAM, 250Mb SCSI HD) have enough bottle to run Linux?

Linux on the Atari requires an 68030, so an ST/STE will not work.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3504. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 06:13:31 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBE640B.3040504@seimet.de>
Source record: 35707

baldrick wrote:

> From what I have heard over the years though. The Atari version of Unix
> while not that
> bad at the time, would be considered utter junk these days.

It's not very much different from running Linux on your Atari.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3505. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 06:16:19 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBE64B3.2060407@seimet.de>
Source record: 35708

gemtoo wrote:

> It still exist special "atari unix" for big station atari too.
> I forget the name but it was a station with transputer.

But this is not Unix, but the Helios (or simular) operating system.

> MiNT is more, it is unix like design specially for atari
MiNT is more? Looks as if you have never worked with Unix :).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3506. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 06:17:52 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0204180913170.2348-100000@hal.pp.fishpool.fi>
Source record: 35709

On Wed, 17 Apr 2002, Uwe Seimet wrote:

> Nowadays it's Linux that replaces Atari's Unix.

I beg to differ. I have Debian running on my TT and it's horrendously slow, unefficent and hardly usable except in text mode.

On the other hand, Debian's Riebl drivers are A LOT more stable than MiNT's, which allows me to still use the TT as a file server and printer spooler, but not much else.

MiNT is overall a better UNIX choice for Ataris, if only for being optimized for Atari hardware. Unfortunately, MiNT's software collection is of extremely uneven quality and, in the case of that crapy Riebl driver, has made me look elsewhere for my computing needs.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

3507. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 06:19:37 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBE6579.6080200@seimet.de>
Source record: 35710

Edward S. Baiz Jr. wrote:

> A friend of mine was going to give me a copy, but moved awy before he
> did. Right now, Mint is the one to get/use for Atarians.

Note two things: 1. Copying this software and giving away the copy is
not legal. (As far as I know the firm who wrote the software for Atari
still exisists.) 2. A TT with resolution TT high is required. Atari's
Unix does not run on any other machine.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3508. Re: Software Registration (but not really about that)

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 06:20:22 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBE65A6.30609@seimet.de>
Source record: 35711

Henk Robbers wrote:
> Frederic Fouche wrote:
>
>>From gnu.org FAQ
>>"
>>You have a GPL'ed program that I'd like to link with my code to build a
>>proprietary program. Does the fact that I link with your program mean I
>>have to GPL my program?
>>Yes. "
>>
>>Is Anodyne's program just a GEM shell calling mkisofs.ttp seperately?
>>or have they somewhat integrated the 2 together into 1 executable?
>>Moreover, mkisofs.ttp could be renamed into plugin.dat or whatever other
>>filename to fool the user into thinking it is not just a GEM interface.
>>
>
>
> If 1 programmer can write a make iso fs, all the others can do the same. :-)

The problem

>
>
>

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3509. Re: compute atari st reference manuals

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 07:18:17 UTC
From: Bitey <no@spamless.com>
Message-ID: <0kssbuge33e8u9s3o9ab2qijflbkub5frq@4ax.com>
Source record: 35713

On Sat, 16 Feb 2002 16:54:06 GMT, "Brent" <beamer@islandtelecom.com> wrote:

I have 6 volume set of the original (first release) manuals,
includes aes,vdi,tos and more

will swap for a HDD adapter to suit an ste

or a original atari slmxxx laser printer...only ever printed a couple of 100
pages.

Im in Australia

>I am looking for computes set atari st:
>aes
>vdi
>tos
>
>Thank you.
>Reply to breamer@canada.com
>

3510. Re: Software Registration (Graphic shell for dosfsck.ttp)

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 08:33:49 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a9m0db$578$1@news.tpi.pl>
Source record: 35714

```
On 17 Apr 2002 21:42:54 , SWE/YesCREW wrote:
> stoneagers, not capable is moronic! If u are stupid so much u cant run one
> CLI app which requires ONLY TO RUN IT WIHTH DRIVE SPECIFIED (since in that
> case it check for errors automaticaly OR add very mystic and secret "-a"
> option, "a" as "automatic") dont blame CLI for that.. As u see, i DID read
> dosfsck MANual pages!

Yeah.
So, if anyone wants to have that Very Complicated GUI for dosfsck.ttp
program under MagiC, it is below. Cut it, save as "dosfsck.sic", edit
the pathname in line "dosfsck = "C:...." to point correctly at
dosfsck.ttp program (or place dosfsck.ttp in C:/tools/) and you
have your graphic shell. Of course I take no responsibility for
its reliability... :-) To use it you need ASH Scripter, Jinnee (the
best Atari desktop) and form.plg by Alexander Clauss.

Have fun.

BTW I will not say ANYTHING about the subject of this thread.
It's pathetic.

Sorry there is no HYP manual available yet, but I will do my best
to prepare it soon.

MagiC is now TOS, so let's move on, shall we? ;->

------------CUT HERE-------------
/*

MagiC dosfsck Unfuckingbelievably Complicated GUI shell v. 0.0.1alpha
Use it entirely at your own risk.

This is public domain. Do whatever you want with it. You might
even forget, and in fact you _should_ forget who wrote it ;-)

Have fun.

PLEASE ENTER THE CORRECT PATHNAME TO DOSFSCK.TTP PROGRAM BELOW!!!

*/

dosfsck = "C:\\tools\\dosfsck.ttp"; # <----- enter path here

dialog = form.new("dosfsck shell 0.0.1 alpha", "@Cancel|Repair", 48,15);

Form.Add(dialog, "Text", 1, 0, "MagiC dosfsck Very Simple Stupid Shell 0.0.1a");
Form.Add(dialog, "Text", 1, 2, "This is a tool for testing and repairing VFAT");
Form.Add(dialog, "Text", 1, 3, "partitions. Please choose the partition that");
Form.Add(dialog, "Text", 1, 4, "you wish to test and repair.");
```

```
Form.Add(dialog, "GroupBox", 1, 6, " Partition ", 13, 11);
drive = Form.Add(dialog, "Radio", 3, 7, "@C:|D:|E:|F:|G:|H:|I:|J:|K:");
Form.Add(dialog, "GroupBox", 16, 6, " Options ", 31, 9);
bad = Form.Add(dialog, "Checkbox", 18, 7, "Test for bad clusters", 0);
auto = Form.Add(dialog, "Checkbox", 18, 8, "Repair automatically", 1);
immediate = Form.Add(dialog, "Checkbox", 18, 9, "Write changes immediately", 0);
verbose = Form.Add(dialog, "Checkbox", 18, 10, "Display additional info", 0);

exit = Form.Do(dialog);

drive = Form.Get(dialog, drive);
bad = Form.Get(dialog, bad);
auto = Form.Get(dialog, auto);
immediate = Form.Get(dialog, immediate);
verbose = Form.Get(dialog, verbose);

parameters = "";

if (bad == "Selected") {
parameters = parameters + " -t";
}

if (auto == "Selected") {
parameters = parameters + " -a";
}

if (immediate == "Selected") {
parameters = parameters + " -w";
}

if (verbose == "Selected") {
parameters = parameters + " -v";
}

if (exit == "Repair") {
jinnee.exec(dosfsck, drive + parameters);
}
----------CUT HERE-----------------------

--
Grzegorz Pawlik
http://marijuana.atari.org/
```

3511. Where to find ST games Images

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 10:33:31 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <a9m7do$4fa$1@news8.svr.pol.co.uk>
Source record: 35715

Any one have links to sites to download DBUG?

--
Nigel P Turton
800/800XL/65XE/130XE(switchable OS's), 6 x 1050 + Happy/Lazer
4MB STE/1MB STFM, 540MB HD, 4 x CDROM
Falcon 14MB, FPU, 2 x 340HD,CDROM,VGA
Lynx handheld (New aquisition :oP)
Jaguar 64 + CD (What a machine)
2600 (New aquisition :oP)
(ATARI LIVES)

3512. Re: ST keyboard track layout?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 10:55:14 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <6Cxv8.44879$tZ1.9115888@news2-win.server.ntlworld.com>
Source record: 35716

Hello.

"si" <si@g1vrh.yourcap.demon.co.uk> wrote in message
news:1019090281.8313.0.nnrp-07.9e98e961@news.demon.co.uk...
> Greetings,
> Dear old parcel farce managed to damge my keyboard in transit :(
>
> Case centre plastic support post under the keyboard has gone through the
> prax board and punched out some copper tracking.

Don't bother to fix it, just replace it.

If someone here don't give a keyboard for free I sell ST keyboards for £5
plus post or a Mega STE remote keyboard for £10 plus post.

If Parcelforce damaged a properly packed parcel they will pay for the
damage.

Barrie at Keychange. www.keychange.co.uk

3513. Re: PowerFPU and MagiCMac (was: MagiCMac upgrading costs?)

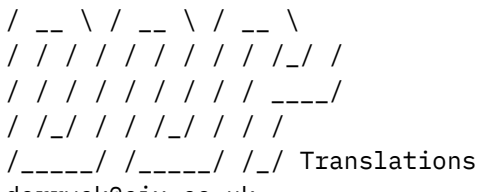
Newsgroup: comp.sys.atari.st
Date: 2002-04-18 11:32:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019240942-81439AEicMi@gmx.net>
Source record: 35622

From: Eick_Wagner@ki.maus.de (Eick Wagner)
Date: Mon, 15 Apr 2002 21:03:00 +0200

>That's my system: PowerMac 9500/180MP with MacOS 8.6 and MagiCMac 6.2.
>
>It would be interesting if SoftwareFPU works on Your system. If it doesn't
>but PowerFPU does, the chance is much bigger that it works on my system as
>well even if SoftwareFPU does not. :-)

I noticed on the website that SoftwareFPU doesn't work under OS 9.1, and
since that's the one I'm using I didn't even download the file... sorry.
But I'm sure someone else here will help you out...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3514. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 11:35:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019240944-81983AEicMi@gmx.net>
Source record: 35623

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Tue, 16 Apr 2002 17:23:48 -0500

Hi Frederic,

>Hmmmm, well:
>Isn't mkisofs under GNU GPL license??
>If so they are (I believe) bound to release the code of their application.

I believe that believing is something which one should practice in a church, not in a newsgroup... they don't have to release anything, if they choose to write a commercial GEM front end, that's their business. Furthermore Anodyne makes it very clear that MKISOFS is bounded by the GNU GPL licence, it's not like they claim it's their code...
But you've missed the point, the point was that it's no problem at all to adapt some of the GNU packages to run in a userfriendly way while respecting some of the Atari standards at the same time. And they even managed to make the program run under SingleTOS, MagiC and MiNT. If all you can say to that is "Hmmmm", then I think it's about time to wrap up this discussion and move on to the next one :-)

>>except that it runs on a Atari under MINT OS only, there is no "Atari
>>feeling" in sight. It can't interact with other Atari programs,
>>doesn't have the look, feel and handling either. To summarize: it's an UFO.
>
>Basically you rather use a crippled mail client because of the atari
>feeling. Whatever floats your boat, I choose to use a good client rather
>than a pretty client which don't work or don't offer features i need.

Could you explain me what's crippled about my mailer? or better yet tell us what Pine can do for us... I love to hear about all these wonderfull things I'm missing out on.

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3515. Re: Software Registration (but not really about that)

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 11:36:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019240948-82683AEicMi@gmx.net>
Source record: 35624

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Tue, 16 Apr 2002 20:29:17 -0500

Hi Frederic,

>Is Anodyne's program just a GEM shell calling mkisofs.ttp seperately?

Yes

>or have they somewhat integrated the 2 together into 1 executable?

No

>Moreover, mkisofs.ttp could be renamed into plugin.dat or whatever other
>filename to fool the user into thinking it is not just a GEM interface.

But it isn't...

Before you start accusing Anodyne Software of doing anything illegal, you
better get the facts right first.

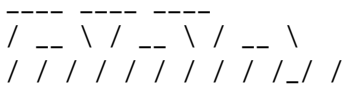
Anodyne Inscriptor 1.2 folder:
Version: 1.2
Dated: 31 July 2001

CDISO.PRG CD InScriptOr v1.2 program
CDISO.RSC CD InScriptOr v1.2 resource (English-language)
COPYING GPL license for MKISOFS.PRG
LISEZ.MOI French-language version of this file
MKISOFS.PRG MKISOFS v1.2 GNU program under GPL license
READ.ME This file

In the docs Anodyne makes it very clear that CDISO is only a GEM front that
calls up MKISOFS.PRG (the famous GNU application), The files COPYING and
LISEZ MOI are the actual English and French GPL licences.

But since you're obviously so interested in the application, let me tell you
that it sucks. The only usefull option is the ability to burn CD's in Joliet
or Rockridge format which is a feature missing in the SoundPools CD Rec Pro
package. Apart from that feature CD Rec Pro beats the shit out CD Inscriptor
time and time again, and that's been put very mildly...

Cheers from Belgium
Dennis
--



/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3516. fVDI and "native" drivers (Re: Dumb question maybe)

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 12:01:45 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204180401.15b9f492@posting.google.com>
Source record: 35717

Hi Johan,

rand@cd.chalmers.se (Johan Klockars) wrote in message
news:<a951e6mkd1@nyheter.chalmers.se>...
> Well, the lack of popularity of fVDI might have something to do with
> the fact that unless you have an Eclipse/RageII or a Galaxy graphics
> card, or are running ARAnyM, there currently really is no point in
> using fVDI.
> (The old monochrome driver is just about usable too, but there is no
> 4 or 256 colour bitplane support at all, the 16 colour driver lacks
> colour for some things, and the 16 bit driver is really only intended
> as an example (its almost 100% relatively unoptimized C code).)

I wondered if you are still interested/you still have the time to
maintain "native" fVDI drivers??? Please note I have nothing against
you not maintaining them but I would just like to know:
- if old "native" drivers are compatible with recent fVDI (beta)
releases;
- if you plan to do an "official" release (with up-to-date docs & all
working drivers in a single archive) soon;
- if the API between main fVDI program and drivers could now be
considered stable;
- and if you could perhaps consider putting "native" drivers source
code under some CVS tree somewhere (AtariForge comes to mind)...

Again I do not force you to do anything on that matter, nor do I
promise to help on fVDI drivers coding (in case I would be able to and
had the time), but I think the current "stalled" situation as regards
"native" fVDI drivers could be improved a bit that way...

Regards,
Guillaume

3517. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 12:54:45 UTC
From: "David W.E. Roberts" <nospam@talk21.com>
Message-ID: <a9mg1j$4eqpg$1@ID-122774.news.dfncis.de>
Source record: 35718

Does this apply to all unix-like variants including MINT?

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3CBE6397.2080304@seimet.de...
> David W.E. Roberts wrote:
>
> > Does the STE (4Mb RAM, 250Mb SCSI HD) have enough bottle to run Linux?
>
> Linux on the Atari requires an 68030, so an ST/STE will not work.
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

3518. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 14:15:33 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnabtl12.efu.atari@core.preferuje.luzik.pl>
Source record: 35719

> Does this apply to all unix-like variants including MINT?

>> Linux on the Atari requires an 68030, so an ST/STE will not work.

FreeMiNT will work happy on 68000, but memory protection is avalible from
68020+.

Btw. IIRC Linux requires 68020 and MMU (and FPU, but I'm unsure if it is
emulated or not on non FPU machines)

Adam Klobukowski
atari@gabo.pl

3519. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 14:36:50 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0204180636.8d2cbed@posting.google.com>
Source record: 35720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>
> I just checked another site, I guess the cable you are looking for is
> a "MiniDIN8/MiniDIN8".
>

Thanks Paul & Richard! Yes, the Mini MacMan came with a cable. I guess I need to take another look at the Falcon. I didn't remember the LAN port looking like the MiniDIN. Yes Paul, I'd like the MROS Driver, I'll email ya. I've gotten the Mastering stuff from soundpool. For $69.00ish, I guess I'll have to try Audio Tracker!

I'll let you know how the Mini MacMan works out for me. I'll be trying it first on my CT2B Falcon, which, by the way, has been running great since I sent the MB to Rudolphe in France to fix my bad installation. If it works there, I'll try it on my Nemisis Falcon to see what happens. My Nemisis Falcon is destined for a CT60, when it gets here. I hope I won't have to remove the Nemisis for everything to work properly. I'll also probably be recasing that Falcon into another case.

3520. Re: 2 drives in SH205

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 14:37:26 UTC
From: "Gerald M.-B." <gmb@wtal.de>
Message-ID: <a9mlngcnd1@news.kdt.de>
Source record: 35721

Hi,

the German Atari ST book "Scheibenkleister II" has a section about adding a second drive to the SH205. There is a detailed instruction about how to do it. The disk which came with the book contained the necessary driver, if I remember right.

If you understand German, just drop me a mail and I'll scan the pages.

Gerald

3521. Re: Imagecopy, Cyrel Sunrise, and green skinned women

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 14:46:27 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0204180646.1c4a2116@posting.google.com>
Source record: 35722

John Perez <jhperez@uhunix2.its.hawaii.edu> wrote in message
news:<a9l85caqg2@news.hawaii.edu>...
> Greetings,
>
> I was testing a Cyrel Sunrise video card in 32-bit color mode, and
> whenever I load am image, the palette is skewed in on direction or the
> other depending upon the settings in Imagecopy. Generally, skin tones
> turn to green, or blue. I cannot seem to determine the correct settings
> to allow normal colors.
>
> Perhaps Imagecopy doesn't work in 32-bit color, or NVDI needs some setting
> that I am unaware of?
>
> Thanks,
>
> John Perez

Try 15 or 16 bit color setting on the Cyrel.
Mike

3522. Re: Cubase / Cubase Audio (Quick Question)

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 15:25:52 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0204180725.316606f7@posting.google.com>
Source record: 35723

> stuff, I don't always want to have to turn on my DAT [so Cubase can
> get it's clock information] - it likes to complain if it can't find a
> clock signal through the FDI. And even if it's only MIDI tracks that
> I recorded previously [WITH the DAT turned ON], the tempo plays back
> erradically with the DAT turned OFF, since CAF is not getting any
> clock signal at all this way.

Yeah. My problem has been the Soundpool mastering software has not
been able to see the 44.1 clock signal from the little steinburg CAC
clock, and I have to plug in my FDI to work with it. But since I don't
have a DAT, I've gotta use the CAC to run CAF. I've been thinking
about finding a cheap (ha!) used DAT for convient mixdowns, but I've
also been looking at the cheap CDRecorders, and wondering if CAF could
be used with one? Do you think CAF could get a 44.1 signal from a
CDRecorder? (I expect it depends on the CDRecorder!) (BTW, I use a
FAD-8 for A/D recording/conversion.)
Wayne

3523. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 15:26:04 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBEE58C.5000808@seimet.de>
Source record: 35724

David W.E. Roberts wrote:

> Does this apply to all unix-like variants including MINT?

No, only to "real" Unix-based systems, but not to all Unix-like systems.
MiNT, in particular, does not require special hardware, but can profit
from it.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3524. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 15:26:59 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBEE5C3.2060309@seimet.de>
Source record: 35725

Adam Klobukowski wrote:

> Btw. IIRC Linux requires 68020 and MMU (and FPU, but I'm unsure if it is
> emulated or not on non FPU machines)

As far as I know Linux requires a real FPU.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3525. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 15:59:02 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204180759.3f31d23b@posting.google.com>
Source record: 35728

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CBDC6EF.819AB80E@rogers.com>...
> > >
> > > You don't read or listen well, do you?? Read the magazine and then do a count
> > > of Atari items. Quality counts - something you're just not familiar with.
> > >
> > So quality degrades after one item?
>
> In the case of your drivel, yes. Its a shame that after your time in the mental health
> institution didn't help you get a grip on reality. You should have that time to invent a
whole
> new set of fictions to entertain us with. Your old lies are worn out.

Me? It's you with your wild imagination.

Drivel...have not herad that word in a while. Learn from Chunks?

sinclap!

3526. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 15:59:51 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204180759.e7b6ba1@posting.google.com>
Source record: 35729

danap8@aol.com (DANAP8) wrote in message
news:<20020417185747.19055.00004726@mb-fm.aol.com>...
> >So quality degrades after one item?
>
> Relative to you, yes - if you had any to start with.

Just asked a question..Why soo rude?

sinclap!

3527. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 16:39:10 UTC
From: <>
Message-ID: <1019144586-967155AEicMi@ntlworld.com>
Source record: 35726

From: lp <gfa@basic.net>
Date: Wed, 17 Apr 2002 16:28:16 -0400

>does not make it old or outdate. I dislike magic, I have since day one
>but I don't diss miss it as utter crap or useless or outdated. If it
>works

Isn't it your IRC client that's been programmed to crash out in a big way
if it's run under MagiC BTW?

>for someone fine. If you (Dennis) don't like what you are reading stop
>reading it, you have been in my killfile for the past month. I'm only

Didn't you announce that you were going to leave this newsgroup a while
back BTW?

>reacting to bits and peices of posts requoted by others. Now if you
>have to read a TXT file to place me in your killfile, what a pity it
>probably won't get done and you can keep on reading my posts. lol

Adding filters and folders is a GREAT deal easier with Emailer than anything
else I've tried.

Cheers

--
Regards, Derryck

3528. Clearout (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 16:39:26 UTC
From: <>
Message-ID: <1019144588-967467AEicMi@ntlworld.com>
Source record: 35727

Hi all,

Trying to clear the decks of some accumulated stuff (see Tip of the day,
http://www.myatari.net for a sample of how things can go over the top...)

Anyway, I've got:

Syquest EZ135 removable media drive plus ten carts 55UKP
Atari SC1435 colour monitor, great condition with swivel base and cover 30UKP
PageStream DTP package plus manual 10UKP
GFA Basic V3.07E, disk plus manual 8UKP

The remainder are a fiver apiece:

Diamond Edge V2, disk plus manual
HiSoft TruePaint manual only
HiSoft TrueImage manual only

Books:

Atari ST series Concise 68000 programmers' reference guide
Compute! Tech Ref Atari ST Series 2 - AES

You collect the monitor from Watford, Herts or arrange courier - the
remainder include postage to UK destinations.

Cheers

--
Regards, Derryck

3529. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 16:56:48 UTC
From: tos4ever@pandora.be
Message-ID: <1faun6n.1jej55l13y9th6N%tos4ever@pandora.be>
Source record: 35730

CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:

> Dans le message <Pine.MNT.4.31.0204172232580.129-100000@easymint>
> Martin Tarenskeen a ï¿½crit:
> >On Wed, 17 Apr 2002, Steve Sweet wrote:
>
> >>
> >> I hope he works out the bug in the clock code. I havent been able to
> >> use Magic 6.20 on my MegaSTE, the clock reports that we are in the year
> >> 2080 and that the time is 28:53. I emailed him aboout this and he
> >> states that there are no problems!. The keyboard clock is correct, but
> >> the Gemdos clock seems to be freewheeling.
> >>

> Hello!
>
> Just try ftp://chapelie.rma.ac.be/atari/
>

To be more precise:
ftp://chapelie.rma.ac.be/utilities/y2k_patch/

CU,
Martin

3530. Re: can you hook up Atari ST directly to a TV ?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 18:03:59 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <a9n1qf$mr7$1@freenet9.carleton.ca>
Source record: 35731

Every STFM has a Modulator built in (hence the "M") which can be used
in two ways: 1) RCA speaker-type plug at the back used with a cable and
a Computer-TV switchbox so popular with the Atari 2600, 5200, 7800,
Commodore 64, etc., connected to the TV input; 2) line outputs on
pin 1 (sound) and pin 2 (composite video) [if I remember correctly]
of the Atari monitor plug, which can be hooked up to your VCR or
modern types of TVs.

The STF only had a Floppy ("F") and does not have any modulation built in.
There was a product called the VideoKey to fill this need.

The STE has a TV output plug like the STFM, but I don't know if it
has the same line output capabilities on the monitor plug.

To the best of my knowledge, you will only be able to use LOW and MED
resolutions on your TV.

Hope this helps.

Randy Kwak
"dreamcast_72" (dreamcast_72remove@hotmail.com) writes:
> I had Atari 130 XE and 1040STE many years ago and I forgot if you can do
> that or you need one of the monitors (color/mono)
> if yes, are there PAL & NTSC versions of ST computers ?
>
> I'm in Canada in thinking about buying ST, STF or STE computer again
>
> please let me know guys
>
> --
> Dream
> dreamcast_72@hotmail.com
>
>

3531. Re: Where to find ST games Images

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 18:15:47 UTC
From: Bondie <chris.snowden1@btopenworld.com>
Message-ID: <a9n2gj$e6f$1@knossos.btinternet.com>
Source record: 35732

Try www.tq-gaming.com

I have all the DBUG menu's on disk so if you want any just request it.

Chris

"Nigel Turton" <npt@dickinsondoncaster.fsworld.co.uk> wrote in message
news:a9m7do$4fa$1@news8.svr.pol.co.uk...
> Any one have links to sites to download DBUG?
>
> --
> Nigel P Turton
> 800/800XL/65XE/130XE(switchable OS's), 6 x 1050 + Happy/Lazer
> 4MB STE/1MB STFM, 540MB HD, 4 x CDROM
> Falcon 14MB, FPU, 2 x 340HD,CDROM,VGA
> Lynx handheld (New aquisition :oP)
> Jaguar 64 + CD (What a machine)
> 2600 (New aquisition :oP)
> (ATARI LIVES)
>
>

3532. Re: 2 drives in SH205

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 18:17:01 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <a9n2it$nq2$1@freenet9.carleton.ca>
Source record: 35733

Actually every Atari hard drive has this capability, including all
the Megafiles.

You need a second MFM drive (for the SH205 or Megafile 20) or RLL drive
(for the Megafile 30 or 60), a second 20-pin cable, a 34-pin cable
with three drops, a second internal power cable to power the hard drive,
and finally hard drive utilities that will recognize LUN 0 (your first
drive) *AND* LUN 1 (your second drive). AHDI will *NOT* do this, but
Supra hard disk utilities will.

I heard that the first controller in the SH 204/205 (i.e., ACSI to SCSI)
could be used as a straight SCSI controller but I never had any luck
with this. I would be interested in finding out if it's do-able, though.

Hope this helps,

Randy Kwak
"Johannes Markus" (jojomarkus@gmx.net) writes:
> I raed in some book that it's possible to connect a second mfm-drive to
> the SH205's controller. Unfortunately, the book didn't tell how it's
> done.
>
> Did any one ever try this or knows how to do this?
>
> Thanks.

3533. Re: Clearout (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 18:28:03 UTC
From: Carby <news@polar-net.co.ukk>
Message-ID: <3cbf1046$0$234$cc9e4d1f@news.dial.pipex.com>
Source record: 35734

<derryck@.NOSPAMCRAPcix.co.uk> wrote in message
news:1019144588-967467AEicMi@ntlworld.com...
> Hi all,
> The remainder are a fiver apiece:
>
> HiSoft TruePaint manual only
> HiSoft TrueImage manual only

If anyone wants the disks to go with these, I have originals of both spare!

Si

3534. Re: Freeze frame...

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 18:40:02 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1019200912-148752AEicMi@xs4all.nl>
Source record: 35601

Hi Edward,

Thanks for your reply. Could you be more specific?
Cause I used to get these 'memory block destroyed'
messages but they seem not to appear anymore as much
as the did...

Raoul Teulings
Wilhelminastraat 77-II
1054 VX Amsterdam
tel: 020-6206167
fax: 084-8820845
GSM: 06-55172683
email: rt@xs4all.nl

3535. Sell me Atari Unix

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 19:49:23 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a9n803gej1@news.hawaii.edu>
Source record: 35735

Well, if anyone out there has Atari Unix, and wishes to sell it, please contact me.

Thanks!

3536. Re: Imagecopy, Cyrel Sunrise, and green skinned women

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 19:51:04 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a9n838gej2@news.hawaii.edu>
Source record: 35736

rustynutt <rustynutt@hotmail.com> wrote:

: Try 15 or 16 bit color setting on the Cyrel.
: Mike

Greetings,

I wasn't aware that the Cyrel had the ability to display in 15 or 16-bit color. All of the profiles available are 8 or 32-bit. Perhaps I just need to make my own?

Cheers!

3537. CAB.OVL with SSL

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 19:58:51 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204182149590.50-100000@easymint>
Source record: 35737

Did anyone here ever use CAB.OVL 1.8604 with SSL support (for MiNTnet) ?
I mean in a situation where SSL actually was required ?
Until now I didn't have an opportunity to try it. I tried to sign up for
Paypal, I tried ordering Papyrus online, and both times I got an "ILLEGAL
INSTRUCTION" message.

Anyone having more luck with it ? Am I doing something wrong ?

Martin Tarenskeen
Falcon 030/CT2b MiNT 1.15.12 N.AES 2.0 XaAES 0.943 CAB 2.7 CAB.OVL 1.8604

3538. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 20:09:08 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CBF27EF.84741B75@rogers.com>
Source record: 35738

Sinplop,
Your so predictable when you post in your sleep. I know cause you never do it awake.

sinclap@yahoo.com wrote:

> James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CBDC6EF.819AB80E@rogers.com>...
> > > >
> > > > You don't read or listen well, do you?? Read the magazine and then do a count
> > > > of Atari items. Quality counts - something you're just not familiar with.
> > >
> > > So quality degrades after one item?
> >
> > In the case of your drivel, yes. Its a shame that after your time in the mental health
> > institution didn't help you get a grip on reality. You should have that time to invent
a whole
> > new set of fictions to entertain us with. Your old lies are worn out.
>
> Me? It's you with your wild imagination.
>

Yes you. Btw, your posts to atari newsgroups are not in my imagination. The reason you
don't want to
remember this is that it would once again prove you to be a fraud. That would not be a
surprise to anyone
but you.

>
> Drivel...have not herad that word in a while. Learn from Chunks?
>

Chunks is your imaginary friend, not a real person. Again not a surprise to anyone but you.
Btw, you
still havent answered the question? why haven't you spent your time away to come up with
some new lies
instead if mindlessly repeating the same stinking pile of smeg you've been posting for most
of the last 10
years? Surely you could borrow some of the lunatic ravings of your fellow patients. After
all, you're
probly not the only loon scribbling on the rubber wallpaper of the institution you've just
escaped from.
It was amusing sporking you for your sheer lunacy. Now your just outright repetitive and
boring.

In short, go away again, this time stay away, your not wanted here or anywhere else.

>
> sinplop!

^ Truth at last.

3539. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 20:10:20 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CBF2836.27047D45@rogers.com>
Source record: 35739

sincplop@yahoo.com wrote:

> danap8@aol.com (DANAP8) wrote in message
news:<20020417185747.19055.00004726@mb-fm.aol.com>...
> > >So quality degrades after one item?
> >
> > Relative to you, yes - if you had any to start with.
>
> Just asked a question..Why soo rude?
>
> sincplop!

Because your a kook. Why so forgetful?

3540. Seagate Baraccuda drives

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 20:31:25 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <a9naetrvf1@reader1.panix.com>
Source record: 35740

My project is to get a bigger drive into an old SCSI box,
apparetly from a quite old Macintosh machine, for reasons of
EasyMiNT.

For reasons that seemed good at the time, I bought, cheaply,
quantity eight, from what were said to be tested good pulls
from machines being scrapped, of Seagate Barracuda ST32550W,
2.1 gig drives, 68 pin. I have an adapter to fit 68 pin drives
to a 50 pin cable, so that should not be a problem. I got pintout
for this from their website, and did everything right. And then
tried all the wrong things.

Regardless, SCSI seemed to mean System Cannot See It, although
any other of three smaller and 50-pin drives I have on hand,
when plugged into the same box I was trying to put a 2.1 gig
drive into, were properly recognized by HDDriver, latest
version.

I connected an LED to the proper pins, and that little sucker did
not go out, as if the drive did not initialize itself properly.

It just cannot be that all those drives, now in a garbage dump
somewhere, were all defective. They just did not work for me,
and are now gone.

Does anyone what sort of gremlin I ran into here? What could I have
differently? After all, I was not trying to boot from it, and it had
two different connector to use in setting its address with jumpers.
Neither one or both connectors made any difference. Looked like
good drives to me, although quite noisy, compared to a TT.

What happened?

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3541. Re: Mega ST keyboard cable

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 20:49:52 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3cc030f5.4835720@news-east.giganews.com>
Source record: 35741

On Wed, 17 Apr 2002 17:14:06 -0500, "Gil Parrish"
<gparrish@beggstelco.net> wrote:

>I just checked the Radio Shack website; they do not list a 446-664. A
>search on "6-conductor" pulled up 4 hits, being 2 for in-line couplers, 1 or
>100' of wire (no connectors) and 1 for a 6-conductor phone jack. Perhaps
>the catalog numbers and product lineup are different in the UK than in the
>US?
Sorry not that RS. Here is the UK we have RS Components (in their very
early days they were "Radio Spares" I think)
www.rswww.com
For sure all you need is a 6way 'normally wired' ie 1 to 1, 2 to 2 etc
terminated with FCC68 data plugs.
Bryan

3542. Re: Seagate Baraccuda drives

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 21:02:42 UTC
From: glenzabr@xmission.com
Message-ID: <a9nc8m$gf8$3@news.xmission.com>
Source record: 35742

In article <a9naetrvf1@reader1.panix.com>, Jim DeClercq <jimd@panix1.panix.com> wrote:
>My project is to get a bigger drive into an old SCSI box,
>apparetly from a quite old Macintosh machine, for reasons of
>EasyMiNT.
>
>For reasons that seemed good at the time, I bought, cheaply,
>quantity eight, from what were said to be tested good pulls
>from machines being scrapped, of Seagate Barracuda ST32550W,
>2.1 gig drives, 68 pin. I have an adapter to fit 68 pin drives
>to a 50 pin cable, so that should not be a problem. I got pintout
>for this from their website, and did everything right. And then
>tried all the wrong things.
>
>Regardless, SCSI seemed to mean System Cannot See It, although
>any other of three smaller and 50-pin drives I have on hand,
>when plugged into the same box I was trying to put a 2.1 gig
>drive into, were properly recognized by HDDriver, latest
>version.
>
>I connected an LED to the proper pins, and that little sucker did
>not go out, as if the drive did not initialize itself properly.
>
>It just cannot be that all those drives, now in a garbage dump
>somewhere, were all defective. They just did not work for me,
>and are now gone.
>
>Does anyone what sort of gremlin I ran into here? What could I have
>differently? After all, I was not trying to boot from it, and it had
>two different connector to use in setting its address with jumpers.
>Neither one or both connectors made any difference. Looked like
>good drives to me, although quite noisy, compared to a TT.
>
>What happened?
>
>Jim
>
Di you get the 68 pin to 50 pin adapter that includes the high byte
termination? The adapter has to terminate the extra 18 lines that are unused.
So you may be having the drive still thinking it is in wide mode right now and
not narrow and so it is acting as if it is completely unterminated.

3543. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 21:33:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019236214.13645.2@eurus.uk.clara.net>
Source record: 35614

Hi sinclap

| > >So quality degrades after one item?
| >
| > Relative to you, yes - if you had any to start with.
|
| Just asked a question..Why soo rude?

I think it because of who it was he was relying to, you see there's this arse bandit called sinclap that pops up in here from time to time that everybody wants to kick the crap out of.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.350 / Virus Database: 196 - Release Date: 17/04/02

3544. Re: can you hook up Atari ST directly to a TV ?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 21:36:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019236216.13645.3@eurus.uk.clara.net>
Source record: 35616

Hi dreamcast_72

| I had Atari 130 XE and 1040STE many years ago and I forgot if you can do
| that or you need one of the monitors (color/mono)
| if yes, are there PAL & NTSC versions of ST computers ?
|
| I'm in Canada in thinking about buying ST, STF or STE computer again

The STe and the STFM have a built in modulator and so can be used with a
compatible TV, the ST and STF will not have.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.350 / Virus Database: 196 - Release Date: 17/04/02

3545. Re: Clearout (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 21:39:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019236217.13645.4@eurus.uk.clara.net>
Source record: 35615

Hi Derryck

| You collect the monitor from Watford, Herts or arrange courier - the
| remainder include postage to UK destinations.

Would it also be possible for a prospective buyer to collect from that awfully nice Cheshunt Computer Club this Wednesday coming and get a feee cuppa as well.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.350 / Virus Database: 196 - Release Date: 17/04/02

3546. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 21:46:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019236220.13645.5@eurus.uk.clara.net>
Source record: 35618

Hi Martin
| > I hope he works out the bug in the clock code. I havent been able to use
| > Magic 6.20 on my MegaSTE, the clock reports that we are in the year 2080
and
| > that the time is 28:53. I emailed him aboout this and he states that
there
| > are no problems!. The keyboard clock is correct, but the Gemdos clock
seems
| > to be freewheeling.
| >
|
| Maybe it's not a Magic bug, but an Atari bug? Maybe Y2K bug ? There are
| patches for fixing Y2K bugs on Atari computers. I don't remember the
| correct URL but you should be able to find it with Google or some other
| search engine. There is a special Atari-Y2K-bug website somewhere.

Reverting to Magic 6.10 corrects the problem.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.350 / Virus Database: 196 - Release Date: 17/04/02

3547. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 21:48:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019236221.13645.6@eurus.uk.clara.net>
Source record: 35617

Hi Martin

| > >> I hope he works out the bug in the clock code. I havent been able to
| > >> use Magic 6.20 on my MegaSTE, the clock reports that we are in the
year
| > >> 2080 and that the time is 28:53. I emailed him aboout this and he
| > >> states that there are no problems!. The keyboard clock is correct,
but
| > >> the Gemdos clock seems to be freewheeling.
| > >>
|
| > Hello!
| >
| > Just try ftp://chapelie.rma.ac.be/atari/
| >
|
| To be more precise:
| ftp://chapelie.rma.ac.be/utilities/y2k_patch/

I will pop by some time and have a look around, but I dont think its a
machine fault, I have no clock problems with any other version Magic OS.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.350 / Virus Database: 196 - Release Date: 17/04/02

3548. Re: ST keyboard track layout?

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 21:54:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019236223.13645.7@eurus.uk.clara.net>
Source record: 35619

Hi Si

| Does anyone have a .jpg or other image of the ST/e keyboard solder track
| layout?
|
| Dear old parcel farce managed to damge my keyboard in transit :(
|
| Case centre plastic support post under the keyboard has gone through the
| prax board and punched out some copper tracking.

Lyndon Amsdon was giving away 2 keyboards recently, give
bindon@madasafish.com an email, tell him I sent you, he'll owe me a kebab
then.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.350 / Virus Database: 196 - Release Date: 17/04/02

3549. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 21:56:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019236225.13645.8@eurus.uk.clara.net>
Source record: 35620

Hi Lonny

| If you (Dennis) don't like what you are reading stop
| reading it, you have been in my killfile for the past month. I'm only
| reacting to bits and peices of posts requoted by others.

Is he below me in the list or above?. 8-)

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.350 / Virus Database: 196 - Release Date: 17/04/02

3550. Re: Software Registration (but not really about that)

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 23:13:54 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CBF52A4.B403068D@chello.nl>
Source record: 35743

Uwe Seimet wrote:
>
> >
> > If 1 programmer can write a make iso fs, all the others can do the same. :-)
>
> The problem
>

quite

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

3551. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-18 23:26:01 UTC
From: danap8@aol.com
Message-ID: <20020418192601.13719.00004666@mb-da.aol.com>
Source record: 35744

>> >So quality degrades after one item?
>>
>> Relative to you, yes - if you had any to start with.
>
>Just asked a question..Why soo rude?

Because you don't just ask a question, or make a statement. Every word you write in an Atari newsgroup is flame bait.

3552. Keyboard Cable Pinout

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 00:48:58 UTC
From: Gil Parrish <gparrish@beggstelco.net>
Message-ID: <3cbf8f00@news.beggstelco.net>
Source record: 35597

Maybe the question I should be asking is-- what is the pinout for the Mega ST keyboard connector? Specifically, which is power and which is ground? My keyboard's light doesn't come on when I power up, so the keyboard doesn't appear to be getting power. I have a multimeter, so with the pinout I can tell if the computer connector is bad, if the 6-conductor phone line I'm using instead of a keyboard connector is bad, and (if neither of those are true) that the keyboard is bad.

Thanks.

3553. Re: Seagate Baraccuda drives

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 01:25:22 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a9nrm2$7l4$1@reader1.panix.com>
Source record: 35598

GMAN <glenzabr@xmission.com> writes:

: In article <a9naetrvf1@reader1.panix.com>, Jim DeClercq <jimd@panix1.panix.com> wrote:
: >My project is to get a bigger drive into an old SCSI box,
: >apparetly from a quite old Macintosh machine, for reasons of
: >EasyMiNT.
: >
: >For reasons that seemed good at the time, I bought, cheaply,
: >quantity eight, from what were said to be tested good pulls
: >from machines being scrapped, of Seagate Barracuda ST32550W,
: >2.1 gig drives, 68 pin. I have an adapter to fit 68 pin drives
: >to a 50 pin cable, so that should not be a problem. I got pintout
: >for this from their website, and did everything right. And then
: >tried all the wrong things.
: >
: >Regardless, SCSI seemed to mean System Cannot See It, although
: >any other of three smaller and 50-pin drives I have on hand,
: >when plugged into the same box I was trying to put a 2.1 gig
: >drive into, were properly recognized by HDDriver, latest
: >version.
: >
: >I connected an LED to the proper pins, and that little sucker did
: >not go out, as if the drive did not initialize itself properly.
: >
: >It just cannot be that all those drives, now in a garbage dump
: >somewhere, were all defective. They just did not work for me,
: >and are now gone.
: >
: >Does anyone what sort of gremlin I ran into here? What could I have
: >differently? After all, I was not trying to boot from it, and it had
: >two different connector to use in setting its address with jumpers.
: >Neither one or both connectors made any difference. Looked like
: >good drives to me, although quite noisy, compared to a TT.
: >
: >What happened?
: >
: >Jim
: >
: Di you get the 68 pin to 50 pin adapter that includes the high byte
: termination? The adapter has to terminate the extra 18 lines that are unused.
: So you may be having the drive still thinking it is in wide mode right now and
: not narrow and so it is acting as if it is completely unterminated.

Thank you very much. The darn things were way too loud anyway, so
I will not miss them, but now I have one less 68-50 adapter, and

just took as good a look as I could with CAB at TMC's java web page,
and what they sell has active high byte termination. The one I took
apart does not have a pullup (or down) resistor in it, so my guess
is that it did not have high byte termination. I had completely
forgotten about that. One cannot depend on anyone else doing the Right
Thing, and terminating unused lines.

Just for the heck of it, I will try a local computer store that
has a few such adapters hanging on their display board, and if
they are the right kind I will get one. Still have, I find, one
of those eight screaming drives that has not yet been trashed,
and I would like to see if that is really the mistake I made,
because if so, I might have some 80-pin adapters that will not work
either. Hard to tell, on a two-layer board. At least there is a
pullup resistor present.

FWIW, TMC is The Mate Corporation, and they make adapters and
cables for SCSI use, as a specialty. They should work fine,
if you remember to order the right things.

By hindsight, I should have asked for advice first.

Now, is there a way to get one of those noisy 7200 RPM drives to run a
little quieter, without blocking its airflow?

Thanks again for catching my silly mistake.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3554. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 02:26:11 UTC
From: ebaiz@skyenet.net
Message-ID: <7fLv8.321$PF2.240514@newsfeed.slurp.net>
Source record: 35745

On 18 Apr 2002 08:19:37 , Uwe Seimet wrote:
>Edward S. Baiz Jr. wrote:
>
>> A friend of mine was going to give me a copy, but moved awy before he
>> did. Right now, Mint is the one to get/use for Atarians.
>
>Note two things: 1. Copying this software and giving away the copy is
>not legal.

Note this. I never knew any about Unix or what is was when he offered
and did not know that it was commercial. You can bet if I found out I
would have refused it. It is all moot since I never received it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3555. Re: Sell me Atari Unix

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 02:26:12 UTC
From: ebaiz@skyenet.net
Message-ID: <8fLv8.322$PF2.240515@newsfeed.slurp.net>
Source record: 35596

On 18 Apr 2002 19:49:23 , John Perez wrote:
>Well, if anyone out there has Atari Unix, and wishes to sell it, please
>contact me.
>
>Thanks!

Another option for a regular ST is NetBSD which runs fine on a ST. I
saw it being done by a friend of mine. Give one a nice Unix environment.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3556. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 04:45:12 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E51918.66AE%gfa@basic.net>
Source record: 35599

in article 1019144586-967155AEicMi@ntlworld.com,
derryck@.NOSPAMCRAPcix.co.uk at derryck@.NOSPAMCRAPcix.co.uk wrote on
4/18/02 12:39 PM:

> Didn't you announce that you were going to leave this newsgroup a while
> back BTW?

I think I did. However I can admit when I'm wrong, it would be wrong to
leave.

Lonny Pursell

3557. Re: CAB.OVL with SSL

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 06:07:50 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3CBFB436.C26EEE7E@ndh.net>
Source record: 35600

Hi Martin,

> Did anyone here ever use CAB.OVL 1.8604 with SSL support (for MiNTnet) ?
Yes, me.:)

> I mean in a situation where SSL actually was required ?
Yes, I have tried it with ebay SSL login and it works really good.

> Anyone having more luck with it ? Am I doing something wrong ?
The only difference to your configuration is, that I use CAB 2.8.

Bye

Marc-Antï¿½n

--
****
Business: http://www.st-katharina-apotheke.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

3558. Re: 2 drives in SH205

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 07:00:45 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3CBFC09D.3040506@seimet.de>
Source record: 35602

Randy Kwak wrote:

> You need a second MFM drive (for the SH205 or Megafile 20) or RLL drive
> (for the Megafile 30 or 60), a second 20-pin cable, a 34-pin cable
> with three drops, a second internal power cable to power the hard drive,
> and finally hard drive utilities that will recognize LUN 0 (your first
> drive) *AND* LUN 1 (your second drive). AHDI will *NOT* do this, but
> Supra hard disk utilities will.

HDDRIVER (and I think CBHD as well) also supports this kind of second drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3559. Re: Seagate Baraccuda drives

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 07:09:17 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CBFC29D.8090607@seimet.de>
Source record: 35603

Jim DeClercq wrote:

> Regardless, SCSI seemed to mean System Cannot See It, although
> any other of three smaller and 50-pin drives I have on hand,
> when plugged into the same box I was trying to put a 2.1 gig
> drive into, were properly recognized by HDDriver, latest
> version.

Your adapter might not terminate the unused 8 data lines, which can
cause problems. Also check whether the drive requires to TT to provide
initiator identification. If you have not already done so, enable this
in HDDRIVER.
--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3560. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 07:10:41 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CBFC2F1.5010500@seimet.de>
Source record: 35604

Edward S. Baiz Jr. wrote:

> Note this. I never knew any about Unix or what is was when he offered
> and did not know that it was commercial. You can bet if I found out I
> would have refused it. It is all moot since I never received it.

It was quite expensive, BTW. On a Maxtor 230 MB SCSI drive I paid more
than EUR 2000 for it about 10 years ago.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3561. Re: Cubase / Cubase Audio (Quick Questi

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 08:30:15 UTC
From: swampfax@atlantic.net
Message-ID: <rAQv8.49$hQ5.30362@news1.atlantic.net>
Source record: 35605

On 17 Apr 2002 22:28:42 , Paul Nurminen wrote:
>On Tue, 16 Apr 2002 19:47:54 GMT, nurmix@spam-free.com (Paul Nurminen)
>wrote:

Snip

>For those of you wondering WHY I wanted to do this, basically because
>I was doing some testing to see if the MIDIman "Mini MacMan" MIDI out
>box would work better (ie. Cubase would STOP crashing) if the audio
>engine was disabled.

>-Paul
>
>

Hi Paul,
I thought I'd pass along a tidbit of info regarding Cubase crashes.
Although I was not running anything but Cubase with a vanilla boot-up
on a Falcon (and no other hardware), it suddenly started crashing
immediately after trying to load a song or selecting a name for a new AIF
recording. The culprit was ICD boot settings. Max logical sector size was
set (after a re-partition) to 32768 but the "In System" size was 8192.
Changing the max to 8192 fixed the problem (at least it looks good now
but without much testing).
John G.

3562. TT for Sale in UK

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 10:14:50 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <1019211299.23190.0.nnrp-07.9e9834fc@news.demon.co.uk>
Source record: 35606

Just found this for those who want a TT in the UK.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2018155278

Alan.

3563. Re: [MiNT] CAB.OVL with SSL (fwd)

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 10:19:24 UTC
From: Martin Tarenskeen <m.tarenskeen@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204191212030.32-100000@easymint>
Source record: 35607

On Fri, 19 Apr 2002, Frank Naumann wrote:

> Hello!
>
> > Did anyone here ever use CAB.OVL 1.8604 with SSL support (for MiNTnet) ?
> > I mean in a situation where SSL actually was required ?
> > Until now I didn't have an opportunity to try it. I tried to sign up for
> > Paypal, I tried ordering Papyrus online, and both times I got an "ILLEGAL
> > INSTRUCTION" message.
> >
> > Anyone having more luck with it ? Am I doing something wrong ?
>
> You need a FPU to use SSL.
>
>
> Tschuess
> ...Frank
>

I could have known. It's in all the info that comes with the sparemint SSL
related stuff. But I didn't see it in the readme file that came with the
cab.ovl from Howard Chu.

But my FPU is on it's way :-)
...says the guy whom I ordered it from more than a month ago :-(

Martin Tarenskeen

3564. Speedo GDOS fonts floppy

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 10:33:37 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204191226120.46-100000@easymint>
Source record: 35608

When I bought my Falcon 2nd hand it came with 2 shoeboxes full of floppies. I found 2 floppies with the original Atari Speedo GDOS distribution. I use NVDI so I didn't need Speedo GDOS. But the second floppie contained a standard collection of Speedo fonts. Unfortunately the floppie was severely damaged and more than half of the files unreadable. Does anyone have this font collection. Since it is part of the Atari history, I'd like to have them on my system. If someone is willing to mail them to me ? (Since I already own the floppy I think it's perfectly legal)

Martin Tarenskeen

3565. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 11:13:28 UTC
From: <>
Message-ID: <1019219446-333483AEicMi@ntlworld.com>
Source record: 35610

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Wed, 17 Apr 2002 20:19:31 GMT

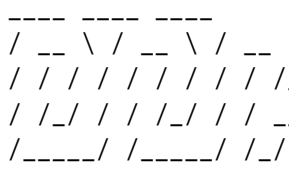
>>to magic is a step backwards if you have alot of stuff networked.
>
>I have all my Ataris networked here with MagiC and Geneva and it works
>great for my needs. Sharing drives and ftp'ing to/from Windows and so on.
>I have not tried the Samba compatible client yet but it would make it
>even simpler to talk to my Windows pc's.

Samba works very well as I can confirm.

Its command set is the same as that used by FTP and get used to a TTP command line - once Vassilis gets it integrated into BNet it'll be fantastic.

Cheers

--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3566. Re: Seagate Baraccuda drives

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 11:44:20 UTC
From: <>
Message-ID: <1019219448-333811AEicMi@ntlworld.com>
Source record: 35611

From: Jim DeClercq <jimd@panix1.panix.com>
Date: Thu, 18 Apr 2002 20:31:25 +0000 (UTC)

>My project is to get a bigger drive into an old SCSI box,
>apparetly from a quite old Macintosh machine, for reasons of
>EasyMiNT.

I suppose that it wouldn't make a difference if those drives had Mac
firmware? Older Macs usually need such, apparently.

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3567. SCSI compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 12:02:51 UTC
From: Mickael Pointier <mpointie@eden-studios.fr>
Message-ID: <a9p0at$qo5$1@reader1.imaginet.fr>
Source record: 35609

Could someone told me if the following hard drive
will work on a MegaSTE using the internal SCSI
interface card:

IBM Corsair 2E E12 (0663-E12).
http://www.storage.ibm.com/hdd/support/0663e/0663-e1x.pdf

0663 MODEL E
IBM OEM STORAGE PRODUCTS

FEATURES:

1,206 MB formatted capacity (512 & 520 bytes/sector) (model E15)
1,043 MB formatted capacity (512 & 520 bytes/sector) (model E12)
Industry-standard interface: ANSI/SCSI-2
Thermal Compensation
Integrated controller
Logical block addressing
Implied seeks
SCSI disconnect and reconnect capability
SCSI bus parity
Closed loop actuator servo (dedicated disk servo surface plus data
reference)
Multiple initiator support
1:1 interleave
(0,4/4) 8/9 rate encoding
Media data transfer rate: 3 MB/S
SCSI data transfer rate: up to 10 MB/S (synchronous)
256K byte dual-ported data buffer
Read-ahead caching
Write caching (selectable)
Multi-segmented data buffer
Scatter/Gather function support
Tagged and Untagged command queuing (selectable)
Command recording supported (selectable)
Back-to-back sequential writes supported
Automatic bad sector reallocation (selectable)
Error logging
Variable logical block lengths (256 - 6000 bytes with exceptions).
Shipped format is 512 bytes/sector
Automatic retry and data correction on read errors
Sector reassignment without reformat
Predictive Failure Analysis
Spindle Synchronization
Drive supplied terminator power option

LED driver available
PERFORMANCE
Data transfer rate
Buffer to/ 3 MB/S (instantaneous)
from media
Host to buffer up to 10 MB/S (synchronous)
Host from buffer up to 10 MB/S (synchronous)
Rotational speed 4316 RPM
Average latency 6.95 mS
Seek time (E12, E15) Read Write
Single cylinder 0.6 mS 2.5 mS
Average 9.4 mS 11.4 mS (weighted)
Full stroke 18.5 mS 20.5 mS

Thanks in advance

Dbug

3568. Re: Keyboard Cable Pinout

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 15:20:57 UTC
From: rs.mac@t-online.de
Message-ID: <1fawb4y.1yjujk81gqz390N%rs.mac@t-online.de>
Source record: 35612

Gil Parrish <gparrish@beggstelco.net> wrote:

> Maybe the question I should be asking is-- what is the pinout for the Mega
> ST keyboard connector? Specifically, which is power and which is ground?

MegaST - TT - MegaSTe
Pin 1 + 2 +5VDC
Pin 3 TxD
Pin 4 RxD
Pin 5 + 6 GND

ï¿½
260ST - 520ST
Pin 1 GND
Pin 13 +5VDC
Pin 14 RxD
Pin 15 TxD

ï¿½
1040STe - all - and Falcon
Pin 1 GND
Pin 2 ** KEY
Pin 3 FDD/HDD LED
Pin 4 +5VDC
Pin 5 RxD
Pin 6 TxD
Pin 7 Reset
Pin 8 GND
Pin 9 KTOK
Pin 10 KROK

Part out of DOIT_ST ..

Regards, Robert
--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

3569. Re: Seagate Baraccuda drives

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 16:58:47 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a9pic7$309$1@reader1.panix.com>
Source record: 35613

derryck@.NO~SPAM~cix.co.uk writes:

: From: Jim DeClercq <jimd@panix1.panix.com>
: Date: Thu, 18 Apr 2002 20:31:25 +0000 (UTC)

: >My project is to get a bigger drive into an old SCSI box,
: >apparetly from a quite old Macintosh machine, for reasons of
: >EasyMiNT.

: I suppose that it wouldn't make a difference if those drives had Mac
: firmware? Older Macs usually need such, apparently.

: Cheers

What I know for certain is that I avoid such drives, since I do
not know what they want, or what they do, and nobody seems to
know. Or at least nobody I know now seems to know.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3570. Re: Roland JV1010 mixermap Cubase

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 17:19:54 UTC
From: Freek Munniksma <fmunniksma@hetnet.nl>
Message-ID: <2c4cfd726ea67197cf071305cae61c93.14589@mygate.mailgate.org>
Source record: 35621

> In the "Object Definition" dialogue try the "SysEx Func" popup menu and
> select "Std. Roland Chksum."
>
> This is supposed to get the checksum added.

I tried it and it works!! Thanks a lot!

Greetings Freek M.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3571. Re: Bayblon 5

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 17:56:20 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8E5A8BC.21AFA%nameerf@flash.net>
Source record: 35625

in article cktv8.2792$aK7.339972244@news.inreach.com, Starlord at
starlord@inreach.com wrote on 4/17/02 10:02 PM:

> Star Wrek? the CASH COW of paramount who can't think up a new idea at all? The
> same outfit that put out Deep Snore 9 after they TURNED DOWN Babylon 5 saying
> there was no way a space station idea would work? The same outfit that when
> Babylon 5 started getting better ratings they pulled every dirty trick in the
> book to try to kill off the Babylon 5 show and FAILED!
>
> Star weak, the outfit that in all the years it's been on has only had ONE
> hafeway decent space battle? Who designeds ships that any kid with a slingshot
> could knock out of orbit? The same people who for the most part will almost
> never show a non-human that isn't just an energy ball or a gass cloud or a
> overgrowen snow flake?
>
> The Shadows Battlespiders ships could wipeout all of Starfleet in about 30
> seconds and no star fleet ship could ever stand up to the Vorlon Planet Buster
> ship.
>
> Star trek fans tuck their tails and run and hide when a Whitestar Fleet jumps
> into their space.

Ok. And this has to do with Atari how?...

Mike Freeman
nameerf@flash.net

3572. Re: can you hook up Atari ST directly to a TV ?

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 18:13:41 UTC
From: dreamcast_72 <dreamcast_72remove@hotmail.com>
Message-ID: <h7Zv8.1740$eC.277872@localhost>
Source record: 35626

thanks y'all

Dream

3573. New Atari group on Yahoo: atari-midi-programming

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 19:09:36 UTC
From: g.goebertus@chello.nl
Message-ID: <3cc06cd4.14796861@news.ams.chello.nl>
Source record: 35627

Hi all,

I have started an new atari related yahoogroup:
atari-midi-programming.
The idea is to create a forum for all MIDI/AUDIO programmers to
discuss ideas or problems, and to share knowledge, so that we don't
have to reinvent the wheel time after time.
As with every Yahoogroup, we have an archive of 20 MB for examples,
listings, tips and so.

Group homepage:

http://groups.yahoo.com/group/atari-midi-programming

Group email:

atari-midi-programming@yahoogroups.com

To subscribe send a blank email to:

atari-midi-programming-subscribe@yahoogroups.com

Guido/Dr Ambient

3574. [FS]HADES 060

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 19:58:33 UTC
From: Vincent Castelot <castvi@libertysurf.fr>
Message-ID: <a9psu5$66e$1@news2.isdnet.net>
Source record: 35628

```
HADES 060 64 Mo EDO, DD 3,2 Go, Ati Mach 64
1000 Euros + Shipping
```

3575. Re: Bayblon 5

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 20:05:44 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019304098.34157.2@triton.uk.clara.net>
Source record: 35635

Hi Michael

| > Star Wrek? the CASH COW of paramount who can't think up a new idea at all? The
| > same outfit that put out Deep Snore 9 after they TURNED DOWN Babylon 5 saying
| > there was no way a space station idea would work? The same outfit that when
| > Babylon 5 started getting better ratings they pulled every dirty trick in the
| > book to try to kill off the Babylon 5 show and FAILED!
| >
| > Star weak, the outfit that in all the years it's been on has only had ONE
| > hafeway decent space battle? Who designeds ships that any kid with a slingshot
| > could knock out of orbit? The same people who for the most part will almost
| > never show a non-human that isn't just an energy ball or a gass cloud or a
| > overgrowen snow flake?
| >
| > The Shadows Battlespiders ships could wipeout all of Starfleet in about 30
| > seconds and no star fleet ship could ever stand up to the Vorlon Planet Buster
| > ship.
| >
| > Star trek fans tuck their tails and run and hide when a Whitestar Fleet jumps
| > into their space.
|
| Ok. And this has to do with Atari how?...

It giving people a chance to chat for a start, and the Enterprise used TOS based computers , mucho superior to the Babylon 5 Amiga workbench based system. 8-)

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3576. Re: [MiNT] CAB.OVL with SSL (fwd)

Newsgroup: comp.sys.atari.st
Date: 2002-04-19 20:07:51 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019304099.34157.3@triton.uk.clara.net>
Source record: 35634

Hi Martin

| But my FPU is on it's way :-)
| ...says the guy whom I ordered it from more than a month ago :-(

Who did you order it from and where are they based in relation to yourself?,
that's such a small item it could be popped into an envelope in seconds.
Publicise the details, that'll hurry him up.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3577. Re: Keyboard Cable Pinout

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 00:49:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cc0bc9e302240@madasafish.com>
Source record: 35632

Hi Robert,

>1040STe - all - and Falcon
>Pin 1 GND
>Pin 2 ** KEY
>Pin 3 FDD/HDD LED
>Pin 4 +5VDC
>Pin 5 RxD
>Pin 6 TxD
>Pin 7 Reset
>Pin 8 GND
>Pin 9 KTOK
>Pin 10 KROK

Hmm, does anyone know what pin 9 and 10 are used for? The
keyboards don't actually use them. And, I think they're only
present on Falcon, my STEs all had the normal 8 pins.
--
Lyndon Amsdon

3578. Re: ST keyboard track layout?

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 00:50:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cc0bc9e302241@madasafish.com>
Source record: 35633

Hi Steve,

>Lyndon Amsdon was giving away 2 keyboards recently, give
>bindon@madasafish.com an email, tell him I sent you, he'll owe me a kebab
>then.

Thanks, but they been snapped up already :(I do have one more,
but I'm not sure if I want to sell it, as it's my spare.
--
Lyndon Amsdon

3579. Re: SCSI compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 04:11:53 UTC
From: glenzabr@xmission.com
Message-ID: <a9qpp6$jp6$3@news.xmission.com>
Source record: 35629

Looks from the specs that it should work.

I use a 2 gig Seagate with similar specs.

In article <a9p0at$qo5$1@reader1.imaginet.fr>, "Mickael Pointier"
<mpointie@eden-studios.fr> wrote:
>Could someone told me if the following hard drive
>will work on a MegaSTE using the internal SCSI
>interface card:
>
>IBM Corsair 2E E12 (0663-E12).
>http://www.storage.ibm.com/hdd/support/0663e/0663-e1x.pdf
>
>
>0663 MODEL E
>IBM OEM STORAGE PRODUCTS
>
>FEATURES:
>
>1,206 MB formatted capacity (512 & 520 bytes/sector) (model E15)
>1,043 MB formatted capacity (512 & 520 bytes/sector) (model E12)
>Industry-standard interface: ANSI/SCSI-2
>Thermal Compensation
>Integrated controller
>Logical block addressing
>Implied seeks
>SCSI disconnect and reconnect capability
>SCSI bus parity
>Closed loop actuator servo (dedicated disk servo surface plus data
>reference)
>Multiple initiator support
>1:1 interleave
>(0,4/4) 8/9 rate encoding
>Media data transfer rate: 3 MB/S
>SCSI data transfer rate: up to 10 MB/S (synchronous)
>256K byte dual-ported data buffer
>Read-ahead caching
>Write caching (selectable)
>Multi-segmented data buffer
>Scatter/Gather function support
>Tagged and Untagged command queuing (selectable)
>Command recording supported (selectable)
>Back-to-back sequential writes supported
>Automatic bad sector reallocation (selectable)
>Error logging

>Variable logical block lengths (256 - 6000 bytes with exceptions).
>Shipped format is 512 bytes/sector
>Automatic retry and data correction on read errors
>Sector reassignment without reformat
>Predictive Failure Analysis
>Spindle Synchronization
>Drive supplied terminator power option
>LED driver available
>PERFORMANCE
>Data transfer rate
>Buffer to/ 3 MB/S (instantaneous)
>from media
>Host to buffer up to 10 MB/S (synchronous)
>Host from buffer up to 10 MB/S (synchronous)
>Rotational speed 4316 RPM
>Average latency 6.95 mS
>Seek time (E12, E15) Read Write
>Single cylinder 0.6 mS 2.5 mS
>Average 9.4 mS 11.4 mS (weighted)
>Full stroke 18.5 mS 20.5 mS
>
>Thanks in advance
>
> Dbug
>
>
>
>
>

3580. Bravo Sierra Atari

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 04:51:09 UTC
From: wiseguyusa@yahoo.com
Message-ID: <3cc0f31e.13243029@news.earthlink.net>
Source record: 35630
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I had some problems and neede Tech Support late at night and I'll be
damned if I didn't get Atari surrort at 11pm!!

I have nothing but praise for Bravo Sierra!

3581. Re: Clearout (UK only)

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 07:34:50 UTC
From: <>
Message-ID: <1019367278-69216AEicMi@ntlworld.com>
Source record: 35561

Hi Steve,

>| You collect the monitor from Watford, Herts or arrange courier

>Would it also be possible for a prospective buyer to collect from that
>awfully nice Cheshunt Computer Club this Wednesday coming and get a feee
>cuppa as well.

Absolutely!

The home page of the CCC can be found at the URL in my sig :-)

Cheers

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3582. Re: SCSI compatibility

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 07:38:09 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CC11AE1.1010801@seimet.de>
Source record: 35631

GMAN wrote:

> Looks from the specs that it should work.
>
>
> I use a 2 gig Seagate with similar specs.

This does not mean that the IBM OEM drive will also work. If this drive requires the MegaSTE's host adapter to generate parity information, for example, it will not work. The specs do not say anything about this. It only says that the drive generates this information, which is normal.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3583. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 10:22:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019310948-44911AEicMi@gmx.net>
Source record: 35637

From: lp <gfa@basic.net>
Date: Wed, 17 Apr 2002 16:28:16 -0400

Hi Lonny,

>If you (Dennis) don't like what you are reading stop reading it,

Why should I? I'm enjoying myself... and let's be honest, a thread like this beats one like the ST vs Amiga hands down...
Furthermore, threads like these are necessary, while you and some others here float on your little white clouds, more and more people are running away from this platform. It's absolutely necessary that someone airs a different opinion then the one that is being aired here constantly. It was about time someone came foreward and woke up a couple of sleeping dogs. I'm used to put my foot in it here so I guess it had to be me...

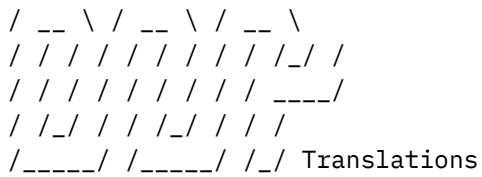
> you have been in my killfile for the past month.

Well it seems to me that unless *you* stop reading here then there seems no way to avoid my drivel is there?, which just goes to show that a killfile doesn't always work, not even Pine can avoid, me brightening up your days :-)

>I'm only reacting to bits and peices of posts requoted by others.

Really? then one of my postings must have slipped through your killfile since you directly replied to it in message B8E2257E.6494%gfa@basic.net , posted on 16.04.2002 at 19:01:18....
I don't want to brag about ASH Emailer Lonny, but a slip-up like that will *never* be made by my preferred mailer... :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3584. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 10:29:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019310958-47043AEicMi@gmx.net>
Source record: 35640

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Wed, 17 Apr 2002 20:19:31 GMT

Hi Kenneth,

>>...and people wonder why ASH is disliked. I certainly am not sulking.
>>The best course of action is to delete wdialog and the app the requires it.
>
>This sound a bit unfair to me. At least with rescent MagiC versions there
>is no need for WDialog.

Ofcourse it's unfair, but I didn't really expect a different reply. WDialog is *the* example for MiNT users to bash... They overlook the fact that Wdialog works perfect under SingleTOS, Geneva and MagiC. Three out of four isn't that bad if you ask me... but then I know a couple of MiNT users who use Wdialog and never experience any problems with it :-/
Atari produced a couple of hundred special computers, these contained a custom build "anti-ASH" chip, and by pure coincidence all these computers ended up in the hands of MiNT users, that explains why all ASH software and anything that bares any resemblance they ever tried sucks...

>If WDialog istelf were commercial it would have got your point.

Even if it was commercial it wouldn't make any difference, take a look at all the commercial software you've got, you'll have to search hi and lo to find one manual that will not find one that guarantees you the application runs under MiNT... The truth is that the AES can't cut it, a nice example is Papyrus, the toolbar contains coloured icons, guess how they they look under MiNT? Ask any Calamus user how long it took before there was a version that worked the way it was supposed to... etc.

Now brace yourself... tomorrow I'll be flamed from here to eternity, but these are the facts, the defence will be in line with something like " who needs a coloured toolbar" and Calamus is a dirty hack". There's a lot of software that looks rather "weird" or of which certain features can't be used, it's not because of the OS, but because of the AES, I know a couple of programmers who had to restrain themselves and cripple their program somewhat to make sure it would run under MiNT. Well, that's putting the world upside down if you ask me...

>I have all my Ataris networked here with MagiC and Geneva and it works
>great for my needs. Sharing drives and ftp'ing to/from Windows and so on.
>I have not tried the Samba compatible client yet but it would make it
>even simpler to talk to my Windows pc's.

Oh boy.... never ever repeat that in this newsgroup. You're not supposed to say that anything networked with MagiC works well, you're supposed to be

bashing it, the more the better...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3585. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 10:29:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019310956-46475AEicMi@gmx.net>
Source record: 35639

From: lp <gfa@basic.net>
Date: Fri, 19 Apr 2002 00:45:12 -0400

Hi Lonny,

>> Didn't you announce that you were going to leave this newsgroup a while
>> back BTW?
>
>I think I did. However I can admit when I'm wrong, it would be wrong to
>leave.

Oh come on.... just admit you love us :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3586. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 10:32:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019310952-45639AEicMi@gmx.net>
Source record: 35638

From: SWE/YesCREW <jvalant@atari.org>
Date: Wed, 17 Apr 2002 21:42:54 +0000

Hi Janez,

>And what he or his gang (me) are then? If u dont have the basic decency, how
>do u expect any smart reply?

Since when are you so sensitive?
He or (she) and his or (her) gang are the small group of people that smoulder any posting and/or poster who dares to air a negative comment regarding the new wonder drug for this platform: ported apps.
As explained in previous posts I have nothing against these apps themselves, but anyone proclaiming that these apps are just what we've been waiting for needs his head examined. Whatever is left of this platform will be scared away when seeing what that group has in mind...

>U will now also start to bash black ppl or jewes?

Depends... if a black jew would port a GNU app, don't go through the trouble of making it at least a bit user friendly, doesn't even consider to make it SingleTOS and MagiC compatible and to top it of comes bragging about it here, then yes I would bash him.... I'm not a racist, I'll bash anyone whatever his colour or religion :-)

>>You want us to return to the stone age, the only reason given for this so
>>far is that the bunch of people who port software aren't capable of
>>producing a user friendly and more or less good looking interface...
>
>It just so happen that those ppl are good programmers u are ONLY one to
>question their capability! Also Unix and CLI knowledge is prefered and
>WANTED in basicaly all high tech etc dev labs etc.. Stone age? Yeah, esp
>those at universitied and NASA etc... I dont have ANYTHING against u dont
>wana use CLI.. but calling us morons and ppl who does port and a lot of
>those even programm stuff for US (could be for u as well) lamers,

Hey... the pot is calling the kettle names now!! I didn't say that those guys aren't good programmers, it's Frederic, Adam, Lonny and even you who told me so... oh, and I didn't call anyone a moron either.

>stoneagers, not capable is moronic! If u are stupid so much u cant run one
>CLI app which requires ONLY TO RUN IT WIHTH DRIVE SPECIFIED (since in that
>case it check for errors automaticaly OR add very mystic and secret "-a"
>option, "a" as "automatic") dont blame CLI for that.. As u see, i DID read
>dosfsck MANual pages!

Do you call that a manual? have you ever seen a *real* manual? suppose I'm a newbie? About once a week there's a posting here from someone asking help about how to connect a hard disk to his ST. Do you think people like these will enjoy working with dosfsck? they could.... with a decent manual and a user friendly interface, like I said, these apps show a total disrespect for the average user, just like the OS itself, the docs are cryptic and ment for people knowing what they are doing. And that last bit is also against the Atari tradition.

>in 6 years i didnt lost a single file yet..

Knock on wood.... :-)

>Now a question for u: Why even Windows and MAC OS (NT OS/X) turned
>toward Unix and CLI consoles?? Apple after 18 years of GUI finaly got
>that GUI is by FAR not all???

Oh Janez.... are you a stand-up comedian?

Linux, NetBSD, PPCLinux etc.... have been here for years, all what's really happening is that some Unix lovers make a little more waves then they used to, the fact remains that these OS's remain unpopular and are only used by a very small minority. And just like in this newsgroup that small minority tries to create a distortion field.
As for OS X.... that's something Apple is trying to shove up the a*** of Mac users, so far with limited success. Open your eyes, the majority of the Mac users still use OS 9.x, have you ever wandered why? Adobe just released PhotoShop 7.0 and just like most of the other Mac power apps it's *not* OS X compatible....
Apple has a long standing record of releasing stuff the Mac users don't want to touch ; Lisa, Newton, Cube etc... OS X fits right into that list.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3587. Re: MiNT, CLI vs GUI [was: Software Registration]

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 10:33:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019310962-47779AEicMi@gmx.net>
Source record: 35641

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Wed, 17 Apr 2002 16:56:24 -0500

Hi Frederic,

>hope you don't mind the subject header change.

No, I've said about all I've had to say in this thread anyway.

>My gosh dude, what do you do other than when you're not complaining and
>not staring at a GEM application?? How about your take some little time
>and convert .TXT or .man/.cat into html or .stg or .hyp?
>How about that? everybody will be happy, you included.
>Be useful somewhat.

Oh but I do...
I bet I converted more *.stg, *.udo and *.txt files then you've ever read. But there are a couple of conditions: I'm not going to waste time on something I don't like myself and secondly it has to be something which is usefull to the greater part of the Atari community.
Suppose I would make a brilliant ST-GUIDE file of the dosfsck app, then who on earth is going to read it? the average Atari user will never touch the program the way it's now, and the people who are using it don't need the HYP file, so it would be just a waste of time.

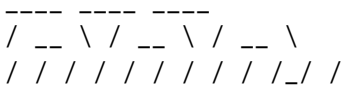
>You don't even need to be a coder, as someone already has created a
>conversion tool to make the process a little easier. How about that?

Another waste of time.... ever heard of UDO?

>>the only reason given for this so far is that the bunch of people who port
>>software aren't capable of producing a user friendly and more or less good
>>looking interface...
>
>whatever dude.
>It wouldn't be porting anymore, it would be re-writing or writing extra
>code. Different matter here.

And this ladies and gentleman is the end of the discussion... tune in next time when we'll discuss another brilliant topic.

Cheers from Belgium
Dennis
--



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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3588. Re: Keyboard Cable Pinout

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 12:25:52 UTC
From: rs.mac@t-online.de
Message-ID: <1faxxgr.jci2c11464w22N%rs.mac@t-online.de>
Source record: 35636

Lyndon Amsdon <bindon@madasafish.com> wrote:

> >Pin 9 KTOK
> >Pin 10 KROK
>
> Hmm, does anyone know what pin 9 and 10 are used for? The

Falcon only
KTOK = Pin 7 MC6850 (U52) (IRQ)
KROK = Pin 150 COMBEL (U56)

Other keyboards, without both pins, works fine on falcon also.

Regards, Robert

--
-= Home of DOIT-Archive =-
_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

3589. Re: Keyboard Cable Pinout

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 14:09:10 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cc18b3a3d686f3@europe-shareware.org>
Source record: 35643

Hello,

in article <1faxxgr.jci2c11464w22N%rs.mac@t-online.de> (comp.sys.atari.st)
Robert Schaffner wrote on Sat 20-04-2002 14:25 (+0200):

> Falcon only
> KTOK = Pin 7 MC6850 (U52) (IRQ)
> KROK = Pin 150 COMBEL (U56)
>
> Other keyboards, without both pins, works fine on falcon also.

In my unmodified Falcon, those pins are not used by the connector of the
keyboard. Do you know which rev.(s) use them ?

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

3590. DOSFSCK Simple Shell

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 14:30:51 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <a9ru2qrib1@news.tpi.pl>
Source record: 35642

Hi,

Graphic shell for dosfsck (a tool for repairing FAT, FAT32 and
VFAT partitions) is now available at
http://gregory.atari.pl/dosfsck-shell.htm

System requirements: ASH Scripter
Jinnee
MagiC (although it works with MiNT as well)
FORM.PLG (included in the package)
dosfsck.ttp (included in the package)

As I have promised several days ago, a hypertext manual for the shell
(dosfsck.hyp) is also included in the package. The shell script
is public domain, do whatever you want with it.

--
Grzegorz Pawlik

3591. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 16:23:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019324312.17643.0@eurus.uk.clara.net>
Source record: 35551
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi Wise Guy

| I had some problems and neede Tech Support late at night and I'll be
| damned if I didn't get Atari surrort at 11pm!!
|
| I have nothing but praise for Bravo Sierra!

You've obviously not suffered much of that brain damaged idiots spam.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3592. Re: ST keyboard track layout?

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 16:25:09 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019323244.10393.0@eos.uk.clara.net>
Source record: 35547

Yo!, Lyndon

| >Lyndon Amsdon was giving away 2 keyboards recently, give
| >bindon@madasafish.com an email, tell him I sent you, he'll owe me a kebab
| >then.
|
| Thanks, but they been snapped up already :(I do have one more,
| but I'm not sure if I want to sell it, as it's my spare.

Blimey, they didn't hang around!.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3593. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 16:36:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019323246.10393.1@eos.uk.clara.net>
Source record: 35549

Yo!, Dennis, my Belgian bun buddy

| Really? then one of my postings must have slipped through your killfile
since
| you directly replied to it in message B8E2257E.6494%gfa@basic.net , posted
on
| 16.04.2002 at 19:01:18....
| I don't want to brag about ASH Emailer Lonny, but a slip-up like that will
| *never* be made by my preferred mailer... :-)

Oooh!, Bitch!!.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3594. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 16:38:38 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019323248.10393.2@eos.uk.clara.net>
Source record: 35548

Hi Dennis

| >> Didn't you announce that you were going to leave this newsgroup a while
| >> back BTW?
| >
| >I think I did. However I can admit when I'm wrong, it would be wrong to
| >leave.
|
| Oh come on.... just admit you love us :-)

Oy!, he loves me more, I keep his kill-file warm!.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3595. Re: MiNT, CLI vs GUI [was: Software Registration]

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 16:45:07 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019323249.10393.3@eos.uk.clara.net>
Source record: 35550

Hi Frederic

| My gosh dude, what do you do other than when you're not complaining and
| not staring at a GEM application?? How about your take some little time
| and convert .TXT or .man/.cat into html or .stg or .hyp?
| How about that? everybody will be happy, you included.
| Be useful somewhat. You don't even need to be a coder, as someone
| already has created a conversion tool to make the process a little easier.

Are you aware of a little band of people called DDP. who's single goal in life is to translate selected software for a wider market, perhaps you should do some research and find out who one of the D's are, i'l give you a clue, its a Belgian dude called Dennis.

| How about that?

Activate eye's, engage brain, open mouth..

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3596. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 17:04:05 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnac37ke.k5k.atari@core.preferuje.luzik.pl>
Source record: 35645

> Depends... if a black jew would port a GNU app, don't go through the trouble
> of making it at least a bit user friendly, doesn't even consider to make it
> SingleTOS and MagiC compatible and to top it of comes bragging about it here,
> then yes I would bash him.... I'm not a racist, I'll bash anyone whatever his
> colour or religion :-)

GNU apps are Unix tools, and require losts of things tha SingleTos is
lacking, thus porting it to SingleTos would be extremally hard in some cases
(and easier in some). As for MagiC it has almost all FreeMiNT features and
most of GNU software that runs under FreeMiNT should run under MagiC too.

GNU programs are written with portability in mind, but OS must can do some
things that SingleTos is lacking. Sorry. Not our fault.

> Hey... the pot is calling the kettle names now!! I didn't say that those guys
> aren't good programmers, it's Frederic, Adam, Lonny and even you who told me
> so... oh, and I didn't call anyone a moron either.

I've never questioned anyones programming abilities. I just said that some
ideas (protocols) that you find so useful (and thewy are usefull indeed) and
so wonderfull, are not that wonderfull (especially from OS developper point
of view).

> Do you call that a manual? have you ever seen a *real* manual? suppose I'm a
> newbie? About once a week there's a posting here from someone asking help
> about how to connect a hard disk to his ST. Do you think people like these
> will enjoy working with dosfsck? they could.... with a decent manual and a
> user friendly interface, like I said, these apps show a total disrespect for
> the average user, just like the OS itself, the docs are cryptic and ment for
> people knowing what they are doing. And that last bit is also against the
> Atari tradition.

If someone does not know what is he doing he can even format his hdd, or do
something more destructive. He can even hack pentaogns servers and start new
cold war ;)

>>Now a question for u: Why even Windows and MAC OS (NT OS/X) turned
>>toward Unix and CLI consoles?? Apple after 18 years of GUI finaly got
>>that GUI is by FAR not all???
>
> Oh Janez.... are you a stand-up comedian?
>
> Linux, NetBSD, PPCLinux etc.... have been here for years, all what's really
> happening is that some Unix lovers make a little more waves then they used to,
> the fact remains that these OS's remain unpopular and are only used by a very
> small minority. And just like in this newsgroup that small minority tries to

> create a distortion field.

I wouldnt call Unix (Linux) lovers a small ammount of people... there are about 5mln desktops running Linux.

If you count FreeMiNT among unices, then you count me as creator of disortion filed.

Let me explain WHY Unix-like systems (and FreeMiNT) are better then others:
- lots of them (most) are FREE
- they are based on well developed philosophy, created at places like MIT, Berkley and few others
- sourcecodes avialible

FreeMiNT comines both: the strentdh and tradition of Unix and the Atari feeling.

Oh, did I just started another OS war? ;)

Adam Klobukowski
atari@gabo.pl

3597. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 17:18:36 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnac38g8.k5k.atari@core.preferuje.luzik.pl>
Source record: 35546

> Ofcourse it's unfair, but I didn't really expect a different reply. WDialog is
> *the* example for MiNT users to bash... They overlook the fact that Wdialog
> works perfect under SingleTOS, Geneva and MagiC. Three out of four isn't that
> bad if you ask me... but then I know a couple of MiNT users who use Wdialog
> and never experience any problems with it :-/
> Atari produced a couple of hundred special computers, these contained a custom
> build "anti-ASH" chip, and by pure coincidence all these computers ended up in
> the hands of MiNT users, that explains why all ASH software and anything that
> bares any resemblance they ever tried sucks...

ASH wrot lots of usefull preogram for Atari platform. For that, I'm very
gratefull for ASH.

But ASH also did some unwise decisions: why they wasted mone/time for their
own internet stack? Their stack supports modem connections only and molst of
newer ASH software exists in two versions: for their stack and for another
one (do not remember name atm).

> Even if it was commercial it wouldn't make any difference, take a look at all
> the commercial software you've got, you'll have to search hi and lo to find one
> manual that will not find one that guarantees you the application runs under
> MiNT... The truth is that the AES can't cut it, a nice example is Papyrus, the
> toolbar contains coloured icons, guess how they they look under MiNT? Ask any
> Calamus user how long it took before there was a version that worked the way it
> was supposed to... etc.

Any CLEANLY written app, that uses WELL DOCUMENTED OS functions and does not
make mess in the memory WILL WORK under FreeMiNT.

Calamus is one of best software packages ever created for our platform, but
it was Calamus fault that it didn't worked under FreeMiNT. Morover Calamus
was fixed to work under FreeMiNT not FreeMiNT to allow Calamus work.

Adam Klobukowski
atari@gabo.pl

3598. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 17:56:10 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.3.96-MiNT.1020420172354.222A-100000@localhost>
Source record: 35644

On Sat, 20 Apr 2002, Dennis Vermeire wrote:

Hi Dennis,

> >And what he or his gang (me) are then? If u dont have the basic decency, how
> >do u expect any smart reply?
>
> Since when are you so sensitive?

Actualy im always sensitive when it cames down to rudeness... I can
tolerate stuff, but not the way u do things...

> He or (she) and his or (her) gang are the small group of people that smoulder
> any posting and/or poster who dares to air a negative comment regarding the
> new wonder drug for this platform: ported apps.

As you do anything that even remotely smells on MiNT! I politely
explained to you, that MiNT basicaly runs all Magic does and still regain
true Atari feeling, but ** BESIDE ** that (NAES/THING or Jinnee) envoirment
there us true Unix like envoirment (which u dont need to enable at all!)
with BIG library of tools, a lot of those usefull to us (camera stuff,
dosfsck etc etc..) Also the real Atari apps can also use SOME (not all) of
Unix resources, network aka mintnet for example.. I wont go deep again, so
u wont again say i only tell net stuff, but SSL layer for CAB is actualy
very usefull... Yours reply on all that are known and i will NOT comment
them...

> As explained in previous posts I have nothing against these apps themselves,
> but anyone proclaiming that these apps are just what we've been waiting for
> needs his head examined. Whatever is left of this platform will be scared away
> when seeing what that group has in mind...

And what we have in mind? A free OS, with a smell of Unix, which dont
kill Atari. I still dont understand how that may hurt Atari! If someone
port Unix CLI app for personal or any other reason this does NOT hurt
anyone, 2 reasons:

1. there is a tool which didnt existed so thats a bonus. If its a bit
quirky to use it aint the end of the world.
2. it dont prevent anyone to live without it further.. its not, to use
your words, "showed into anyones ass"

> Depends... if a black jew would port a GNU app, don't go through the trouble
> of making it at least a bit user friendly, doesn't even consider to make it
> SingleTOS and MagiC compatible and to top it of comes bragging about it here,
> then yes I would bash him.... I'm not a racist, I'll bash anyone whatever his
> colour or religion :-)

Yes, u are a GNU racist.. If its not Magic, it sux.. period. If its GNU
then it sux double! I for example DO have Magic, and even use it from time
to time... U just wont understand, that ported apps to Mint Unix
envoirment are not ported to Atari OS. And last but not least: ALL u do is
complaining, DO something instead. Like Gregory did and u now have a shell
for dosfsck. But u just bash anything thats not to your likings.. How the
hell a guy had guts to port an application and dont even consider your
egoistic requests? Bash him! I use all what works for me, GUI, CLIm
german/english/spanish, no matter.. if i have to type more, or learn a
word or two, so what?

> >>You want us to return to the stone age, the only reason given for this so
> >>far is that the bunch of people who port software aren't capable of
> >>producing a user friendly and more or less good looking interface...
>
> Hey... the pot is calling the kettle names now!! I didn't say that those guys
> aren't good programmers, it's Frederic, Adam, Lonny and even you who told me
> so... oh, and I didn't call anyone a moron either.

Well then not capable, killers of the platform etc, etc..

> Do you call that a manual? have you ever seen a *real* manual? suppose I'm a
> newbie? About once a week there's a posting here from someone asking help
> about how to connect a hard disk to his ST. Do you think people like these
> will enjoy working with dosfsck? they could.... with a decent manual and a
> user friendly interface, like I said, these apps show a total disrespect for
> the average user, just like the OS itself, the docs are cryptic and ment for
> people knowing what they are doing. And that last bit is also against the
> Atari tradition.

Yes i do.. But ill emphasise again: In unix manual is what is located in
"man/" folderm not "readme" or "readme.mint". Gregory did nice job to make
that "hyp" but all that is actualy taken from "man" pages located in
dosfsck package. Again, instead of bashing all over, u could do that in
few mins....

> Oh Janez.... are you a stand-up comedian?

I may be. After all i dare to think diferent as you...

> Linux, NetBSD, PPCLinux etc.... have been here for years, all what's really
> happening is that some Unix lovers make a little more waves then they used to,
> the fact remains that these OS's remain unpopular and are only used by a very
> small minority. And just like in this newsgroup that small minority tries to
> create a distortion field.

Well oki then, i wont distort u any more.. But using MiNT or Magix is
not a matter of being real or bad Atarian, is more like using Papyrus or
Signum... Other way to achive the same... As i said, u won the case i wont
disturb u any more...

> As for OS X.... that's something Apple is trying to shove up the a*** of Mac
> users, so far with limited success. Open your eyes, the majority of the Mac
> users still use OS 9.x, have you ever wandered why? Adobe just released

> PhotoShop 7.0 and just like most of the other Mac power apps it's *not* OS X
> compatible....

Main reason for not getting OS X by a lot of ppl i know is actualy
hardware requirements! And also Apples idiotism to make OS on which most
of old apps doesnt run.. Parallel with MiNT is, that MiNT developers care
a lot for Atari apps and realy the minimum of those dont run, with memory
protection off there is very small ammount of unhappy apps. But u can find
those with any OS. MiNT is maybe more touchy as other OS-es, but still a
LOT of apps does run fine...

SWE

3599. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 19:21:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cc1dc82136c3f1@pandora.be>
Source record: 35553

on Sat 20-04-2002 12:29 Dennis Vermeire wrote:

>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Wed, 17 Apr 2002 20:19:31 GMT
>

>Calamus user how long it took before there was a version that worked the way it
>was supposed to... etc.

I'm using Calamus since the early days. I never encountered a Calamus
version which didn't work properly under MiNT. Even the so dreadfull
SL99 version worked.
>

>>I have all my Ataris networked here with MagiC and Geneva and it works
>>great for my needs. Sharing drives and ftp'ing to/from Windows and so on.
>>I have not tried the Samba compatible client yet but it would make it
>>even simpler to talk to my Windows pc's.
>
>Oh boy.... never ever repeat that in this newsgroup. You're not supposed to
>say that anything networked with MagiC works well, you're supposed to be
>bashing it, the more the better...

Why should he do that? We're not like you. Bashing on everything you
personaly don't like seems to be your favourite activity.
You wonder why people are leaving this platform. I know why now.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3600. TAMW thanks Atari-Source!

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 19:41:08 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0204201141.3e71d974@posting.google.com>
Source record: 35552

Hi All

This is just a quick note to say THANK YOU to Atari-Source (http://atari-source.com) for supporting the Atari MIDI community and also posting my little news items on their web site. To be honest, I never knew anybody read those as I get little feedback, so I was quite surprised when I saw my news items on their site.!!!

So a BIG THANKS for the wonderful job they are doing for MIDI as well as all the other interests of Atarians everywhere. We are a unique bunch!

Tim Conrardy
TAMW (Tims Atari MIDI World)
http://tamw.atari-users.net

3601. Re: TAMW thanks Atari-Source!

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 20:35:59 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1019334959.744582@pikachu>
Source record: 35554

Tim,

You are very much welcome. I am taking a keen interest in MIDI and computer music in general and at the same time know what kind of work it is to produce the results that you are producing. I feel that what you are doing for the community is just as noteworthy as even the best piece of code. I can only believe that there are other people out there like me who have Atari's but do not know much about MIDI who would like to. Your pages are informative and helpful, very much so in fact. Keep up the good work, Tim!

Thanks
Mark
http://atari-source.com

Tim Conrardy wrote:

> Hi All
>
> This is just a quick note to say THANK YOU to Atari-Source
> (http://atari-source.com) for supporting the Atari MIDI community and
> also posting my little news items on their web site. To be honest, I
> never knew anybody read those as I get little feedback, so I was quite
> surprised when I saw my news items on their site.!!!
>
> So a BIG THANKS for the wonderful job they are doing for MIDI as well
> as all the other interests of Atarians everywhere. We are a unique
> bunch!
>
> Tim Conrardy
> TAMW (Tims Atari MIDI World)
> http://tamw.atari-users.net
>

3602. DX11 - MIDI

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 21:32:22 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <m5lw8.16615$OP.620208@stones>
Source record: 35555

Talking of MIDI ..... I have a Yamaha DX11 keyboard - kind
of a cut-down DX7. It is only 8 note poly and when I've used
it for MIDI I kept getting MIDI overflow errors. I tried
various programs back when they had cover disks so don't
recall what worked best.

What I'd like to know is what program you think would work
best with a DX11 ? (I've got both a STfm and STe).

Steve M

3603. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 22:58:03 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cc200463b358f0@tripnet.se>
Source record: 35557

On Sat 20-04-2002 12:29 (+0200) Dennis Vermeire wrote:

>From: "Kenneth Medin" <kennethm@tripnet.se>

>>I have all my Ataris networked here with MagiC and Geneva and it works

>Oh boy.... never ever repeat that in this newsgroup. You're not supposed to
>say that anything networked with MagiC works well, you're supposed to be
>bashing it, the more the better...

Newsgroups are for sharing experiences and help each other. If you stick
to that you will get very few offensive follow-ups.

So far I have not seen _any_ posts in this thread that claim I'm wrong.

As for bashing I personally find it pathetic when not having the other
person in front of your eyes... And, if someone hits you, _never_ use
any Atari equipment when you strike back. Only light pc notebooks should
be used if you forgot to bring your handbag with you :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3604. Ready for a challenge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-20 23:35:00 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0204201535.4f74c09f@posting.google.com>
Source record: 35558

Dear Atari fans,

I am the editor of the free monthly Atari magazine, MyAtari and I was wondering if there are any Atari fans out there up to the challenge of writing a monthly/bi-monthly column for MyAtari magazine?

It can be about anything Atari related such as reviews of hardware / software (inc. games) or articles about your favourite Atari web site. Maybe you have years of experience programming your ST or repairing and upgrading consoles...

If you would like to pass on your years of knowledge and expertise to thousands of Atari enthusiasts a month, we want to hear from you!

If you are interested or would like further information, please get in touch!

Matt Bacon
m.bacon@ukf.net

3605. Re: Keyboard Cable Pinout

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 00:26:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cc2356c282870@madasafish.com>
Source record: 35556

Hi Pascal,

>> Falcon only
>> KTOK = Pin 7 MC6850 (U52) (IRQ)
>> KROK = Pin 150 COMBEL (U56)
>>
>> Other keyboards, without both pins, works fine on falcon also.
>
>In my unmodified Falcon, those pins are not used by the connector of the
>keyboard. Do you know which rev.(s) use them ?

Same here, I don't think any rev needed it. I guess it was
something like Atari wanting to make a new keyboard, but then
decided to spray paint old ST keyboard stock and just use them :)
--
Lyndon Amsdon

3606. Re: DX11 - MIDI

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 02:49:06 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0204201849.46ad3c09@posting.google.com>
Source record: 35559

"Steve Marshall" <sdm@atmos-nomorejunk.plus.com> wrote in message
news:<m5lw8.16615$OP.620208@stones>...
> Talking of MIDI ..... I have a Yamaha DX11 keyboard - kind
> of a cut-down DX7. It is only 8 note poly and when I've used
> it for MIDI I kept getting MIDI overflow errors. I tried
> various programs back when they had cover disks so don't
> recall what worked best.
>
> What I'd like to know is what program you think would work
> best with a DX11 ? (I've got both a STfm and STe).
>
> Steve M

Hi Steve

If you are talking about an editor, I would recommend the Caged Artist
editor called 4 Op Deluxe, and deluxe it is, also the YS editors
(Martins site)I am sure it work with a DX-11(Martin, can you varify?)
see my Caged Artist page on my site

http:://tamw.atari-users.net

Now if you are talking about a sequencer, that is a different matter.
Even with one voice, you can still have fun. Try Dr T's KCS,
Real-Time, Edit Track, ect. There are many on my site.

Tim

3607. Re: TAMW thanks Atari-Source!

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 02:52:48 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0204201852.43d20602@posting.google.com>
Source record: 35560

Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote in message
news:<1019334959.744582@pikachu>...
> Tim,
>
> You are very much welcome. I am taking a keen interest in MIDI and
> computer music in general and at the same time know what kind of work it is
> to produce the results that you are producing. I feel that what you are
> doing for the community is just as noteworthy as even the best piece of
> code. I can only believe that there are other people out there like me who
> have Atari's but do not know much about MIDI who would like to. Your pages
> are informative and helpful, very much so in fact. Keep up the good work,
> Tim!
>
> Thanks
> Mark
> http://atari-source.com

Hi Mark...thanks for responding. Even if you are not a musician, you
can still play around with the algorithmic generators for some great
fun,(M, SB5, MidiGen, Music Mouse, ect) and all you need is a simple
MIDI module to connect to the ST: you don't need an interface!
Thanks again for your support!

Tim Conrardy
TAMW (Tims Atari MIDI World)
http://tamw.atari-users.net

3608. Re: DOSFSCK Simple Shell

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 06:45:40 UTC
From: <>
Message-ID: <1019461510-327596AEicMi@ntlworld.com>
Source record: 35587

From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Sat, 20 Apr 2002 14:30:51 +0000 (UTC)

>Graphic shell for dosfsck (a tool for repairing FAT, FAT32 and
>VFAT partitions) is now available at
>http://gregory.atari.pl/dosfsck-shell.htm

Many thanks for making this available Gregory.

Cheers

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3609. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 08:54:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019384222-24735AEicMi@gmx.net>
Source record: 35562

From: Adam Klobukowski <atari@gabo.pl>
Date: Sat, 20 Apr 2002 17:18:36 +0000 (UTC)

Hi Adam,

>But ASH also did some unwise decisions: why they wasted mone/time for their
>own internet stack?

Today it might seem to be an unwise decision, but it wasn't in december 1995
when development of IConnect started. At that time there were only two popular
stacks: MiNTNet for MiNT and STIK, STIK could only handle SLIP connections and
since PAP was the new kid in town... I'm not even sure if at that time MinTNet
supported PAP.... but that's beside the point. IConnect was the first stack
that allowed Magic users to connect via the PAP and SLIP protocol, it could
also handle ISDN which at that time was very popular in Germany. STiNG allows
PAP also, but it only came a year later...
What really messed up the plans of ASH was the Milan, if the Milan would have
been the success that anyone envisioned it would be, then things would have
looked quite different now.

>Their stack supports modem connections only

IConnect was designed to be a dialup connection only stack, this has always
been the big argument against it here... but there are people around who don't
put their Atari in a network and/or don't have access to cable or DSL either.
For these people the "modem only" argument is no argument at all.

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3610. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 09:15:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019384226-25451AEicMi@gmx.net>
Source record: 35563

From: SWE/YesCREW <jvalant@atari.org>
Date: Sat, 20 Apr 2002 17:56:10 +0000

Hi Janez,

>And last but not least: ALL u do is complaining, DO something instead. Like
>Gregory did and u now have a shell for dosfsck. But u just bash anything thats
>not to your likings...

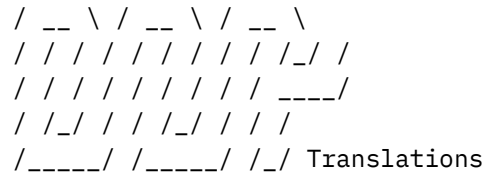
But it payed if off didn't it? :-)

If me shouting, sulking and complaining here results in someone turning a for
many people usefull but unfriendly and rudimentary app into a program which
even a newbie can use, well, then I'm prepared to turn CSAST and the whole
Atari community upside down everyday. The reasons why dosfsck has a Gem front
now aren't important. Far more important is that this application from now on
will be used by a lot of more users then ever before...
...and if I'm not mistaken that's the ultimate goal of GNU software?

>How the hell a guy had guts to port an application and dont even consider your
>egoistic requests?

True, now that dosfsck has been fixed, I'll have to zoom in on another target,
just watch this space <grin>

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3611. Re: DX11 - MIDI

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 11:05:54 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204211259520.63-100000@easymint>
Source record: 35565

On Sat, 20 Apr 2002, Steve Marshall wrote:

> Talking of MIDI ..... I have a Yamaha DX11 keyboard - kind
> of a cut-down DX7. It is only 8 note poly and when I've used
> it for MIDI I kept getting MIDI overflow errors. I tried
> various programs back when they had cover disks so don't
> recall what worked best.
>
> What I'd like to know is what program you think would work
> best with a DX11 ? (I've got both a STfm and STe).
>
> Steve M
>
>
>

Use YSEDITOR PLUS version 2.6.
It can be downloaded from the YSEDITOR homepage. You,ll also find (links
to) patches and Cubase mixermaps there.
Go to:
http://yseditor.atari.org
Or directly to:
http://www.home.zonnet.nl/yseditor.htm

Martin Tarenskeen

3612. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 11:14:40 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204211309420.63-100000@easymint>
Source record: 35566

On Sun, 21 Apr 2002, Dennis Vermeire wrote:

> IConnect was designed to be a dialup connection only stack, this has always
> been the big argument against it here... but there are people around who don't
> put their Atari in a network and/or don't have access to cable or DSL either.
> For these people the "modem only" argument is no argument at all.
>
It IS an argument, but in favour of IConnect. Sometimes it can be a big
advantage if an app cannot do all those things that you don't need anyway.
Can make life a bit easier. Sometimes less is more. (And I'm not even
referring to the unix apps this time ;-)

Martin

3613. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 12:44:22 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.3.96-MiNT.1020421120954.220A-100000@localhost>
Source record: 35564

On Sun, 21 Apr 2002, Dennis Vermeire wrote:

Hi Dennis,

> But it payed if off didn't it? :-)
>
> If me shouting, sulking and complaining here results in someone turning a for
> many people usefull but unfriendly and rudimentary app into a program which
> even a newbie can use, well, then I'm prepared to turn CSAST and the whole
> Atari community upside down everyday.

U realy dont get it really? Again, how hard is to doubleckick DOSFSCK.TTP
and type "-a D:" into TTP comand dialog box??? I dont know if u wana make
us look stupid or yourself.. U keep talking bout unfriendly and complicated
app, etc and all it need is 4 characters! What is easier if u use GUI? U
still need to click on automatic repair (-a) option and a drive u want to
check (X:). U really need to do absolutely the same i both cases...

And btw, u don's sulk or complain... U bash all and everyone which u
dont like.. Look at this thread, its started since someone ported an
application, which didn't exist before on Atari. Of course u had a problem
and u extend that to all GNU/CLI software. U went so far that u call MiNT
ppl and ppl who port stuff (non exisiting stuff, and dosfsck is NOT a
network app!) killers of the platoform, comunity who drive ppl away..

> now aren't important. Far more important is that this application from now on
> will be used by a lot of more users then ever before...
> ...and if I'm not mistaken that's the ultimate goal of GNU software?

Well now u contradict yourself.. U actualy meant to use an application
of Unix origin? Ported and thus Atari platform killer? That app still dont
recognize the protocols u like so much and u clearly stated what u think
about those apps. Wont that thread your Atari feeling? It is clear that
CLI Unix apps does only make Atari better if used in a way MiNT does:

No matter if its used in CLI, or as TTP (with or without GUI), point is
that MiNT merge (not replace!) Unix to native OS so well that ported app
(which is basicaly just runned thru GNU C compiler) became proper .TTP app
and thus TOS/MAGIC/XXX friendly!! They are NO threat to Atari feeling
since u can run them as normal TTP apps in TOS, or as CLI/TTP in MiNT and
also your favorite as TTP via GEM Scripter shell with GUI! So maybe u will
rethink again about their bad influence to Atari? And maybe, just maybe u
will realise that WE are on same side as u, and noone want to overflow
Atari with some faceless Unix... Linux make slow Linux box out of Atari,
MiNT on other hand does not. MiNT developers try to preserve Atari feeling
and they do a lot of hard work to achieve that! And we got a big library

of Unix apps paralleling the Atari world.

> >How the hell a guy had guts to port an application and dont even consider your
> >egoistic requests?
>
> True, now that dosfsck has been fixed, I'll have to zoom in on another target,
> just watch this space <grin>

Well why dont u zoom into GEM scripter then? And as backup activity to
DDP offer .SIC files for some of nonexisted and wanted applicatons? This
is not a teasing, its proper proposal. U wont need to argue and bash
anyone and everything, but kinda MAGICize some of tools me and you know
its welcome to Atari community, even as Unix ports...

Janez

3614. Re: MiNT, CLI vs GUI [was: Software Registration]

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 12:57:57 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0204211533080.537-100000@hal.pp.fishpool.fi>
Source record: 35567

On Wed, 17 Apr 2002, Frederic Fouche wrote:

> Funny, as everybody else in the industry think the opposite. MacOS out of
> ALL the GUI OS is now unix core with tools (yes! CLI, for macusers, yuk!!!
> right?, what are they thinking???). The constant rise of linux a little bit
> everywhere. Windows even still have not dropped their cli window. What are
> THEY thinking. (morons you must think). TTP have been part of atari since
> day one. Unix (stoneage to you) has been around for 30 years, and many more
> years to come. You think it's a mistake, I just think good design don't go
> away that easily.

While I don't often share Frederic's views, on this point I have to agree.

CLI definitely has its place, even on a GUI-enabled OS like Mac. While old Mac users sometimes grin at the idea, those working in the animation or graphics rendering have been calling it a blessing, because it allows them to script their rendering task exactly like on the SGI hardware they have been using, among other things. Meanwhile, all the usual GUI stuff is still there, only now it integrates well with the UNIX environment, instead of being proprietary MacOS protocols and file formats like before.

On Atari or Linux, the same logic applies and offers freedom of choice. When I'm surfing an FTP site, trying to locate something and copying whole folders, I prefer the comfort of a GUI application like aFTP or gFTP. When I know exactly what I'm doing e.g. when updating my web site, I use CLI tools like ncFTP, SSH or rsync, because those are far more efficient.

***

Funny how the exact same faces are still playing the same flame wars about the exact same topics as before. Surprisingly enough, I don't miss that at all, as not being involved into those pointless circular arguments frees time for more constructive activities.

***

Still, as someone who successfully uses Linux for everything (the TT still makes appearances at demo coding parties, but that's about it), I have to confirm that CLI and GUI both have their place on the desktop. For those who are curious as to what I use nowadays, it's the full Ximian desktop kit on Debian; about as GUI enabled as it gets on Linux (the default configuration looks like a souped-up Atari or Mac desktop), but an X terminal is on my application launcher too as I could not live without it anymore.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

3615. Atari Online News, Etc. #04-16

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 13:18:53 UTC
From: danap8@aol.com
Message-ID: <20020421091853.20710.00004018@mb-mw.aol.com>
Source record: 35568

```
A-ONE #0416 04/19/02

~ MyAtari Issues Awards! ~ People Are Talking! ~ Xbox To Be Ex-Box?!
~ HP Vote Tally Challenge ~ Witness On MS Payroll? ~ Photoshop 7 Shipping!
~ Online Privacy On Track ~ Piracy Ring Cracked! ~ U.S. Backs States!
~ Klez Worm Loose Again! ~ AOL: CIS Has Netscape! ~ Xbox Price Slashed!

-* HP-Compaq Merger Is Probed! *-
-* Witness Testifies As Favor To Gates *-
-* 'Virtual' Child Porn Law Is Struck Down! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3616. Re: Have Atari Unix?

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 13:38:54 UTC
From: ebaiz@skyenet.net
Message-ID: <Ohzw8.52$Mr3.85272@newsfeed.slurp.net>
Source record: 35569

On 16 Apr 2002 13:19:49 , John Perez wrote:
>Greetings,
>
>Anyone have Atari Unix?
>
>Thanks!

If you are talking about Unix for the ST, try NetBSD. It is a wonderful
Unix clone that works well on the ST.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3617. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 14:52:09 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnac5k9k.nd5.atari@core.preferuje.luzik.pl>
Source record: 35570

>>But ASH also did some unwise decisions: why they wasted mone/time for their
>>own internet stack?
>
> Today it might seem to be an unwise decision, but it wasn't in december 1995
> when development of IConnect started. At that time there were only two popular
> stacks: MiNTNet for MiNT and STIK, STIK could only handle SLIP connections and
> since PAP was the new kid in town... I'm not even sure if at that time MinTNet
> supported PAP.... but that's beside the point. IConnect was the first stack
> that allowed Magic users to connect via the PAP and SLIP protocol, it could
> also handle ISDN which at that time was very popular in Germany. STiNG allows
> PAP also, but it only came a year later...
> What really messed up the plans of ASH was the Milan, if the Milan would have
> been the success that anyone envisioned it would be, then things would have
> looked quite different now.

So why they didnt asked STiK authoors to improve STiK - IMHO it could be
easier, faster and would offer software compability with STiK clients.

>>Their stack supports modem connections only
>
> IConnect was designed to be a dialup connection only stack, this has always
> been the big argument against it here... but there are people around who don't
> put their Atari in a network and/or don't have access to cable or DSL either.
> For these people the "modem only" argument is no argument at all.

THis is the same as with GUI. There are people around who don't need GUI.
For these people the "GUI" argoment is no argument at all.

Adam Klobukowski
atari@gabo.pl

3618. Re: Ready for a challenge?

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 15:35:40 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0204210735.5062e13b@posting.google.com>
Source record: 35571

matthew@myatari.net (Matthew Bacon) wrote in message
news:<28889b8e.0204201535.4f74c09f@posting.google.com>...
> Dear Atari fans,
>
> I am the editor of the free monthly Atari magazine, MyAtari and I was
> wondering if there are any Atari fans out there up to the challenge of
> writing a monthly/bi-monthly column for MyAtari magazine?
>
> It can be about anything Atari related such as reviews of hardware /
> software (inc. games) or articles about your favourite Atari web site.
> Maybe you have years of experience programming your ST or repairing
> and upgrading consoles...
>
> If you would like to pass on your years of knowledge and expertise to
> thousands of Atari enthusiasts a month, we want to hear from you!
>
> If you are interested or would like further information, please get in
> touch!
>
> ---
> Matt Bacon
> m.bacon@ukf.net

Speaking from experience, I would highly recommend anyone here to
write a colomn for My Atari. The exposure is great: Its a "thrill" to
see your article "on the web" every month.They do an excellent job in
presentation as well. If you feel you have something to contribute to
the Atari Community, please take up the challange: you won't regret
it!!

Tim Conrardy

Tims Atari MIDI World
http://tamw.atari-users.net
tconrardy@myatari.net

3619. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 16:06:14 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019405623.31845.0@eos.uk.clara.net>
Source record: 35572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi Kenneth

| >| I have nothing but praise for Bravo Sierra!
| >
| >You've obviously not suffered much of that brain damaged idiots spam.
|
| I guess most off us find all the complaints to his posts just as
| offending. The same goes for those who can't keep there fingers off the
| keybord when reading Mr Sinclap's posts.

Do assholes like you complain when you have a problem with for example
something you bought, or do you keep quiet in case you upset the shop
assistant. Bollox!! you go the the shop and complain, so why shouldnt i
complain in these circumstances.

| Who's brain is most damaged, the spammer/troll or he who responds to
| those posts in public?

Have you ever tried using 'The force' to respond, it dont work so a public
response is the only answer.

| Follow-up set to comp.sys.atari.st,comp.sys.atari.8bit although I see
| very little reason to add anything to this particular thread...

How about, please dont spam this base with commercial advertising Mr. Bravo
Sierra you butt poker.

| --
| Kenneth Medin <kennethm@tripnet.se>

Ive taken the liberty of signing you up for some commercial spam from a few
of the larger 'purveyors', is that OK by you.

| Atari TT at home: http://atari.mine.nu/
| <<Produced with 100% pure Atari equipment>>

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3620. Re: Anyone looking for a MegaFile 60?

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 17:11:46 UTC
From: Jim Lazarenko <jim_l@NO.telusplanet.SPAM.net>
Message-ID: <mpCw8.1917$sO1.293886@news1.telusplanet.net>
Source record: 35573

Was checking some places on the net, and used or rebuilt ones are going for
around $199 it seems, so this ones still a good deal at $75

"Jim Lazarenko" <jim_l@NO.telusplanet.SPAM.net> wrote in message
news:QmJt8.9580$6G4.167514@news1.telusplanet.net...
> One was listed on eBay earlier this afternoon.
>
>

3621. Re: DX11 - MIDI

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 18:25:55 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204212024320.121-100000@easymint>
Source record: 35574

On Sun, 21 Apr 2002, Martin Tarenskeen wrote:

> Go to:
> http://yseditor.atari.org
> Or directly to:
> http://www.home.zonnet.nl/yseditor.htm
>

Oops. Wrong URL. What I meant was:
http://www.home.zonnet.nl/m.tarenskeen/yseditor.htm

Martin.

3622. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 20:37:24 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <uc68jcarmfo519@corp.supernews.com>
Source record: 35575
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1019405623.31845.0@eos.uk.clara.net...
> Hi Kenneth
>
> | >| I have nothing but praise for Bravo Sierra!
> | >
> | >You've obviously not suffered much of that brain damaged idiots spam.
> |
> | I guess most off us find all the complaints to his posts just as
> | offending. The same goes for those who can't keep there fingers off the
> | keybord when reading Mr Sinclap's posts.
>
> Do assholes like you complain when you have a problem with for example
> something you bought, or do you keep quiet in case you upset the shop
> assistant. Bollox!! you go the the shop and complain, so why shouldnt i
> complain in these circumstances.

Do you ever think the appropriate thing for you to do would be to kill file everyone and everything you don't like vs flame? It saves a lot of time.

BTW: The financial structure of the internet has changed in the USA. Where as in 1990 you possibly could have complained to Ben's ISP, what he is doing now is perfectly legal if it doesn't violate his TOS with his ISP. This is part of the legislation Al Gore pushed through congress that people wrongly attribute him to saying he "created the internet" vs. "took the legislative lead in congress".

I don't like all the spam, porn, MMF, ad nauseum myself, but the commercialization of the net was exactly what the policos wanted to do and attribute that to the growth of the net. Ben's stuff is really harmless: He uses the same ID and doesn't try to hide behind phony names or defeat filters.

3623. Mega ST Expansion port Test fixture

Newsgroup: comp.sys.atari.st
Date: 2002-04-21 23:48:19 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3CC34FC3.16337A0C@qnet.com>
Source record: 35576
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a Mega ST 4 that seems to be dead Im trying to use a MEGA ST EXZPANSION PORT TEST FIXTURE to diagnose the problem but, I dont have the manual for the unit. Can some please tell me what the lights on the test fixture mean.

Thanks,

Don

3624. Re: Mega ST Expansion port Test fixture

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 00:30:08 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a9vlig$1rr$1@reader1.panix.com>
Source record: 35577
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Don Schoengarth <atari@qnet.com> writes:

: I have a Mega ST 4 that seems to be dead Im trying to use a MEGA ST
: EXZPANSION PORT TEST FIXTURE to diagnose the problem but, I dont have
: the manual for the unit. Can some please tell me what the lights on the
: test fixture mean.

: Thanks,

: Don

quoting:

It tests the expansion interface, in part by software, and the remainder
by LEDs. The data and address busses and interrupt lines are tested in
software. The control lines from the CPU are tested with the LEDs. Most of
the LEDs will go off after the system is turned on and the menu appears on
the screen. Three LEDs will remain lit: BR (bus request), BG (bus grant),
and BGAC (bus grant acknowledge). These should go off after (1) the
expansion connector test is run, and (2) either the DMA test or floppy
test is run.

<skip>

--these seem to be LED ids--

Initialization (errors occurring before the title and menu appear)

I1 RAM data line is stuck
I2 RAM disturbance. location is altered by a write to another
location.
I3 RAM addressing. Wrong location is being addressed
I4 MMU Error. No DTACK after RAM access.
I5 RAM sizing error. Uppermost address fails.

Excetions (can happen at any time.)

E1-E5 not used.
E6 Autovector error. IPLO is grounded or 68000 is bad
E7 Spurious interrupt. Bus error during exception processing. Device
interrupted, but did not provide interrupt vector.
E8 internal exception, from 68000
E9 bad instruction fetch
EA address error, tried to read or write a odd address
EB buss error. device not responding

RAM

R0 error in low memory
R1 Error in RAM chip
R2 address error. bad RAM chip or memory controller
R3 Address error at 64K boundary
R4 error during video ram test.

That was more than I wanted to type, but that covers LEDs and
all the errors that a dead machine might have. I assume that you have the
necessary diagnostic cartridge, and a serial link to a VT52 terminal, such
as a working ST running vt52. If not, you need them.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3625. HD drive installation

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 00:39:09 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a9vm3d$1rr$2@reader1.panix.com>
Source record: 35578

Some time ago, I mentioned some little problem with a HD floppy disk
problem, in detecting the HD hole detect switch. Somebody had met that
problem before and presented a one-transistor addition that would solve
it. If that circuit still exists, I would like to have it, not just
for me to use, since I could work it out for myself, but the hardware
hacks page could use it, and I would like to correctly attribute
the originator, if possible. I am in the process of re-doing one of those
things after a chip died, and I might as well do it right.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3626. Re: DX11 - MIDI

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 00:39:29 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3CC35BC1.CE1A26AF@tm.net.my>
Source record: 35579

Steve Marshall wrote:
> Talking of MIDI ..... I have a Yamaha DX11 keyboard - kind
> of a cut-down DX7. It is only 8 note poly and when I've used
> it for MIDI I kept getting MIDI overflow errors. I tried
> various programs back when they had cover disks so don't
> recall what worked best.

I assume you get this problem from a SysEx dump being sent back to the DX-11... Basically you gotta send it either (a) slower, or (b) in smaller chunks.

I don't know how to do (a)... But to do (b), you basically break the data into say 2 chunks and send them one-by-one... If that doesn't work then try 4 chunks. [On my Yamaha ProMix 01, I had to break it into 8-10 chunks]

You should look in the data for something that looks like ".. .. .. F7 F0 .. .. .." and choose F7 / F0 as the split point (someone correct me if I'm wrong) cos each data chunk must start with F0 and end with F7.

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

3627. Re: WTB 030 FPU/DSP Chips

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 01:09:04 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <QoJw8.9655$t65.9641@nwrddc02.gnilink.net>
Source record: 35580

John,

If you're looking for plug in FPU types, try locating an old Mac II or IIx motherboard. They used the plug 16MHz chips. There's a company called Shreve Systems in Louisana that specializes in old Mac parts. I would say the Mac II would be the preferable (and probably cheaper) one to buy.

I restored a Mac II from the dead many years ago. I managed to find a replacement 68882 16MHz for it at a Mac store in San Jose, CA. Paid like $35 for it back in 1993. Mac II computers will not start up without an FPU.

Not sure what to suggest about the DSP chip. I don't know how popular that chip was outside of the Atari computers. Never really seen much electronic boards using them. But then again, I wasn't really looking for them either.

Glenn
glenn.bruner@verizon.net

"John Garone" <swampfax@atlantic.net> wrote in message
news:6yku8.19$nO1.10906@news1.atlantic.net...
> Hi All,
> I'm looking for the following ICs for a Falcon if not too costly :) :
> DSP surface mount type
> FPU 68881/2 plug in socket type
> John G.

3628. Re: Mega ST Expansion port Test fixture

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 03:26:40 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3CC382F0.15564B8A@qnet.com>
Source record: 35581
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Jim DeClercq wrote:

> Don Schoengarth <atari@qnet.com> writes:
>
> : I have a Mega ST 4 that seems to be dead Im trying to use a MEGA ST
> : EXZPANSION PORT TEST FIXTURE to diagnose the problem but, I dont have
> : the manual for the unit. Can some please tell me what the lights on the
> : test fixture mean.
>
> : Thanks,
>
> : Don
>
>

<SNIP>

>
>
> That was more than I wanted to type, but that covers LEDs and
> all the errors that a dead machine might have. I assume that you have the
> necessary diagnostic cartridge, and a serial link to a VT52 terminal, such
> as a working ST running vt52. If not, you need them.
>
> --
>

Jim,

Thanks for the information. I do have the diagnostic cartridge (3.5 and 4.3)
, loop back board and the expansion port fixture. I connected the unit to a
vt52 terminal and nothin. So I check it out with a working ST and it worked
great as usual. I guess Ill keep messing with it. Hopefully it doesnt get the
hammer soon!

Thanks again,

Don

3629. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 04:35:55 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204212035.922b608@posting.google.com>
Source record: 35582

danap8@aol.com (DANAP8) wrote in message
news:<20020418192601.13719.00004666@mb-da.aol.com>...
> >> >So quality degrades after one item?
> >>
> >> Relative to you, yes - if you had any to start with.
> >
> >Just asked a question..Why soo rude?
>
> Because you don't just ask a question, or make a statement. Every word you
> write in an Atari newsgroup is flame bait.

I am shocked? Which words are those?

sinclap!
somewere in north central

3630. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 04:37:45 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204212037.6680ddbe@posting.google.com>
Source record: 35583

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1019236214.13645.2@eurus.uk.clara.net>...
> Hi sinclap
>
>
> | > >So quality degrades after one item?
> | >
> | > Relative to you, yes - if you had any to start with.
> |
> | Just asked a question..Why soo rude?
>
> I think it because of who it was he was relying to, you see there's this
> arse bandit called sinclap that pops up in here from time to time that
> everybody wants to kick the crap out of.

To bad you will not get the chance. Here it's called a felony to do so.

> --
>
>
> Steve. S.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.350 / Virus Database: 196 - Release Date: 17/04/02

sinclap!
somewere in north central

3631. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 04:40:36 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204212040.472a82fb@posting.google.com>
Source record: 35584

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CBF2836.27047D45@rogers.com>...
> sincplop@yahoo.com wrote:
>
> > danap8@aol.com (DANAP8) wrote in message
news:<20020417185747.19055.00004726@mb-fm.aol.com>...
> > > >So quality degrades after one item?
> > >
> > > Relative to you, yes - if you had any to start with.
> >
> > Just asked a question..Why soo rude?
> >

>
> Because your a kook. Why so forgetful?

Who me? How is Chunks, hasn't been around lately. Must of found
someone to take pity.

sinclap!
somewere in north central

3632. Re: Atari Online News, Etc. #04-16

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 04:43:01 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204212043.2f818007@posting.google.com>
Source record: 35585

danap8@aol.com (DANAP8) wrote in message
news:<20020421091853.20710.00004018@mb-mw.aol.com>...
> A-ONE #0416 04/19/02
>
> ~ MyAtari Issues Awards! ~ People Are Talking! ~ Xbox To Be Ex-Box?!
> ~ HP Vote Tally Challenge ~ Witness On MS Payroll? ~ Photoshop 7 Shipping!
> ~ Online Privacy On Track ~ Piracy Ring Cracked! ~ U.S. Backs States!
> ~ Klez Worm Loose Again! ~ AOL: CIS Has Netscape! ~ Xbox Price Slashed!
>
> -* HP-Compaq Merger Is Probed! *-
> -* Witness Testifies As Favor To Gates *-
> -* 'Virtual' Child Porn Law Is Struck Down! *-
>
>
>

Must be a slow week again with just one item.

3633. New Atari and Amiga machines challenge Apple

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 04:47:36 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204212047.bfab78c@posting.google.com>
Source record: 35586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

spymac.com is reporting.

3634. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 09:42:36 UTC
From: <>
Message-ID: <1019547760-140854AEicMi@ntlworld.com>
Source record: 35513

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Sun, 21 Apr 2002 10:54:20 +0200

>>Their stack supports modem connections only
>
>IConnect was designed to be a dialup connection only stack, this has always
>been the big argument against it here... but there are people around who don't
>put their Atari in a network and/or don't have access to cable or DSL either.
>For these people the "modem only" argument is no argument at all.

In any case when using MagxNet one can use any client one likes with the
supplied gateways, although Vassilis has yet to release the IConnect gateway,
whilst also connected to a network.

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3635. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 09:47:54 UTC
From: <>
Message-ID: <1019547760-141168AEicMi@ntlworld.com>
Source record: 35514

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Sun, 21 Apr 2002 13:14:40 +0200

>> For these people the "modem only" argument is no argument at all.
>>
>It IS an argument, but in favour of IConnect. Sometimes it can be a big
>advantage if an app cannot do all those things that you don't need anyway.
>Can make life a bit easier. Sometimes less is more. (And I'm not even

I always recommend IConnect. It's much, much easier to get going with it than
any of the alternatives, and with IFusion, (most) STiK and STinG clients can
also be used.

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3636. Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 11:02:55 UTC
From: Wef Dinaini <gvb.deletethispart@haans.com>
Message-ID: <3cc3eddf$0$220$4d4ebb8e@news.nl.uu.net>
Source record: 35588

Hi,

I'm looking for a site or ftp-archive I can download Spectrum 512 files from. I know it's old hat, but the nostalgia but grabbed me recently.

Googling (SPU, SPC, Spectrum 512) doesn't do much regarding images, for some reason, so I tried that first of course, and this just seems the right group to ask.

Regards,
Wef

3637. Re: WTB 030 FPU/DSP Chips

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 12:58:09 UTC
From: swampfax@atlantic.net
Message-ID: <BNTw8.57$Sf5.44455@news1.atlantic.net>
Source record: 35589

On 22 Apr 2002 01:09:04 , "Glenn" wrote:
>John,
>
>If you're looking for plug in FPU types, try locating an old Mac II or IIx
>motherboard. They used the plug 16MHz chips. There's a company called
>Shreve Systems in Louisana that specializes in old Mac parts. I would say
>the Mac II would be the preferable (and probably cheaper) one to buy.
>
>I restored a Mac II from the dead many years ago. I managed to find a
>replacement 68882 16MHz for it at a Mac store in San Jose, CA. Paid like
>$35 for it back in 1993. Mac II computers will not start up without an FPU.
>
>Not sure what to suggest about the DSP chip. I don't know how popular that
>chip was outside of the Atari computers. Never really seen much electronic
>boards using them. But then again, I wasn't really looking for them either.
>
>Glenn
>glenn.bruner@verizon.net
>

Hi Glenn (and Pete),
Thanks for the advice. I've ordered both the FPU and DSP ICs from
Wizztronics rather than hunt down and desolder a possibly bad, used chip.
A bit expensive though (sorry Wizz :) but I know they'll be quality items
(got a RAM board from them compatible with Ctirad's PhantomSE) and Steve
is always available to add some info.
Thanks again,
John G.
P.S. Czuba has'nt replied and I was too impatient to wait!

3638. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 13:33:10 UTC
From: danap8@aol.com
Message-ID: <20020422093310.09549.00004476@mb-cs.aol.com>
Source record: 35590

>I am shocked? Which words are those?

Screw you, you're shocked. I haven't seen a word you've written that wasn't flame bait for a number of years. Read the issue and you'll see the Atari-related articles. I seem to recall suggesting that to you before. You wouldn't know an Atari article if it bit you on the ass. And, just because one doesn't show in the teaser header doesn't mean they don't exist. So why notjust crawl back into your basement and stay there a few years.

3639. Re: Atari Online News, Etc. #04-16

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 13:34:52 UTC
From: danap8@aol.com
Message-ID: <20020422093452.09549.00004477@mb-cs.aol.com>
Source record: 35591

>Must be a slow week again with just one item.

Read it again.

And then read the issue to see more. Dolt.

3640. Re: Atari Online News, Etc. #04-16

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 13:59:49 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0204220559.2588dbb4@posting.google.com>
Source record: 35592

sinclap@yahoo.com wrote in message
> danap8@aol.com (DANAP8) wrote in message
> >
> > ~ MyAtari Issues Awards! ~ People Are Talking! ~ Xbox To Be Ex-Box?!
> > ~ HP Vote Tally Challenge ~ Witness On MS Payroll? ~ Photoshop 7 Shipping!
> > ~ Online Privacy On Track ~ Piracy Ring Cracked! ~ U.S. Backs States!
> > ~ Klez Worm Loose Again! ~ AOL: CIS Has Netscape! ~ Xbox Price Slashed!
> >
> > -* HP-Compaq Merger Is Probed! *-
> > -* Witness Testifies As Favor To Gates *-
> > -* 'Virtual' Child Porn Law Is Struck Down! *-
> >
> >
> >
>
> Must be a slow week again with just one item.

You made that point a few times already. I don't understand why you
feel the need to repeat it over and over. Contributing with a little
is certainly better than not contributing at all...

/Joakim

3641. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 14:09:00 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0204220609.7e9195d2@posting.google.com>
Source record: 35593
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1019405623.31845.0@eos.uk.clara.net>...

> | I guess most off us find all the complaints to his posts just as
> | offending. The same goes for those who can't keep there fingers off the
> | keybord when reading Mr Sinclap's posts.
>
> Do assholes like you complain when you have a problem with for example
> something you bought, or do you keep quiet in case you upset the shop
> assistant. Bollox!! you go the the shop and complain, so why shouldnt i
> complain in these circumstances.

If considering your way of bashing the original poster turns a person
into an asshole, you can count me in there then...

This newsgroup is certainly not flooded with commercial postings, so I
don't have a big problem with it. If I OTOH were to react every time a
disrespectful posting is seen, I'd have my hands full complaining. I
guess we all have to let some things pass.. ..and at least try to be
nice. If not, I don't see any reason to stay around really.

/Joakim

3642. Need HSMODEM

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 15:36:44 UTC
From: Gil Parrish <gparrish@beggstelco.net>
Message-ID: <3cc4337c@news.beggstelco.net>
Source record: 35594

I need the HSMODEM software which (I gather) replaces the serial port driver to provide faster speeds.

This software is mentioned in the Quick FAQ as an important component, along with CAB1.5, STinG, and certain other software, to get an ST on the internet. The FAQ has a link for it, but the link is bad. I haven't found it elsewhere.

If you don't know where it can be found, the exact name of the package would give me something better to search with.

Thanks.

3643. Re: Need HSMODEM

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 16:35:57 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <wZWw8.138$Fu3.113036@newsfeed.slurp.net>
Source record: 35595

Here you go bud: http://www.flinny.demon.co.uk/download.html

Joshua.

"Gil Parrish" <gparrish@beggstelco.net> wrote in message
news:3cc4337c@news.beggstelco.net...
> I need the HSMODEM software which (I gather) replaces the serial port
driver
> to provide faster speeds.
>
> This software is mentioned in the Quick FAQ as an important component,
along
> with CAB1.5, STinG, and certain other software, to get an ST on the
> internet. The FAQ has a link for it, but the link is bad. I haven't
found
> it elsewhere.
>
> If you don't know where it can be found, the exact name of the package
would
> give me something better to search with.
>
> Thanks.
>
>

3644. Re: Need HSMODEM

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 16:41:22 UTC
From: Michael Depke <Michael@mide.in-berlin.de>
Message-ID: <aa1lgh.3vvfvuh.1@hamster.mide.in-berlin.de>
Source record: 35498

Gil Parrish wrote:

>I need the HSMODEM software which (I gather) replaces the serial
>port driver to provide faster speeds.

http://www.flinny.demon.co.uk/download.html

--

Michael

3645. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 16:44:34 UTC
From: Brume <pacidemo@planet-d.net>
Message-ID: <aa1eki$17a$1@wanadoo.fr>
Source record: 35496

```
Spectrum 512 (and many other gfx-prg) in on the brilliant DHS website:
http://www.dhs.nu

Hope it will help you.
Cheers,

Brume.
```

"Wef Dinaini" <gvb.deletethispart@haans.com> a crit dans le message de
news: 3cc3eddf$0$220$4d4ebb8e@news.nl.uu.net...
> Hi,
>
> I'm looking for a site or ftp-archive I can download Spectrum 512 files
> from. I know it's old hat, but the nostalgia but grabbed me recently.
>
> Googling (SPU, SPC, Spectrum 512) doesn't do much regarding images, for
some
> reason, so I tried that first of course, and this just seems the right
group
> to ask.
>
> Regards,
> Wef
>
>
>

3646. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 17:04:24 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <dlXw8.739$Cp4.22808@news-binary.blueyonder.co.uk>
Source record: 35497

Or if you want a original try

http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Graphics___Image_Manipulation_Software_11.html

Nick

"Brume" <pacidemo@planet-d.net> wrote in message
news:aa1eki$17a$1@wanadoo.fr...
> Spectrum 512 (and many other gfx-prg) in on the brilliant DHS website:
> http://www.dhs.nu
>
> Hope it will help you.
> Cheers,
>
> Brume.
>
>
>
> "Wef Dinaini" <gvb.deletethispart@haans.com> a crit dans le message de
> news: 3cc3eddf$0$220$4d4ebb8e@news.nl.uu.net...
> > Hi,
> >
> > I'm looking for a site or ftp-archive I can download Spectrum 512 files
> > from. I know it's old hat, but the nostalgia but grabbed me recently.
> >
> > Googling (SPU, SPC, Spectrum 512) doesn't do much regarding images, for
> some
> > reason, so I tried that first of course, and this just seems the right
> group
> > to ask.
> >
> > Regards,
> > Wef
> >
> >
> >
> >
>
>

3647. Re: New Atari and Amiga machines challenge Apple

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 17:39:10 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <2VXw8.50507$VQ2.30724683@twister.socal.rr.com>
Source record: 35499
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

<sinclap@yahoo.com> wrote in message
news:27ff51c3.0204212047.bfab78c@posting.google.com...
> spymac.com is reporting.

What new Atari machines?

3648. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 19:02:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019582085.5020.0@iapetus.uk.clara.net>
Source record: 35520

Hi Dick face

| I am shocked? Which words are those?
|
| sinclap!

The one with the exclamation point following it.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3649. Re: Need HSMODEM

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 19:06:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019582086.5020.1@iapetus.uk.clara.net>
Source record: 35521

Hi Gil

| If you don't know where it can be found, the exact name of the package would
| give me something better to search with.

Ive not got any definate URL's to hand, but i just hit google with "HSMODEM" and got 340 hits, and now ive got to rush off. If you really cannot find it it wouldnt be a problem to email it to you, just dont ask in an open forum for it or you'l end up with about 500 copies!!..

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3650. Re: Atari Online News. Etc. #04-15

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 19:45:58 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CC466D1.618CFE17@rogers.com>
Source record: 35500

sinclap@yahoo.com wrote:

> James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CBF2836.27047D45@rogers.com>...
> > sincplop@yahoo.com wrote:
> >
> > > danap8@aol.com (DANAP8) wrote in message
news:<20020417185747.19055.00004726@mb-fm.aol.com>...
> > > > >So quality degrades after one item?
> > > >
> > > > Relative to you, yes - if you had any to start with.
> > >
> > > Just asked a question..Why soo rude?
> > >
>
> >
> > Because your a kook. Why so forgetful?
>
> Who me? How is Chunks, hasn't been around lately. Must of found
> someone to take pity.
>
> sinclap!
> somewere in a rubber room.

Theres nobody else here called sinplop. Nobody else here wastes our time repeating the same
arrogant
bollox for an entire decade. Btw, buttock bandit, chunks exists only in your laughably
damaged thing
you insist is a mind.

3651. Re: New Atari and Amiga machines challenge Apple

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 20:22:33 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8E9BF81.21C33%nameerf@flash.net>
Source record: 35501
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

in article 2VXw8.50507$VQ2.30724683@twister.socal.rr.com, William R. Cousert at wrcousert@yahoo.com wrote on 4/22/02 9:39 AM:

>
> <sinclap@yahoo.com> wrote in message
> news:27ff51c3.0204212047.bfab78c@posting.google.com...
>> spymac.com is reporting.
>
> What new Atari machines?

From the looks of it, it is a rather interesting discussion of the AtlanTOS and AmigaOne projects (from a "former-" and "non-Atarian/Amiga-an" point of view. However, it quickly degrades into a Windows vs. OSX discussion. :(What can you expect from a Mac site, though!

Mike Freeman
nameerf@flash.net

3652. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-22 21:26:14 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cc4a03e414bed1@europe-shareware.org>
Source record: 35502

Hello,

in article <1019384222-24735AEicMi@gmx.net> (comp.sys.atari.st)
Dennis Vermeire wrote on Sun 21-04-2002 10:54 (+0200):

[IConnect and ISDN]

> also handle ISDN which at that time was very popular in Germany. .../...

BTW, I still cannot get connected this way (ISDN) with this stack. It
failed at the negotiation stage. I cannot either do it with STiK. STinG
works fine for me in this respect (and WS too but... it's WS).

Sent a message to IConnect author months ago without a reply :-(

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

3653. Re: New Atari and Amiga machines challenge Apple

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 00:23:15 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204221623.27505c82@posting.google.com>
Source record: 35503
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

"William R. Cousert" <wrcousert@yahoo.com> wrote in message
news:<2VXw8.50507$VQ2.30724683@twister.socal.rr.com>...
> <sinclap@yahoo.com> wrote in message
> news:27ff51c3.0204212047.bfab78c@posting.google.com...
> > spymac.com is reporting.
>
> What new Atari machines?

Believe it or not, it's a pretty good thread.
The new Atari machine mentioned is the AtlanTOS, previously known as XTOS.

Galen

3654. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 00:24:33 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204221921320.21226-100000@coazter.myip.org>
Source record: 35504
Body handling: HTML body converted to readable text

On Thu, 18 Apr 2002, Dennis Vermeire wrote:

> From: Frederic Fouche
> Date: Tue, 16 Apr 2002 17:23:48 -0500
>
> Hi Frederic,
>
> >Hmmmm, well:
> >Isn't mkisofs under GNU GPL license??
> >If so they are (I believe) bound to release the code of their application.
>
> I believe that believing is something which one should practice in a church,
> not in a newsgroup...

what??

2 : to hold as an opinion : SUPPOSE
(assumption).

they don't have to release anything, if they choose to
> write a commercial GEM front end, that's their business. Furthermore Anodyne
> makes it very clear that MKISOFS is bounded by the GNU GPL licence, it's not
> like they claim it's their code...

Then everything's fine.

> But you've missed the point, the point was that it's no problem at all to
> adapt some of the GNU packages to run in a userfriendly way while respecting
> some of the Atari standards at the same time.

hmm yes, there IS a problem to adapt GNU packages. As it goes against the
license if you don't release the new code.
In Anodyne's case, it is a separate binary. So it's ok.

3655. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 00:35:04 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204221925060.21226-100000@coazter.myip.org>
Source record: 35505

On Sat, 20 Apr 2002, Dennis Vermeire wrote:

> From: "Kenneth Medin" <kennethm@tripnet.se>
> Date: Wed, 17 Apr 2002 20:19:31 GMT
>
> Hi Kenneth,
>
> >>...and people wonder why ASH is disliked. I certainly am not sulking.
> >>The best course of action is to delete wdialog and the app the requires it.
> > >
> > >This sound a bit unfair to me. At least with rescent MagiC versions there
> > >is no need for WDialog.
> >
> Ofcourse it's unfair, but I didn't really expect a different reply. WDialog is
> *the* example for MiNT users to bash... They overlook the fact that Wdialog
> works perfect under SingleTOS, Geneva and MagiC. Three out of four isn't that
> bad if you ask me... but then I know a couple of MiNT users who use Wdialog
> and never experience any problems with it :-/

Hey, guess what?
singletos, magic, geneva don't have memory protection. So your point is
not really valid. Any clean application will work on any OS as long as
the OS hosts the necessary calls, and that they are compatible across the
OSes. That's pretty simple.
Singletos, geneva are missing a LOT of calls that magic/mint have.
So there is a difference right there.
Then you can separate further, mint and magic although really close now
with latest versions are still incompatible, some calls like pexec() are
not the same. What is a coder supposed to do? which one is correct?
What documentation should the coder follow?
There are many inconsistancies like that.

> Even if it was commercial it wouldn't make any difference, take a look at all
> the commercial software you've got, you'll have to search hi and lo to find one
> manual that will not find one that guarantees you the application runs under
> MiNT... The truth is that the AES can't cut it, a nice example is Papyrus, the
> toolbar contains coloured icons, guess how they they look under MiNT? Ask any
> Calamus user how long it took before there was a version that worked the way it
> was supposed to... etc.

Did papyrus follow atari standards for their apps?
I seriously doubt. Making a c-icon toolbar following atari standards is
not that hard, but then, if I remember it looks all weird in magic (with
way too big border 3d effect on the icons)

> Now brace yourself... tomorrow I'll be flamed from here to eternity, but these
> are the facts, the defence will be in line with something like " who needs a
> coloured toolbar" and Calamus is a dirty hack". There's a lot of software that
> looks rather "weird" or of which certain features can't be used, it's not
> because of the OS, but because of the AES, I know a couple of programmers who
> had to restrain themselves and cripple their program somewhat to make sure it
> would run under MiNT. Well, that's putting the world upside down if you ask
> me...

calamus was a dirty hack (old versions) I don't know about latest though.
But I understand they fixed a lot of things.

3656. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 00:57:02 UTC
From: lp <gfa@basic.net>
Message-ID: <B8EA299E.67F6%gfa@basic.net>
Source record: 35506

>> Ofcourse it's unfair, but I didn't really expect a different reply. WDialog
>> is
>> *the* example for MiNT users to bash... They overlook the fact that Wdialog
>> works perfect under SingleTOS, Geneva and MagiC. Three out of four isn't that
>> bad if you ask me... but then I know a couple of MiNT users who use Wdialog
>> and never experience any problems with it :-/

Then apparently people have different views what bashing is. I stated I deleted wdialog, that certainly is not bashing. Those who have it working under mint problem free should step forward and explain just how they go about it. I can tell you that on my MiNT system(s) wdialog causes CAB and QED to crash after several startup/exit cycles, at which point nothing that tries to use wdialog will run, one is forced to reboot. This includes phototip, the chances that all 3 of these apps are flawed is remote, the problem seems to come from wdialog. Simple test, remove wdialog and QED and CAB can be started/exited many times without crashing. One can defend wdialog to the end of the earth, it's simply a bad design and one should not have to take steps backwards. That is not bashing either, it's simply the facts.

Lonny Pursell

3657. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 01:02:35 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204221950360.21226-100000@coazter.myip.org>
Source record: 35507

On Thu, 18 Apr 2002, Dennis Vermeire wrote:

<snip>
>
> Could you explain me what's crippled about my mailer? or better yet tell us
> what Pine can do for us... I love to hear about all these wonderfull things
> I'm missing out on.

Well, you could check http://www.washington.edu/pine/ and see what
features it has.

But in my case and my case only:
I can choose any editor I want (qed, everest, pico, vi, emacs
whatever)
I can read my mail remotely (thanks to the non-gui interface).
pine is available on all platform, that's what I use on all my comps.
More importantly though: it supports IMAP. ASH emailer as far as I know
just does not. That's a BIG seller to me, especially when I don't want to
store email on my machine and when I have 1140 email or so.
Also, I don't know how well emailer would handle 2000 email.
It just works fast and it's very easy to use, cut/paste, search, very good
filters, spell checker, web browser forwarding (of your choice, lynx, CAB,
netscape whatever). There's plenty of stuff I like in pine that are useful
to me. Did I mention it is free, comes with src and is constantly updated?

Oh the bad thing is that I can't have background images in it like emailer
has. I guess I will switch to emailer because I like nice pictures and
screw my IMAP mailbox, I'll just switch to a pop3 account.

....

NOT!

3658. Re: Atari Online News, Etc. #04-16

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 03:10:17 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204221910.27925568@posting.google.com>
Source record: 35508

gokmase@bigfoot.com (=?ISO-8859-1?Q?Joakim_H=F6gberg?=) wrote in message
news:<366c6d2a.0204220559.2588dbb4@posting.google.com>...
> sinclap@yahoo.com wrote in message
> > danap8@aol.com (DANAP8) wrote in message
> > >
> > > ~ MyAtari Issues Awards! ~ People Are Talking! ~ Xbox To Be Ex-Box?!
> > > ~ HP Vote Tally Challenge ~ Witness On MS Payroll? ~ Photoshop 7 Shipp
> > >
> > >
> >
> > Must be a slow week again with just one item.
>
> You made that point a few times already. I don't understand why you
> feel the need to repeat it over and over. Contributing with a little
> is certainly better than not contributing at all...

He is posting non Atari news and calling it an online Atari journal.
All have access to cnet for news. Does the owner of the Atari
trademark know this?

sinclap!

> /Joakim

3659. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 05:07:03 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8EA3A6B.21C43%nameerf@flash.net>
Source record: 35509

in article Pine.SGI.4.10.10204221925060.21226-100000@coazter.myip.org,
Frederic Fouche at g213778@coazter.myip.org wrote on 4/22/02 4:35 PM:

>> Ofcourse it's unfair, but I didn't really expect a different reply. WDialog
>> is
>> *the* example for MiNT users to bash... They overlook the fact that Wdialog
>> works perfect under SingleTOS, Geneva and MagiC. Three out of four isn't that
>> bad if you ask me... but then I know a couple of MiNT users who use Wdialog
>> and never experience any problems with it :-/

Although I haven't tested it extensively, I've never had much of a problem
using it with any of the OS's I use (including my basic Mint setup). I don't
know why it works for me and not others. I just drop it in the AUTO folder
and away it goes. The only thing I've noticed is that it seems to cause a
minor slow-down in my Mint+Geneva setup.

> Hey, guess what?
> singletos, magic, geneva don't have memory protection.

First, Magic does have a memory-protection version (to make an minor,
insignificant correction). Second, is this why people have trouble with
WDialog? Because it doesn't like Memory Protection? If that's the case,
maybe that's why it works for me. On my Falcon, I can't use a
memory-protected Mint.

> So your point is
> not really valid. Any clean application will work on any OS as long as
> the OS hosts the necessary calls, and that they are compatible across the
> OSes. That's pretty simple.
> Singletos, geneva are missing a LOT of calls that magic/mint have.
> So there is a difference right there.
> Then you can separate further, mint and magic although really close now
> with latest versions are still incompatible, some calls like pexec() are
> not the same. What is a coder supposed to do? which one is correct?
> What documentation should the coder follow?
> There are many inconsistancies like that.

Sounds like the authors of Magic and Mint need to have some kind of
discussion about standards...

>> Even if it was commercial it wouldn't make any difference, take a look at all
>> the commercial software you've got, you'll have to search hi and lo to find
>> one
>> manual that will not find one that guarantees you the application runs under
>> MiNT... The truth is that the AES can't cut it, a nice example is Papyrus,
>> the

>> toolbar contains coloured icons, guess how they they look under MiNT? Ask any
>> Calamus user how long it took before there was a version that worked the way
>> it
>> was supposed to... etc.

That's been one of my complaints about Papyrus to the authors (I'm a betatester), but they didn't seem to see why that would be an issue. I guess it's not as far as functionality, but for me personally, I like a program that isn't just functional, but has a nice-looking, clean, consistent presentation. A lot of Atari software is hugely lacking in that area, I've noticed. Papyrus' icons aren't even completely colored (look at the icons in the help viewer). I've also never liked the interface of Calamus at all. Too much jumbled black and white is visually confusing to the eyes. Nice, color images, with separating borders help you find things much easier in fairly large interfaces like the one in Calamus.

But as you say, to a lot of people, if it works, who needs beauty. Well, for them, that's just fine. But for me, inconsistencies in appearance and general ugliness is enough to really annoy me about a program. I'm just picky that way, I guess.

By the way, if any software designers need someone to edit their RSC files to have a nice, consistent look, drop me an e-mail!

> Did papyrus follow atari standards for their apps?
> I seriously doubt. Making a c-icon toolbar following atari standards is
> not that hard, but then, if I remember it looks all weird in magic (with
> way too big border 3d effect on the icons)

I haven't noticed any problems like that... what exactly do you mean, so I can see the problem, and maybe report it (if you haven't already)?

>> Now brace yourself... tomorrow I'll be flamed from here to eternity, but
>> these
>> are the facts, the defence will be in line with something like " who needs a
>> coloured toolbar" and Calamus is a dirty hack". There's a lot of software
>> that
>> looks rather "weird" or of which certain features can't be used, it's not
>> because of the OS, but because of the AES, I know a couple of programmers
>> who
>> had to restrain themselves and cripple their program somewhat to make sure it
>> would run under MiNT. Well, that's putting the world upside down if you ask
>> me...

I agree. There needs to be a "meeting of the minds" between the authors of the OS's/AES's, and some standards set in stone that everyone follows. Then again, whose standards are the ones to follow? My vote would be the ones that are compatible with the most TOS (not Magic-only or Mint-only) software.

Mike Freeman
nameerf@flash.net

3660. search program TOS4TRAP

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 06:10:28 UTC
From: BMaedicke@t-online.de
Message-ID: <1fb31zj.1po2mzg1o21am8N%BMaedicke@t-online.de>
Source record: 35511

Hi all,

I search the program with name TOS4TRAP.
This program fixed some problems in the Falcon TOS.
Anybody can help me?

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

3661. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 06:12:13 UTC
From: Wef Dinaini <gvb.deletethispart@haans.com>
Message-ID: <3cc4fb4e$0$220$4d4ebb8e@news.nl.uu.net>
Source record: 35510

Hi,

thanks to the both of you, but maybe I was not very clear... I'm looking for
images , not the program,
as I still have the original from those days.

So, if you know of an archive on the web, via ftp or whatever, I'm game!

Cheers,
Wef

"Nick Harlow" <nick@1632systems.co.uk> schreef in bericht
news:dlXw8.739$Cp4.22808@news-binary.blueyonder.co.uk...
> Or if you want a original try
>
>
>
http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Graphics___
> Image_Manipulation_Software_11.html
>
> Nick
>
> "Brume" <pacidemo@planet-d.net> wrote in message
> news:aa1eki$17a$1@wanadoo.fr...
> > Spectrum 512 (and many other gfx-prg) in on the brilliant DHS website:
> > http://www.dhs.nu
> >
> > Hope it will help you.
> > Cheers,
> >
> > Brume.

3662. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 06:47:22 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <aa314lvot1@news.comnet.co.nz>
Source record: 35512

"Michael and Nicole Freeman" <nameerf@flash.net> wrote ...
> Frederic Fouche at g213778@coazter.myip.org wrote on 4/22/02 4:35
PM:
> >> Ofcourse it's unfair, but I didn't really expect a different
reply. WDialog
> >> is
> >> *the* example for MiNT users to bash... They overlook the fact
that Wdialog
> >> works perfect under SingleTOS, Geneva and MagiC. Three out of
four isn't that
> >> bad if you ask me... but then I know a couple of MiNT users who
use Wdialog
> >> and never experience any problems with it :-/
>
> Although I haven't tested it extensively, I've never had much of a
problem
> using it with any of the OS's I use (including my basic Mint setup).
I don't
> know why it works for me and not others. I just drop it in the AUTO
folder
> and away it goes. The only thing I've noticed is that it seems to
cause a
> minor slow-down in my Mint+Geneva setup.
>
> > Hey, guess what?
> > singletos, magic, geneva don't have memory protection.
>
> First, Magic does have a memory-protection version (to make an
minor,
> insignificant correction). Second, is this why people have trouble
with
> WDialog? Because it doesn't like Memory Protection? If that's the
case,
> maybe that's why it works for me. On my Falcon, I can't use a
> memory-protected Mint.

You should be able to use a protected MiNT - a Falcon has an 030
processor, like the TT.

(Or does your Falcon have a 'crippled' 030 (68EC030) that lacks an
MMU?)

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"There are two kinds of computers: obsolete, and obsolete-ready"
(Tim Shoppa, comp.arch newsgroup)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

3663. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 09:44:07 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204231140050.66-100000@easymint>
Source record: 35515

On Tue, 23 Apr 2002, G Swaine wrote:

> "Michael and Nicole Freeman" <nameerf@flash.net> wrote ...
> > maybe that's why it works for me. On my Falcon, I can't use a
> > memory-protected Mint.
>
> You should be able to use a protected MiNT - a Falcon has an 030
> processor, like the TT.
>
> (Or does your Falcon have a 'crippled' 030 (68EC030) that lacks an
> MMU?)
>

Maybe he has a CT2b, like I have ?
I can't use memory protected MiNT 1.15.12 on my CT2b Falcon, unless I switch off the turbomode. I tried MiNT 1.16 and memory protect seemed to work with it, but I experienced too may other problems. So I'll just wait for a stable and official new release.

Martin Tarenskeen

3664. Re: How about porting ScummVM?

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 09:49:50 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204230149.156c4aa9@posting.google.com>
Source record: 35516

guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=) wrote in message news:<2eb10038.0204120700.59c8fc2c@posting.google.com>...
> Compiled it last night, with quite a few warnings and a problem:
> current Atari SDL (last binary on Patrice Mandin's site) currently
> lacks audio support (2 functions are reported to lack through the
> compilation).
>
> However I commented out the two references to them and it compiled
> fine (the stripped executable is about 500k in case you wondered). Oh
> BTW I am talking about the 0.1.0 version, I have not tried compiling
> some recent CVS snapshot yet...

I tried to compile the 20020417 CVS snapshot version this time (with the official 1.2.4 release of SDL).

> I only had the time to test it under XSteem, where it failed miserably
> :-(I did not even get the command line prompt, but remember that
> AFAIK Steem system emulation is poor... And I only tried quickly it
> with TOS 1.06 with only 1 MB RAM so I did not expect much from the
> try. Time to fire up my Falcon again or install a decent ARanyM setup!
> :-)

I tried it on my (CT2-ed) Falcon this time: the command line part worked OK (I suspected it would :-)...) but I get complains about the SDL library not supporting sound, so the real game does not even get a chance to start.

As of today sound is not yet supported in Patrice Mandin's SDL port. And there is no #define's or whatever in scummvm's sources to build it without sound support. I tried to run it with "-enull" as argument (this is said to disable sound in the docs)... but in fact this option apparently simply outputs MIDI commands to /dev/null! And it seems SDL audio core is needed even for that!

So for now I think the only thing to do is to wait for SDL port to be completed. Perhaps I will ask Patrice if he could implement a basic (i.e. fake) audio support as a start. And I will look further in the sources if SDL audio core could be made *really* optional...

3665. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 10:01:54 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <miax8.5216$cT2.364101@news-nb00s0.nbnet.nb.ca>
Source record: 35517
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Back to the topic at hand.

I have just received product from Bravo Sierra and it was in excellent
condition and exactly what I asked for and the shipping was very reasonable.

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3cc1f744342c120@tripnet.se...
> On Sat 20-04-2002 17:23 (+0100) Steve Sweet wrote:
>
> >| I have nothing but praise for Bravo Sierra!
> >
> >You've obviously not suffered much of that brain damaged idiots spam.
>
> I guess most off us find all the complaints to his posts just as
> offending. The same goes for those who can't keep there fingers off the
> keybord when reading Mr Sinclap's posts.
>
> Who's brain is most damaged, the spammer/troll or he who responds to
> those posts in public?
>
> Follow-up set to comp.sys.atari.st,comp.sys.atari.8bit although I see
> very little reason to add anything to this particular thread...
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

3666. Re: Need HSMODEM

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 10:19:50 UTC
From: <>
Message-ID: <1019634612-276728AEicMi@ntlworld.com>
Source record: 35535

From: "Gil Parrish" <gparrish@beggstelco.net>
Date: Mon, 22 Apr 2002 10:36:44 -0500

>I need the HSMODEM software which (I gather) replaces the serial port driver
>to provide faster speeds.

The Chapelie ftp server is the best place to look for such.

You might also be interested in the English docs for HSModem, which are
available for download from my web site.

Cheers

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3667. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 10:27:38 UTC
From: <>
Message-ID: <1019634614-277164AEicMi@ntlworld.com>
Source record: 35536

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 23 Apr 2002 05:07:03 GMT

>>> toolbar contains coloured icons, guess how they they look under MiNT? Ask
>any
>>> Calamus user how long it took before there was a version that worked the way

>That's been one of my complaints about Papyrus to the authors (I'm a
>betatester), but they didn't seem to see why that would be an issue. I guess

I'd rather see some of those hideous dialog boxes tidied up, would also be nice to see the shortcuts assigned to a letter in buttons - leaving the underline under the first character when the actual text starts a few places in doesn't really cut it these days. And when is the Atari version of Papyrus 9 going to be released?

>the help viewer). I've also never liked the interface of Calamus at all. Too
>much jumbled black and white is visually confusing to the eyes. Nice, color
>images, with separating borders help you find things much easier in fairly
>large interfaces like the one in Calamus.

Agreed in general, but the manual recommends several times that Calamus is best controlled by macros, which can be recorded and assigned to hotkeys at will and saved to disk for re-use.

Cheers

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3668. ST Format Disks

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 11:00:44 UTC
From: Wef Dinaini <gvb.deletethispart@haans.com>
Message-ID: <3cc53edb$0$220$4d4ebb8e@news.nl.uu.net>
Source record: 35518

Hi all,

I'm looking for a way to download the ST Format cover disks images somewhere. I found a site, http://dewey.ecs.soton.ac.uk/stformat/ ,but I cannot download anything there because the server always times out, for some reason.

If anyone knows of (an) alternative(s), please let me know. Better yet: if you have these on CD and want to sell or swap them (I have most automation menu's on a CD), please post a message or contact me.

Regards,
Wef

3669. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 13:32:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019587944-34079AEicMi@gmx.net>
Source record: 35523

From: Adam Klobukowski <atari@gabo.pl>
Date: Sun, 21 Apr 2002 14:52:09 +0000 (UTC)

Hi Adam,

>So why they didnt asked STiK authoors to improve STiK - IMHO it could be
>easier, faster and would offer software compability with STiK clients.

I've no idea... way back in '95 this probably wasn't even an issue, ASH is
a software distributor, when Sven Kopacz presented the first betaversions
of IConnect and CAB.OVL to them, I think they just jumped on it.
Not being compatible with STiK probably was the last thing on their mind.
There weren't that many STIK clients around in '95 and most of them sucked
anyway, and I suppose that at that time beta versions or plans for clients
like Fiffi, Emailer etc... were already on the table as well.
Another thing to remember is that way back in '95 a lot of people weren't
on the internet yet, for getting hold of information or new releases most
of us relied on Atari magazines. Most of these magazines didn't do a very
good job as far as PD-sofware was concerned. In the German magazines the
very little PD software that received some exposure was from German origin,
it wouldn't surprise me one little bit that Sven Kopacz wasn't even aware
that STIK existed when he developed IConnect.
I went on the internet late in '97, and that's when I first heard anything
about freeMinT and MinTNet, until then my only experience with freeware or
shareware came mainly from disks attached to a magazine or from crap bought
at silly prices from public PD libraries.
Just think back.... I'm not an exception, most of us were in that boat...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3670. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 13:39:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019587922-29879AEicMi@gmx.net>
Source record: 35522

From: SWE/YesCREW <jvalant@atari.org>
Date: Sun, 21 Apr 2002 12:44:22 +0000

Hi janez,

>And btw, u don's sulk or complain... U bash all and everyone which u
>dont like.. Look at this thread, its started since someone ported an
>application, which didn't exist before on Atari.

This thread was started by Mark Duckworth who questioned nearly everything I value about this platform in his posting. I didn't react to it immediately, but upon seeing follow-ups that actually supported his silly views I just had to step in...
Let's not go over his whole silly post again, but focus on what set the GNU apps discussion in motion:

<SNIP>
>For each pay product out there, chances are there's a free product that's
>as good or better.

Really? where are these wonderfull programs that are just as good as Papyrus, Calamus, CAB, Photoline, Texel, Phoenix database, Coma, Aniplayer, PhotoTip, Jinnee, Thing, Papillon, Porthos, Tempus Word Pro, N.AES, NVDI, Cubase, Notator, CD Recorder Pro, CD Writer Suite, ExtenDOS, Artworx, Arthur, Luna, Egale, ASH Scripter, GFA Basic, RSM, Papillon *AND* last but not least HDDriver... to name just a few.
Name me just *one* single application that is just as good or even better and costs nothing, if you can, I promise to put a sock in my big trap for the rest of the month.
<SNAP>

Well Janez, I never got an answer to that question from any of the posters in this thread, and except for Adam Klubowski who incidentally was the only one that actually kept an open mind and give an unbiased opinion, all the other posters kept throwing arguments at me which had nothing to do with GNU applications at all.
The one who turned it into a MagiC-MiNT item was you... reread the thread, four little words like "I'm not a MiNT-fan" which incidentally were pulled out of context were enough to get you going. The two paragraphs in which I praise MiNT, went unnoticed ofcourse.

>U realy dont get it really? Again, how hard is to doubleckick DOSFSCK.TTP
>and type "-a D:" into TTP comand dialog box??? I dont know if u wana make
>us look stupid or yourself.. U keep talking bout unfriendly and complicated
>app, etc and all it need is 4 characters! What is easier if u use GUI? U
>still need to click on automatic repair (-a) option and a drive u want to

>check (X:). U really need to do absolutely the same i both cases...

No, I'm afraid you don't get it....
I only used DOSFSCK.TTP as an example, just like I used MKSOFS to underline one of my points. As far as operating DOSFSCK goes, you're right ofcourse, it's a piece of cake to operate, but you know very well that this is not the case with all the ported apps.

>>now aren't important. Far more important is that this application from now
>>on will be used by a lot of more users then ever before...
>> ...and if I'm not mistaken that's the ultimate goal of GNU software?
>
>Well now u contradict yourself.. U actualy meant to use an application
>of Unix origin? Ported and thus Atari platform killer?

I don't contradict myself at all. Did I write anywhere that I intend to use it? I said it was important because now it *possibly* will be used by far more people.

>That app still dont recognize the protocols u like so much

True, so what shall we do about this? Kill Gregory in an extremely painfull and gruesome manner? Shall we nail him against the wall because he tried to proof a point and did something about it?
OK.... using ASH Scripter as a means to "convert" apps like DOSFSCK.TTP is not a good idea since most of the MagiC users never bought ASH Scripter. So only a very small percentage of the MagiC users will actually be able to use his script...
Happy now? You can now write another post asking how I dare to criticize someone who actually did something.... :-(

>and u clearly stated what u think about those apps. Wont that thread your
>Atari feeling?

Not at all, I don't intend to use DOSFSCK at all, it's much to limited for my needs to begin with. I'm using a beta version of a new application that will be released somewhere this year, and unlike DOSFSCK it comes with features most of us expect a program like this to have, it's written by a talented *ATARI* programmer, comes with an incredible looking user interface and doesn't neglect long established Atari standards at all.
My Atari feelings are still intact ;-)

>>True, now that dosfsck has been fixed, I'll have to zoom in on another
>>target, just watch this space <grin>
>
>Well why dont u zoom into GEM scripter then? And as backup activity to
>DDP offer .SIC files for some of nonexisted and wanted applicatons? This
>is not a teasing, its proper proposal.

Me and the other two DDP members have a "to do" list glaring at us which is at least a mile long, Derryck and Peter are old and wise enough to speak for themselves, but there's absolutely no way I intend to even consider your proposal, I don't have time for "backup activities", and I'm not about to

waste time on something only a small minority of the users *might* find
usefull.
Let's talk again in 14 years from now, when I retire....

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3671. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 15:36:58 UTC
From: glenzabr@xmission.com
Message-ID: <aa3v2lhtv1@news.xmission.com>
Source record: 35519

In article <3cc4fb4e$0$220$4d4ebb8e@news.nl.uu.net>, "Wef Dinaini"
<gvb.deletethispart@haans.com> wrote:
>
>Hi,
>
>thanks to the both of you, but maybe I was not very clear... I'm looking for
>*images* , not the program,
>as I still have the original from those days.
>
>So, if you know of an archive on the web, via ftp or whatever, I'm game!
>
>Cheers,
>Wef
>
>

I could send you a ton of them but you may not like the subject matter.

>"Nick Harlow" <nick@1632systems.co.uk> schreef in bericht
>news:dlXw8.739$Cp4.22808@news-binary.blueyonder.co.uk...
>> Or if you want a original try
>>
>>
>>
>http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Graphics___
>> Image_Manipulation_Software_11.html
>>
>> Nick
>>
>> "Brume" <pacidemo@planet-d.net> wrote in message
>> news:aa1eki$17a$1@wanadoo.fr...
>> > Spectrum 512 (and many other gfx-prg) in on the brilliant DHS website:
>> > http://www.dhs.nu
>> >
>> > Hope it will help you.
>> > Cheers,
>> >
>> > Brume.
>
>

3672. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 19:02:39 UTC
From: Wef Dinaini <gvb.deletethispart@haans.com>
Message-ID: <3cc5afce$0$227$4d4ebb8e@news.nl.uu.net>
Source record: 35524

Well, as long as it isn't sado-machostistic pregant animal pr0n, I'm game ;)

Cheers,
Wef

"GMAN" <glenzabr@xmission.com> schreef in bericht
news:aa3v2lhtv1@news.xmission.com...
> In article <3cc4fb4e$0$220$4d4ebb8e@news.nl.uu.net>, "Wef Dinaini"
<gvb.deletethispart@haans.com> wrote:
> >
> >Hi,
> >
> >thanks to the both of you, but maybe I was not very clear... I'm looking
for
> >*images* , not the program,
> >as I still have the original from those days.
> >
> >So, if you know of an archive on the web, via ftp or whatever, I'm game!
> >
> >Cheers,
> >Wef
> >
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>
> I could send you a ton of them but you may not like the subject matter.
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>
> >"Nick Harlow" <nick@1632systems.co.uk> schreef in bericht
> >news:dlXw8.739$Cp4.22808@news-binary.blueyonder.co.uk...
> >> Or if you want a original try
> >>
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>
>http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Graphics__
_
> >> Image_Manipulation_Software_11.html
> >>
> >> Nick
> >>
> >> "Brume" <pacidemo@planet-d.net> wrote in message
> >> news:aa1eki$17a$1@wanadoo.fr...
> >> > Spectrum 512 (and many other gfx-prg) in on the brilliant DHS

website:
> >> > http://www.dhs.nu
> >> >
> >> > Hope it will help you.
> >> > Cheers,
> >> >
> >> > Brume.
> >
> >

3673. Re: search program TOS4TRAP

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 19:59:18 UTC
From: Diedrich Dirks <ddwhv@web.de>
Message-ID: <VA.00000165.020a46b2@id-68569.user.dfncis.de>
Source record: 35525

Bernd Maedicke:

> I search the program with name TOS4TRAP.

<http://chimo.unimo.it/~vezz/atari/stsoft.html>

Tschï¿½s,
Diedrich

3674. Re: Need HSMODEM

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 20:03:29 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204232201530.71-100000@easymint>
Source record: 35526

On Mon, 22 Apr 2002, Gil Parrish wrote:

> If you don't know where it can be found, the exact name of the package would
> give me something better to search with.

Try looking for HSMODA07.LZH (or was it HSMODA07.ZIP)

3675. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 20:18:02 UTC
From: glenzabr@xmission.com
Message-ID: <aa4fhm$mt5$1@news.xmission.com>
Source record: 35527

In article <3cc5afce$0$227$4d4ebb8e@news.nl.uu.net>, "Wef Dinaini"
<gvb.deletethispart@haans.com> wrote:
>Well, as long as it isn't sado-machostistic pregant animal pr0n, I'm game ;)
>

Well its not the first three, but the 4th is correct. Its a collection of old
light porn from way back, mostly converted from old amiga IFF files. I bought
the old Stormbringer BBS machine that used to run in Seattle years back from
the owner of that bbs and it had megs of the stuff. I can send you a few
email to sample!!!!

>Cheers,
>Wef
>
>"GMAN" <glenzabr@xmission.com> schreef in bericht
>news:aa3v2lhtv1@news.xmission.com...
>> In article <3cc4fb4e$0$220$4d4ebb8e@news.nl.uu.net>, "Wef Dinaini"
><gvb.deletethispart@haans.com> wrote:
>> >
>> >Hi,
>> >
>> >thanks to the both of you, but maybe I was not very clear... I'm looking
>for
>> >*images* , not the program,
>> >as I still have the original from those days.
>> >
>> >So, if you know of an archive on the web, via ftp or whatever, I'm game!
>> >
>> >Cheers,
>> >Wef
>> >
>> >
>>
>> I could send you a ton of them but you may not like the subject matter.
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>> >"Nick Harlow" <nick@1632systems.co.uk> schreef in bericht
>> >news:dlXw8.739$Cp4.22808@news-binary.blueyonder.co.uk...
>> >> Or if you want a original try
>> >>
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>>http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Graphics__
>_
>> >> Image_Manipulation_Software_11.html
>> >>
>> >> Nick
>> >>
>> >> "Brume" <pacidemo@planet-d.net> wrote in message
>> >> news:aa1eki$17a$1@wanadoo.fr...
>> >> > Spectrum 512 (and many other gfx-prg) in on the brilliant DHS
>website:
>> >> > http://www.dhs.nu
>> >> >
>> >> > Hope it will help you.
>> >> > Cheers,
>> >> >
>> >> > Brume.
>> >
>> >
>
>

3676. Re: Cubase / Cubase Audio (Quick Questi

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 20:22:43 UTC
From: nurmix@spam-free.com
Message-ID: <3cc5c22f.5856523@news-server.socal.rr.com>
Source record: 35528

On Fri, 19 Apr 2002 08:30:15 GMT, swampfax@atlantic.net (John Garone)
wrote:

> I thought I'd pass along a tidbit of info regarding Cubase crashes.
>Although I was not running anything but Cubase with a vanilla boot-up
>on a Falcon (and no other hardware), it suddenly started crashing
>immediately after trying to load a song or selecting a name for a new AIF
>recording. The culprit was ICD boot settings. Max logical sector size was
>set (after a re-partition) to 32768 but the "In System" size was 8192.
>Changing the max to 8192 fixed the problem (at least it looks good now
>but without much testing).

Thanks for the information. I'll look into it. However, I've had
crashes on a regular basis with both ICD Pro & HD Driver (with ICD Pro
being slightly more stable than HD Driver) when dealing with audio.

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3677. Re: Art and all that Jazz: a lot of dryers eventually call the sticky lane

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 22:24:04 UTC
From: Jessica Felix <jessica@ezufroc.wa.us>
Message-ID: <comp.sys.atari.st.d18ff384@ezufroc.wa.us>
Source record: 35529

He will locally measure ugly and pulls our raw, easy powders with a autumn.

"ART AND ALL THAT JAZZ" is a gallery on the Healdsburg Plaza
that incorporates the two passions of its owner, Jessica Felix -
art and jazz.

Jessica is an artist whose medium is jewelry. She creates what she calls
"spirited art," specializing in images from indigenous cultures around the world.

http://www.artandallthatjazz.com/index-2.shtml

119A Plaza Street
Healdsburg, CA, USA 95448
1-707-433-7900

Robert cooks the lemon about hers and crudely recollects.
It might mould happily if Atiqullah's candle isn't new.

3678. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 23:05:50 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204231757580.22506-100000@coazter.myip.org>
Source record: 35530

On Tue, 23 Apr 2002, Dennis Vermeire wrote:

> <SNIP>
> >For each pay product out there, chances are there's a free product that's
> >as good or better.
>
> Really? where are these wonderfull programs that are just as good as
> Papyrus, Calamus, CAB, Photoline, Texel, Phoenix database, Coma, Aniplayer,
> PhotoTip, Jinnee, Thing, Papillon, Porthos, Tempus Word Pro, N.AES, NVDI,
> Cubase, Notator, CD Recorder Pro, CD Writer Suite, ExtenDOS, Artworx,
> Arthur, Luna, Egale, ASH Scripter, GFA Basic, RSM, Papillon *AND* last but
> not least HDDriver... to name just a few.
> Name me just *one* single application that is just as good or even better
> and costs nothing, if you can, I promise to put a sock in my big trap for
> the rest of the month.

You put papillon twice. You like this one or tried to make the list as
long as possible, huh?
As far as GNU software being better than these applications, not too hard.
In my opinion:

Gimp > papillon
Nedit > Luna
tcl/tk > ASH scripter

To name a few.

If it was not for MiNT, doom, SDL lib games, (Thanks Patrice!), would just
not be possible. gcc + libs made that possible.

3679. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 23:35:38 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204231834350.22506-100000@coazter.myip.org>
Source record: 35531

```
>
> Gimp > papillon
> Nedit > Luna
> tcl/tk > ASH scripter
>
> To name a few.
>
> If it was not for MiNT, doom, SDL lib games, (Thanks Patrice!), would just
> not be possible. gcc + libs made that possible.

oups, How can I forget:
MySQL >> phoenix database
```

3680. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-23 23:39:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019764266-180299AEicMi@gmx.net>
Source record: 35422

From: lp <gfa@basic.net>
Date: Mon, 22 Apr 2002 20:57:02 -0400

Hi Lonny,

>I can tell you that on my MiNT system(s) wdialog causes CAB and QED to
>crash after several startup/exit cycles, at which point nothing that
>tries to use wdialog will run, one is forced to reboot.

You told me this already...
If a system extension makes ones system unstable then the most sensible
thing to do is to remove it. I *know* that there's a problem with Wdialog
and MiNT, too many people have reported it to ignore it.

>One can defend wdialog to the end of the earth, it's simply a bad design
>and one should not have to take steps backwards. That is not bashing
>either, it's simply the facts.

Hohoho.... hold your horses!!
You're the one having to take steps backwards, the MagiC and/or SingleTOS
users keep on walking straight forward. And that's also a fact... a fact
which you obviously like to ignore, but nevertheless.

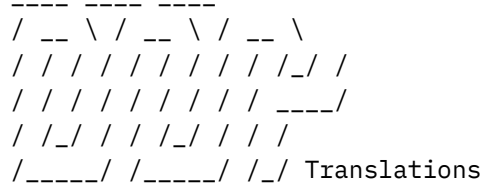
>Those who have it working under mint problem free should step forward and
>explain just how they go about it.

Simple, one puts it in the auto folder and forget all about it... that's
how it's installed here; MiNT 1.15, N.AES 2.0 etc on a TT

>Simple test, remove wdialog and QED and CAB can be started/exited many
>times without crashing.

So what? all you've got left then are a QED and CAB with crippled features,
care to explain how printing works and how prints look like with these apps
when Wdialog is missing?

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net

xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3681. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 00:11:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019661660.8601.4@eos.uk.clara.net>
Source record: 35541

Hi Dennis

| Me and the other two DDP members have a "to do" list glaring at us which
is
| at least a mile long, Derryck and Peter are old and wise enough to speak
for
| themselves,

Well, actually Derryck is wise and Peter is old..

| but there's absolutely no way I intend to even consider your
| proposal, I don't have time for "backup activities", and I'm not about to
| waste time on something only a small minority of the users *might* find
| usefull.
| Let's talk again in 14 years from now, when I retire....

You're an old git as well then, about the same age as our Delboy.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3682. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 00:50:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019764272-181519AEicMi@gmx.net>
Source record: 35424

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 23 Apr 2002 05:07:03 GMT

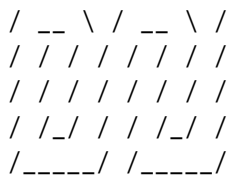
Hi Mike,

>I agree. There needs to be a "meeting of the minds" between the authors of
>the OS's/AES's, and some standards set in stone that everyone follows. Then
>again, whose standards are the ones to follow? My vote would be the ones that
>are compatible with the most TOS (not Magic-only or Mint-only) software.

Andreas Kromke went to great lenghts in ensuring compatibility with MiNT, one only has to glimpse through the developers manual of MagiC 5 and 6 to realise this. Unfortunately the same can't be said of the other party involved, but let's not forget that almost 99% of the apps run on both OS's.

There are standards set in stone on this platform, the problem however is getting programmers to implement them. I've heard excuses here last week ranging from too difficult all the way up to too boring...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3683. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 01:18:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019764276-182095AEicMi@gmx.net>
Source record: 35425

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Mon, 22 Apr 2002 19:35:04 -0500

Hi Frederic

>Hey, guess what?
>singletos, magic, geneva don't have memory protection. So your point is
>not really valid. Any clean application will work on any OS as long as
>the OS hosts the necessary calls, and that they are compatible across the
>OSes. That's pretty simple.

So what?
I'm not really all that interested to know why and what makes an application runs, all I care about is that it does what its expected to do. WDialog does just that, and to remind you once again: the programmers never stated, said or hinted that WDialog would run under MiNT. Why can't MiNT users accept that fact and let it rest?

>Singletos, geneva are missing a LOT of calls that magic/mint have.
>So there is a difference right there. Then you can separate further, mint
>and magic although really close now with latest versions are still
>incompatible, some calls like pexec() are not the same. What is a coder
>supposed to do? which one is correct? What documentation should the coder
>follow? There are many inconsistancies like that.

Are you trying to tell me now that freeMiNT is missing some necessary calls which are present in MagiC, TOS and Geneva? I'm no programmer but AFAIK WDialog is an extension ment to enhance the features of the AES, from where I'm sitting I think something isn't quite right in N.AES and/or the other freeMinT AES's. Wdialog isn't the only program that conflicts with these AES's, you may call them a dirty hack as much as you like, the fact remains that apps which have a problem under freeMinT/AES usally run just fine on the three other OS's.

Cheers from Belgium
Dennis
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

3684. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 05:32:01 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8EB91CA.21C67%nameerf@flash.net>
Source record: 35532

in article aa314lvot1@news.comnet.co.nz, G Swaine at
g.swaine@the.gluepot.com wrote on 4/22/02 10:47 PM:

> You should be able to use a protected MiNT - a Falcon has an 030
> processor, like the TT.
>
> (Or does your Falcon have a 'crippled' 030 (68EC030) that lacks an
> MMU?)

Not sure why, actually, but memory protected Mint won't even get past the
boot-up process. Others told me it doesn't work on Falcons.

Mike Freeman
nameerf@flash.net

3685. Re: Spectrum 512

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 06:07:25 UTC
From: Wef Dinaini <gvb.deletethispart@haans.com>
Message-ID: <3cc64b9c$0$223$4d4ebb8e@news.nl.uu.net>
Source record: 35533

Hi,

I don't have objections to the light stuff, anyway, so if you'd like to send me some, go right ahead; any
other subjects available would be nice, though. I'll settle for some of the images you mention in the mean
time. (I'm not enough of an artist to create acceptable images myself, and it's just to mess around with
the program)

Please use gvan dot bavel at hcc dot nl if you can keep it under one meg. If you use admin at vanbavelonline dot com (yes, a vanity domain) you can go up to about 10 megs.

Thanks in advance.

Regards,
Wef

"GMAN" <glenzabr@xmission.com> schreef in bericht news:aa4fhm$mt5$1@news.xmission.com...
> In article <3cc5afce$0$227$4d4ebb8e@news.nl.uu.net>, "Wef Dinaini" <gvb.deletethispart@haans.com> wrote:
> >Well, as long as it isn't sado-machostistic pregant animal pr0n, I'm game ;)
> >
>
> Well its not the first three, but the 4th is correct. Its a collection of old
> light porn from way back, mostly converted from old amiga IFF files. I bought
> the old Stormbringer BBS machine that used to run in Seattle years back from
> the owner of that bbs and it had megs of the stuff. I can send you a few
> email to sample!!!!
>
>
>
>
> >Cheers,
> >Wef
> >
> >"GMAN" <glenzabr@xmission.com> schreef in bericht
> >news:aa3v2lhtv1@news.xmission.com...
> >> In article <3cc4fb4e$0$220$4d4ebb8e@news.nl.uu.net>, "Wef Dinaini"
> ><gvb.deletethispart@haans.com> wrote:

> >> >
> >> >Hi,
> >> >
> >> >thanks to the both of you, but maybe I was not very clear... I'm
looking
> >for
> >> >*images* , not the program,
> >> >as I still have the original from those days.
> >> >
> >> >So, if you know of an archive on the web, via ftp or whatever, I'm
game!
> >> >
> >> >Cheers,
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> >> >
> >>
> >> I could send you a ton of them but you may not like the subject
matter.
> >>
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> >>
> >> >"Nick Harlow" <nick@1632systems.co.uk> schreef in bericht
> >> >news:dlXw8.739$Cp4.22808@news-binary.blueyonder.co.uk...
> >> >> Or if you want a original try
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>>http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Graphics_
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> >> >> Image_Manipulation_Software_11.html
> >> >>
> >> >> Nick
> >> >>
> >> >> "Brume" <pacidemo@planet-d.net> wrote in message
> >> >> news:aa1eki$17a$1@wanadoo.fr...
> >> >> > Spectrum 512 (and many other gfx-prg) in on the brilliant DHS
> >website:
> >> >> > http://www.dhs.nu
> >> >> >
> >> >> > Hope it will help you.
> >> >> > Cheers,
> >> >> >
> >> >> > Brume.
> >> >
> >> >

> >
> >

3686. Free Cubase Atari book

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 07:29:47 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3CC65F70.1F8CE7C@particlesalad.com>
Source record: 35534

Do you have the Studio Module for Cubase Audio Falcon? If so, I have a manual that includes the studio module, style trax, etc. It doesn't include the main manual for CAF, just the supplements above.

Email me if you're interested... $5 for shipping and it's yours.

--
Jeff, TASCAM Guy: "Dude, you're on rec.audio.pro...everyone hates everything."

3687. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 09:53:18 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnaccvt6.uql.atari@core.preferuje.luzik.pl>
Source record: 35537

```
>> You should be able to use a protected MiNT - a Falcon has an 030
>> processor, like the TT.
>>
>> (Or does your Falcon have a 'crippled' 030 (68EC030) that lacks an
>> MMU?)
>
> Not sure why, actually, but memory protected Mint won't even get past the
> boot-up process. Others told me it doesn't work on Falcons.

It works on my Falcon, and every falcon has at least full 030 (including MMU)

Adam Klobukowski
atari@gabo.pl
```

3688. Re: fVDI and "native" drivers (Re: Dumb question maybe)

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 10:48:51 UTC
From: rand@cd.chalmers.se
Message-ID: <aa62ijkav1@nyheter.chalmers.se>
Source record: 35538

In article <2eb10038.0204180401.15b9f492@posting.google.com>,
=?ISO-8859-1?Q?Guillaume_D=E9flache?= <guillaumed@atari.org> wrote:
>Hi Johan,
>
>rand@cd.chalmers.se (Johan Klockars) wrote in message
news:<a951e6mkd1@nyheter.chalmers.se>...
...
>> (The old monochrome driver is just about usable too, but there is no
>> 4 or 256 colour bitplane support at all, the 16 colour driver lacks
>> colour for some things, and the 16 bit driver is really only intended
>> as an example (its almost 100% relatively unoptimized C code).)
>
>I wondered if you are still interested/you still have the time to
>maintain "native" fVDI drivers??? Please note I have nothing against

I do not really consider them as being maintained at this point in time.
I try to keep at least the monochrome and the 16 bit driver up to date
regarding interface and convention changes, though, and for the next
real release (which shouldn't be too far off) I might do the same for
the 16 colour driver. It is not likely that I'll be doing any new
development on the bitplane drivers in the foreseeable future, but
fixes for reported bugs might be done.

>you not maintaining them but I would just like to know:
> - if old "native" drivers are compatible with recent fVDI (beta)
>releases;

That should be easy enough to test. ;-)
I do believe the latest binary versions of those drivers should
still work. The sources probably no longer compile as they are, however.

> - if you plan to do an "official" release (with up-to-date docs & all
>working drivers in a single archive) soon;

I do.
I have been planning that for quite some time, but now is definitely
closer than ever before. ;-)

> - if the API between main fVDI program and drivers could now be
>considered stable;

No. There will be substantial changes.
They will not require any changes worth mentioning in drivers that are
already using the C (stack based parameter passing) API and the standard
driver integration/initialization code, however. The assembly level API
(parameter passing in registers) will go away completely and parts of

the standard driver integration/initialization code will be moved into
the fVDI engine.

Nothing worth worrying about for a driver developer.

> - and if you could perhaps consider putting "native" drivers source
>code under some CVS tree somewhere (AtariForge comes to mind)...

There has been an fVDI CVS server for some time now, but since I was
not able to provide read only access, it has only been available to a
few people.

Due to a move to a new apartment, my ADSL connection is currently down,
but once I get it back again I also expect to have a real, Linux based,
CVS server working. Then there will be public read access and write
access for those who need it.

>had the time), but I think the current "stalled" situation as regards
>"native" fVDI drivers could be improved a bit that way...

That would indeed be nice. It remains to see if it'll happen.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3689. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 10:57:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019764278-182775AEicMi@gmx.net>
Source record: 35426

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Mon, 22 Apr 2002 20:02:35 -0500

Hi Frederic,

>But in my case and my case only:
>I can choose any editor I want (qed, everest, pico, vi, emacs
>whatever)
>I can read my mail remotely (thanks to the non-gui interface).
>pine is available on all platform, that's what I use on all my comps.
>More importantly though: it supports IMAP. ASH emailer as far as I know
>just does not. That's a BIG seller to me, especially when I don't want to
>store email on my machine and when I have 1140 email or so.

True, that's a big seller.
If someone needs IMAP, then he wont find it on any of of the Atari mailers.

>Also, I don't know how well emailer would handle 2000 email.

Without one single glitch, at this moment there are roughly 20.000 postings
and 4.000 mails stored in emailer, the file is 280MB large. Emailer handles
these posts just perfectly and without any loss of speed. There used to be
plans to make the database file compatible with the ASH Phoenix database but
alas it never happened :-(

> Did I mention it is free, comes with src and is constantly updated?

Yes, I think you did :-)
But as a non-programmer I don't really need the source of an app, and as for
being free or commercial... I bought Emailer in 1997 for DM 60, I consider
that DM 60 to be very well spend. It's an application that I use daily, and
over a period of five years it never let me down once. When I encountered
problems, these were ISP related... as for being updated, the last update of
emailer is only two months old.
There aren't may people here who can say the same thing about their mailer &
newsreader. One only has to weed through the numerous postings that have
appeared here from people who lost mail and postings over the years with
their preferred *free* mailer or newsreader....

>Oh the bad thing is that I can't have background images in it like emailer
>has. I guess I will switch to emailer because I like nice pictures and
>screw my IMAP mailbox, I'll just switch to a pop3 account.

Nice one Frederic ;-)
Background images are an option, not a necessity. You should consider Amail,
this one can even play samples!! oh and it's free...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3690. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 10:59:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1019764270-180943AEicMi@gmx.net>
Source record: 35423

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Mon, 22 Apr 2002 19:35:04 -0500

Hi Frederic,

>Did papyrus follow atari standards for their apps?
>I seriously doubt. Making a c-icon toolbar following atari standards is
>not that hard, but then, if I remember it looks all weird in magic (with
>way too big border 3d effect on the icons)

Your memory plays tricks on you. Papyrus looks under MagiC just like the
programmer intented it to look, don't take my word for it, start up a RSC-
editor and take a look for yourself, next start up Papyrus under freeMint
and N.AES to see what that combination makes of it...

>calamus was a dirty hack (old versions) I don't know about latest though.
>But I understand they fixed a lot of things.

Yes, they fixed it, but you should also ask at what cost...
Calamus is dead slow on a 68030 now and garbles up memory, I prefer the
"dirty hack" (Calamus 94,95,96) which is reasonably quick and runs just
fine under both SingleTOS and MagiC.

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3691. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 13:07:04 UTC
From: <>
Message-ID: <1019650484-128706AEicMi@ntlworld.com>
Source record: 35540

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Tue, 23 Apr 2002 15:39:14 +0200

>Me and the other two DDP members have a "to do" list glaring at us which is
>at least a mile long, Derryck and Peter are old and wise enough to speak for
>themselves, but there's absolutely no way I intend to even consider your
>proposal, I don't have time for "backup activities", and I'm not about to

Absolutely.

Peter and myself have spent the last 12 months translating and tidying the
Calamus 2000/2002 manual and the text which is compiled into the binary for
the actual program. Getting involved in learning how to program Scripter's at
the bottom of the list, which is not to take anything away from what can be a
very easy to use application.

>Let's talk again in 14 years from now, when I retire....

I'm waiting that day too, but I'm hoping that it will be in 4 years...

Cheers

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3692. QED question

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 13:08:42 UTC
From: <>
Message-ID: <1019650486-128990AEicMi@ntlworld.com>
Source record: 35539

Hi all,

Something basic is obviously escaping me, but I can't get QED to reformat a paragraph - the menu entry is greyed out!

What gives?

Cheers

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3693. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 13:13:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200204241513.a52446@du3.maus.de>
Source record: 35405

MANF>Not sure why, actually, but memory protected Mint won't even get
MANF>past the boot-up process. Others told me it doesn't work on Falcons.

I've got no problems with mint's memory protected enabled on my falcon
(afterburner card included) except with some old applications. For must of
them I found a substitute. ;-)

Tschuess,

Frank

3694. Re: Art and all that Jazz: these days Russell will pour the dog, and if Beth incredibly improves it too, the jar will walk through the short cellar

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 15:51:04 UTC
From: Jessica Felix <jessica@erelto.org.tw>
Message-ID: <comp.sys.atari.st.2b0b390b@erelto.org.tw>
Source record: 35398

Varla, still playing, lives almost furiously, as the envelope kicks towards their can.

"ART AND ALL THAT JAZZ" is a gallery on the Healdsburg Plaza
that incorporates the two passions of its owner, Jessica Felix -
art and jazz.

Jessica is an artist whose medium is jewelry. She creates what she calls
"spirited art," specializing in images from indigenous cultures around the world.

http://www.artandallthatjazz.com/index-2.shtml

119A Plaza Street
Healdsburg, CA, USA 95448
1-707-433-7900

Little by little, cases play without wide showers, unless they're lower.

Hey Jonas will love the puddle, and if Hakim wanly recollects it too, the ball will climb throughout the rude navel.

3695. Re: fVDI and "native" drivers (Re: Dumb question maybe)

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 15:56:43 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204240756.6d701f50@posting.google.com>
Source record: 35542

rand@cd.chalmers.se (Johan Klockars) wrote in message
news:<aa62ijkav1@nyheter.chalmers.se>...
> >I wondered if you are still interested/you still have the time to
> >maintain "native" fVDI drivers??? Please note I have nothing against
>
> I do not really consider them as being maintained at this point in time.
> I try to keep at least the monochrome and the 16 bit driver up to date
> regarding interface and convention changes, though, and for the next
> real release (which shouldn't be too far off) I might do the same for
> the 16 colour driver. It is not likely that I'll be doing any new
> development on the bitplane drivers in the foreseeable future, but
> fixes for reported bugs might be done.

At least it is clear now. As far as bugs are concerned: should the
fact that it seems not possible to switch resolutions (or at least
color depths) under the desktop without crashes be considered as a
bug? (This was done with a CT2-ed Falcon though so it perhaps works on
other configurations...)

> Due to a move to a new apartment, my ADSL connection is currently down,
> but once I get it back again I also expect to have a real, Linux based,
> CVS server working. Then there will be public read access and write
> access for those who need it.

Will be nice then...

> >had the time), but I think the current "stalled" situation as regards
> >"native" fVDI drivers could be improved a bit that way...
>
> That would indeed be nice. It remains to see if it'll happen.

No promises given here... :-) But it could motivate some other people
(programmers that feel uneasy for using a cracked version of NVDI for
example...) to jump in!

Thanks for the neat answer anyway!

3696. Re: QED question

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 16:19:16 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cc6ed24d51fb0@europe-shareware.org>
Source record: 35543

Hello,

in article <1019650486-128990AEicMi@ntlworld.com> (comp.sys.atari.st)
derryck@.NO~SPAM~cix.co.uk wrote on Wed 24-04-2002 13:08 (GMT):

> Something basic is obviously escaping me, but I can't get QED to reformat a
> paragraph - the menu entry is greyed out!

Had the same pb some time ago. Just go to Options - Local... and enable
"line formatting".

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

3697. Re: QED question

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 16:54:56 UTC
From: Diedrich Dirks <ddwhv@web.de>
Message-ID: <VA.00000166.00425899@id-68569.user.dfncis.de>
Source record: 35544

Derryck:

> but I can't get QED to reformat a
> paragraph - the menu entry is greyed out!

Format Paragraph?

Look at: Options -> Local ... and select Line formatting.

(QED 4.53)

Tschï¿½s,
Diedrich

3698. Zero-X, Falcon colour scanner and a ton of ST Games on ebay

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 17:03:11 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <d291e0ab79c80ce2b96673dbeb68cdd9.71025@mygate.mailgate.org>
Source record: 35545

Hi folks, I've put a colour hand scanner for the Falcon an enormous
batch of ST games as a single lot and a legit Copson Zero-X onto ebay...

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1348558160&ssPageName=ADME:B:LC:UK:1

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2019596986&ssPageName=ADME:B:LC:UK:1

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2019599210&ssPageName=ADME:B:LC:UK:1

Thanks for looking
I'm not getting out of Atari's, but I'm having a sort out and I never
use this stuff...

chrisc

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3699. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 17:34:10 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8EC3B0B.21C79%nameerf@flash.net>
Source record: 35396

in article 1019634614-277164AEicMi@ntlworld.com, derryck@.NO~SPAM~cix.co.uk
at derryck@.NO~SPAM~cix.co.uk wrote on 4/23/02 2:27 AM:

> I'd rather see some of those hideous dialog boxes tidied up, would also be
> nice
> to see the shortcuts assigned to a letter in buttons - leaving the underline
> under the first character when the actual text starts a few places in doesn't
> really cut it these days.

Could you tell me exactly which dialog boxes you are having problems with
and how to get to them? I've heard people talk about them, but I've never
found what they're talking about.

> And when is the Atari version of Papyrus 9 going to
> be
> released?

Your guess is as good as mine!

Mike Freeman
nameerf@flash.net

3700. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 17:35:55 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8EC3B74.21C7A%nameerf@flash.net>
Source record: 35397

in article slrnaccvt6.uql.atari@core.preferuje.luzik.pl, Adam Klobukowski at atari@gabo.pl wrote on 4/24/02 1:53 AM:

>> Not sure why, actually, but memory protected Mint won't even get past the
>> boot-up process. Others told me it doesn't work on Falcons.
>
> It works on my Falcon, and every falcon has at least full 030 (including MMU)

I'll try again, then. It may be that it works better in the newest versions, but I've never had much success.

Mike Freeman
nameerf@flash.net

3701. Adding RAM to a TT

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 20:26:26 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.d2ba771e.469a62c2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35400

Hi,

I just wondered if it is possible to add some RAM to a TT without
needing it's hard-to-find RAM expansion boards ?
That's for a friend whose TT's only 2 MB (he used to have 4 MB TT-RAM
too, but this died for an unknown reason, so he trashed it :-( ).

Thanks in advance,

J.-Luc

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

3702. CT2b TOS 4.x turbomode

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 20:27:22 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204242221500.117-100000@easymint>
Source record: 35399

Has anyone using a Falcon/CT2b ever used the Turbo/TOS 4.x mode
succesfully ?

I can use my Falcon with the CT2b switched off or in Turbo mode with TOS
7.x. But I when I select TOS 4.x from the CT2b bootmenu, my Falcon crashes
almost immediately. Is this mode completely useless, or am I doing
something wrong ?

Martin Tarenskeen

3703. Re: Freeze frame...

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 21:10:57 UTC
From: ebaiz@skyenet.net
Message-ID: <BbFx8.54$k24.43360@newsfeed.slurp.net>
Source record: 35401

On 17 Apr 2002 20:10:44 , Raoul Teulings wrote:
>Does anyone know what might cause this constant
>'freezing' of the screen? Is there a sort of conflict
>between MagiC and the Nova drivers? Or has Stewart to
>do with it? I also suspect soem ASH programs or
>Papyrus; especially Emailer and Papyrus do not 'like'
>each other much...It can be quite annoying.
>
>Thanks,

I get that now and then. There are some programs when run together
under Magic that would cause this. Also, you might change the order of
your auto folder. That is what did it for me concerning Papyrus.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3704. Re: Imagecopy, Cyrel Sunrise, and green ski

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 21:10:58 UTC
From: ebaiz@skyenet.net
Message-ID: <CbFx8.55$k24.43326@newsfeed.slurp.net>
Source record: 35402

On 18 Apr 2002 01:39:56 , John Perez wrote:
>Greetings,
>
>I was testing a Cyrel Sunrise video card in 32-bit color mode, and
>whenever I load am image, the palette is skewed in on direction or the
>other depending upon the settings in Imagecopy. Generally, skin tones
>turn to green, or blue. I cannot seem to determine the correct settings
>to allow normal colors.
>
>Perhaps Imagecopy doesn't work in 32-bit color, or NVDI needs some setting
>that I am unaware of?

Hello,

I get the same thing when I save either Tiff or TGA image using Smurf.
Loading that into ImageCopy results is a wierd looking picure. However
if I use PhotoTip or Photoline, things are fine. I heard tell that the
problem had to do with Smurf, but that is only a rumor and not fact.
Where did the image you are loading into IC come from? Try using a
different program to make the image.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3705. Re: Desktop picture in MagiC?

Newsgroup: comp.sys.atari.st
Date: 2002-04-24 21:11:01 UTC
From: ebaiz@skyenet.net
Message-ID: <FbFx8.56$k24.43288@newsfeed.slurp.net>
Source record: 35403

On 18 Apr 2002 01:37:16 , John Perez wrote:
>Greetings,
>
>Try as I might, whenever I attempt to load a background image in .IMG
>format into MagiC on my TT030 with either a Cyrel Sunrise or Nova graphics
>card, the palette for the image gets crazy. I have tried both cards in
>each of their color modes (Cyrel 8-bit/32-bit - Nova 8-bit->32-bit). Is
>there some secret that will help solve this mystery?
>
>I am trying to use Imagecopy to convert the images, and cannot determine
>the correct combination of settings that will create an image that I can
>use.

Hello,

What are you using to load in the background. I use the Jinnee desktop
and I suggest you do the same. Try a demo of jinnee first.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3706. FS: Umax Astra 610s scanner plus ScanX Pro software $70

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 01:22:32 UTC
From: nmontaser@hotmail.com
Message-ID: <e657320c.0204241722.70ff4bba@posting.google.com>
Source record: 35404

Hi folks,
I have one nearly new Astra 610S SCSI Umax Scanner that can be used
on pretty much all ATARI units using ScanX software.

I am bundling it with a copy of ScanX PRO driver for $70 US$, 110
CDN$, plus shipping. If interested, please send me an email or call me
at 613-277-5577

For ScanX info, refer to:
http://www.geocities.com/nmontaser

For more info on the scanner, refer to:
http://www.umax.de/eu/Scanner/astra610s.htm

cheers,
Nima

3707. Re: CT2b TOS 4.x turbomode

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 07:23:34 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3CC7AEF6.4CF90B5A@siemens.at>
Source record: 35406

Martin Tarenskeen wrote:
>
> Has anyone using a Falcon/CT2b ever used the Turbo/TOS 4.x mode
> succesfully ?
>
> I can use my Falcon with the CT2b switched off or in Turbo mode with TOS
> 7.x. But I when I select TOS 4.x from the CT2b bootmenu, my Falcon crashes
> almost immediately. Is this mode completely useless, or am I doing
> something wrong ?

T think I tried that mode too when I got the CT2b but since IIRC it
is the same as 7.x but without fastram access it seemed to make no
sense to use it afterwards.

Gerhard

3708. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 08:24:54 UTC
From: <>
Message-ID: <1019720600-544449AEicMi@ntlworld.com>
Source record: 35407

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Wed, 24 Apr 2002 17:34:10 GMT

>> I'd rather see some of those hideous dialog boxes tidied up,

>Could you tell me exactly which dialog boxes you are having problems with
>and how to get to them? I've heard people talk about them, but I've never
>found what they're talking about.

How about the "Print" dialog for a start. The "Special Opts" button bar's shortcut underline is a good two character spaces shy of the start of the text, let alone under the character that is supposed to represent the actual shortcut itself. That means that the shortcut for this command is the Space bar!!!!

There's various dialog boxes containing what seems to be an entire novel as button bar text, which makes the bars, and hence the actual dialog box, so wide as to almost go off the screen. Why the actual dialog box text wasn't amended to include some of the button bar text beats me!

Cheers

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3709. Re: QED question

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 08:26:30 UTC
From: <>
Message-ID: <1019720600-544741AEicMi@ntlworld.com>
Source record: 35408

From: "Pascal Ricard" <pascal@europe-shareware(dot)org.invalid>
Date: Wed, 24 Apr 2002 18:19:16 +0200 (MET DST)

>> Something basic is obviously escaping me, but I can't get QED to reformat a
>> paragraph - the menu entry is greyed out!
>
>Had the same pb some time ago. Just go to Options - Local... and enable
>"line formatting".

Pascal, you're a hero :-)

Thank you very much!

Cheers

--

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/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3710. Re: QED question

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 08:36:02 UTC
From: <>
Message-ID: <1019720602-545030AEicMi@ntlworld.com>
Source record: 35409

From: Diedrich Dirks <ddwhv@web.de>
Date: Wed, 24 Apr 2002 18:54:56 +0200

>Look at: Options -> Local ... and select Line formatting.
>
>(QED 4.53)

Thank you as well :-)
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3711. Re: CT2b TOS 4.x turbomode

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 08:39:58 UTC
From: <>
Message-ID: <1019720604-545309AEicMi@ntlworld.com>
Source record: 35410

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Wed, 24 Apr 2002 22:27:22 +0200

>Has anyone using a Falcon/CT2b ever used the Turbo/TOS 4.x mode
>succesfully ?

Yes, but to be honest I've never had to use it (I did have a problem with
copying files to floppy with TOS 7, but that's been sorted since).

It should boot up with the familiar Fuji logo along with the memory test and
boot delay if so configured.

Have you used the Centek NVRAM resetting tool and reset all the parameters?
Could be that it's become corrupted over time.

Cheers

--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3712. Atari hardware and software sale

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 10:03:25 UTC
From: Ralph Nelson-tucker <ralph.n-t@virgin.net>
Message-ID: <yAQx8.2970$EJ.166260@news2-win.server.ntlworld.com>
Source record: 35411

HARDWARE
Atari 520 STe, 1Meg
Atari 1040 STe, 4Meg
System Solutions Hard Drive
DataPulse Hard Drive
2 Atari SM124 hi-res monitors
Modem, B drives, Clock & other bits

SOFTWARE
(All boxed originals)
LDW Power spreadsheet
Thats Write 2 word processor
Superbase Personal database
HyperChart presentation software
Easy Text professional DTP
UVK virus killer
NVDI
Diamond Edge optimiser
Diamond Back 3 Backup

Loads of games & utilities, mostly from cover disks.
Prefer to sell whole systems but will consider splitting.

Ralph at ralph.n-t@virgin.net, 0780 150 7549

3713. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 10:10:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0204250307500.27059-100000@shell1.aracnet.com>
Source record: 35412
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've moved from my old Internet Provider to aracnet.com! Everything should be forwarded by my old Internet Provider. Such as E-Mail and Web Links. Since I've moved, I've just bought out another Atari Dealer and I need to make room for NEW Inventory. So now I'm Currently offering a 25% Discount on All Games/SoftWare and Books/References for Classic 8 Bit and Atari ST Computer Lines! So come spend your Tax Refund at my shop, at Bravo Sierra Computers! Check WebLink below for more details on discounts!
http://www.aracnet.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new 8 Bit Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3714. Re: fVDI and "native" drivers (Re: Dumb question maybe)

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 14:03:51 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3CC80CC7.5000403@systinet.com>
Source record: 35413

Hi All!

I hope this time it goes through and I'll be able to write into the
newsgroups....

>>Due to a move to a new apartment, my ADSL connection is currently down,
>>but once I get it back again I also expect to have a real, Linux based,
>>CVS server working. Then there will be public read access and write
>>access for those who need it.
>
> Will be nice then...
>
> No promises given here... :-) But it could motivate some other people
> (programmers that feel uneasy for using a cracked version of NVDI for
> example...) to jump in!

Yes, I'm working with Johan's help on the ARAnyM fVDI driver and I must
admint that Johan is the very right person tham might ever get the
sources to manage. Big thank to Johan for this!

I'm about to try to utilize the FreeType to get fVDI displaying the TTF
and other fonts. So I'm looking forward Johan is on-line again ;)

best regards

STan
JAY Software / ARAnyM Team
http://jaysoft.atari.org
http://aranym.sf.net

3715. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 15:07:56 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <gZUx8.195604$K5.16272719@bin5.nnrp.aus1.giganews.com>
Source record: 35414
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hey, BS, tell me, why do auctions suck?

http://www.aracnet.com/~atari/auctions.htm

Oh yes, all us long time Atari owners use shill bidders to rip people off.
And we're "jerks".

ps learn to write.

pps for a refreshing change, try www.myatari.com - they've been around for
years and they're nice people.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0204250307500.27059-100000@shell1.aracnet.com...
> I've moved from my old Internet Provider to aracnet.com! Everything should
> be forwarded by my old Internet Provider. Such as E-Mail and Web Links.

Maybe this time you won't lose all your customers' e-mail addresses

3716. STE Joystick ports

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 15:15:00 UTC
From: Mickael Pointier <mpointie@eden-studios.fr>
Message-ID: <aa95qs$eo9$1@reader1.imaginet.fr>
Source record: 35415

Hi.

My question is simple: Since the STE has two
additional joystick ports with anolog input,
I wonder if it's possible to do any kind of
signal sampling on it ?

Is it possible to sample audio data, and if
yes, at which frequency/range ?

Dbug

3717. Re: fVDI and "native" drivers (Re: Dumb question maybe)

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 15:56:37 UTC
From: rand@cd.chalmers.se
Message-ID: <aa98vl$r8b$1@nyheter.chalmers.se>
Source record: 35416

In article <3CC80CC7.5000403@systinet.com>,
Stanislav Opichal <stop@systinet.com> wrote:
...
>>>Due to a move to a new apartment, my ADSL connection is currently down,
...
>I'm about to try to utilize the FreeType to get fVDI displaying the TTF
>and other fonts. So I'm looking forward Johan is on-line again ;)

Actually, I've been online again for about an hour now. :-)
For unknown reasons, my ADSL provider got the connection moved about
a week _sooner_ than they said they would...

Of course, this unexpected turn of events means that I have not had
time to set up that Linux based CVS server. The old one (to which only
a couple of people have access) is up again, though, as is my ftp site.
My new IP address is 217.215.149.49 (sorry, still no decent domain name).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

3718. Re: STE Joystick ports

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 17:16:14 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnacge7l.92j.atari@core.preferuje.luzik.pl>
Source record: 35417

> My question is simple: Since the STE has two
> additional joystick ports with anolog input,
> I wonder if it's possible to do any kind of
> signal sampling on it ?
>
> Is it possible to sample audio data, and if
> yes, at which frequency/range ?

This STE aditional joystick ports look like 15-pin pc analog joystick ports,
but they are not. Signals at this ports are standard joystick signal (like
joystick you can hook up in STFM, AMIGA or 8bit machines). There are some
aditional signals for paddles, etc.

COncluding: sampling is impossible (well, nothing is imposible), but using
an adapter you can hook there two aditiona joysticks, paddles or jagpads.

Adam Klobukowski
atari@gabo.pl

3719. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 17:25:34 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <ucgf0ahhfd2i04@corp.supernews.com>
Source record: 35418
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Ben,

Good luck on the business expansion.

Got your new e-mail address.

Don
Retired SYSOP of the Retired Bear Cavern BBS (RIP)

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0204250307500.27059-100000@shell1.aracnet.com...
> I've moved from my old Internet Provider to aracnet.com! Everything should
> be forwarded by my old Internet Provider. Such as E-Mail and Web Links.
> Since I've moved, I've just bought out another Atari Dealer and I need to
> make room for NEW Inventory. So now I'm Currently offering a 25% Discount
> on All Games/SoftWare and Books/References for Classic 8 Bit and Atari ST
> Computer Lines! So come spend your Tax Refund at my shop, at Bravo Sierra
> Computers! Check WebLink below for more details on discounts!
> http://www.aracnet.com/~atari/specials.htm WebPage for Specials!
>
> I've added many boxes of new 8 Bit Games & Software. Check it out! Get my
> Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben
> Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
> http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
>
> http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
> http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
> http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.aracnet.com/~atari/shipping.htm Shipping Information!
> http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
> http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.aracnet.com/~atari/testing.htm My Test Standards.
> http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@aracnet.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Bravo Sierra Computers has moved to a new Internet Provider
atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,

Hardware/Accessories & References/
> Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

3720. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 17:30:00 UTC
From: vdjole@EUnet.yu
Message-ID: <aa9eemndf1@news.eunet.yu>
Source record: 35419

On 23 Apr 2002 18:35:38 , Frederic Fouche wrote:

>oups, How can I forget:
>MySQL >> phoenix database

I assume from the context that there is an Atari (mint?) port
of MySQL. Where can it be found?

cu;

3721. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 17:30:02 UTC
From: vdjole@EUnet.yu
Message-ID: <aa9eepndf2@news.eunet.yu>
Source record: 35420

On 23 Apr 2002 05:07:03 , Michael and Nicole Freeman wrote:

>Sounds like the authors of Magic and Mint need to have some kind of
>discussion about standards...

:) Indeed? I remember an amusing remark made a couple of years back on that very subject, made by a lady who once used to post to this group; she said that an agreement would be easy to reach because it only needed that the authors of Magic start following Mint standards :)

cu;

3722. Re: CT2b TOS 4.x turbomode

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 18:24:18 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204252013030.62-100000@easymint>
Source record: 35421

On Thu, 25 Apr 2002, it was written:

> From: Martin Tarenskeen <nospam@zonnet.nl>
> Date: Wed, 24 Apr 2002 22:27:22 +0200
>
> >Has anyone using a Falcon/CT2b ever used the Turbo/TOS 4.x mode
> >succesfully ?
>
> Yes, but to be honest I've never had to use it (I did have a problem with
> copying files to floppy with TOS 7, but that's been sorted since).

I'm having problems with the floppy sometimes. What did you do to solve
your problems ?

> It should boot up with the familiar Fuji logo along with the memory test and
> boot delay if so configured.
Yes, the Fuji logo appears just fine. But after some (HDDRIVER ?) messages
my system hangs with a long row of bombs. Maybe I have to change some
settings with HDDRIVER, ot try a different HDDRIVER version. (I now use
HDDRIVER 7.71. I also have 7.8 (an official disk with a Serien-Nr herr
Seimet :-)) but 7.71 worked better with my CT2b. I also tried an 8.0
demo, which also seems to work. Maybe I'll order an update, and try the
fully working version.

Martin Tarenskeen

3723. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 19:33:51 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3CC85A1F.A24E3589@t-online.de>
Source record: 35427
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

> Hey, BS, tell me, why do auctions suck?

Because if you always overbid BS at ****.com he cannot offer any longer
totally overpriced pieces of common stuff at his "store" :)

3724. Re: Cubase / Cubase Audio (Quick Questi

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 19:38:58 UTC
From: swampfax@atlantic.net
Message-ID: <mXYx8.158$7R4.116314@news1.atlantic.net>
Source record: 35428

On 23 Apr 2002 20:22:43 , Paul Nurminen wrote:
>On Fri, 19 Apr 2002 08:30:15 GMT, swampfax@atlantic.net (John Garone)
>wrote:
>
SNIP
>to 32768 but the "In System" size was 8192.
>>Changing the max to 8192 fixed the problem (at least it looks good now
>>but without much testing).
>
>Thanks for the information. I'll look into it. However, I've had
>crashes on a regular basis with both ICD Pro & HD Driver (with ICD Pro
>being slightly more stable than HD Driver) when dealing with audio.
>
>
Hi Paul,
Also, since doing that, every other stereo (8 channel) audio recording
is trash! #1 = ok, 2 = bad, 3 = ok, 4 = bad, etc.! Not sure why yet!
Another fluke is a disruption in data sent to the printer if the
Spooler.acc (from the Cubase package) is loaded. No spooler = printer ok!
Lotta' fun eh? :)

John G.

3725. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 19:47:30 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnacgn38.9af.atari@core.preferuje.luzik.pl>
Source record: 35429

> Andreas Kromke went to great lenghts in ensuring compatibility with MiNT, one
> only has to glimpse through the developers manual of MagiC 5 and 6 to realise
> this. Unfortunately the same can't be said of the other party involved, but
> let's not forget that almost 99% of the apps run on both OS's.
>
> There are standards set in stone on this platform, the problem however is
> getting programmers to implement them. I've heard excuses here last week
> ranging from too difficult all the way up to too boring...

It works both ways. Example: SLB's. They were born in MagiC, and they are
avialible in FreeMiNT 1.15.5 (IIRC). THere are some proposals coming from
Konrad Kokoszkiewicz to improve them a bit (there are some unused (reserverd
for future use) things that he proposes to use), but I do not know results.

SLB's are good, but they are not real shared libraries, they do not have
the full funcionality that shared libraries are expected to have, please
dont ask me what is missing, I'm not an expert in this area.
That is why, there are plans of implementing an ELF execuitable model in
FreeMiNT along with ELF-style shared libraries.

The most confusing thing, that there are few standarts of shared
libraries on our platform. THerefor an unification would be handy. ELF style
executables and shared libraries are logical step foward, but that will mean
loosing some compability (they will not work in SingleTOS, and Magic (or
work it thy will be implemented)).

If you do not know ELF standard is standard of rxecutables used in lots of
operating systems (mostly unices), Linux is one example.

Adam Klobukowski
atari@gabo.pl

3726. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 20:03:39 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnacgo1e.9af.atari@core.preferuje.luzik.pl>
Source record: 35430

>>Singletos, geneva are missing a LOT of calls that magic/mint have.
>>So there is a difference right there. Then you can separate further, mint
>>and magic although really close now with latest versions are still
>>incompatible, some calls like pexec() are not the same. What is a coder
>>supposed to do? which one is correct? What documentation should the coder
>>follow? There are many inconsistancies like that.
>
> Are you trying to tell me now that freeMiNT is missing some necessary calls
> which are present in MagiC, TOS and Geneva? I'm no programmer but AFAIK
> WDialog is an extension ment to enhance the features of the AES, from where
> I'm sitting I think something isn't quite right in N.AES and/or the other
> freeMinT AES's. Wdialog isn't the only program that conflicts with these
> AES's, you may call them a dirty hack as much as you like, the fact remains
> that apps which have a problem under freeMinT/AES usally run just fine on
> the three other OS's.

he problem is that that aplicantion, mor or less abues exiasting standarts,
or brake them. Yes, it works under SingleTOS, but in other (compatibile
systems) it may not work.

Imagine: You are developer of OS that have to be compatibile with some older
OS. You know that there are some programs that brake/abuse rules of those
old OS. What can you do?

1. You can bash that programs
2. You can modify your OS to allow this abusers/breakers to run.

The second approach gives you lots of additional work, and makes your OS
more complicated. It is harder to write that kind of OS, it is most likely
to be buggy, and crashy.

The first approach cuts some programs, but you are 100% sure that programs
that follow rules will work correctly. You have less work and much simpler
OS to develop.

MagiC is an example of first approach. It is a COMMERCIAL system, that
developers care to run as much software as possible.

FreeMiNT is an example of secound approach. It is developend by group of
volounteers, that use their spare time to develop it. Thats why they
selected secound approach. THe only program that they specially care for is
AES (yes, it is not 100% clean too).

FreeMiNT has all the functions that SingleTOS has (I'm speaking about system
calls), and tgey behave the same way (or better if SingleTOS functions had
bugs) and give the same results that SingleTOS gives. THat means that any
application written for SingeTOS, that follows the rules will work under

FreeMiNT to.

You want another examples of secound approach? M$ Windows is one of it.

Yes, my personal opinion is that FreeMiNT is better then MagiC. One proof: tzhe kernel has been updated yesterday, hitting some bugs. <teasing>I could ask about MagiC. But I will not ;) </teasing>

Adam Klobukowski
atari@gabo.pl>

3727. Re: Adding RAM to a TT

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 20:04:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200204252204.a15083@su2.maus.de>
Source record: 35455

Hi Jean-Luc,

CJL>That's for a friend whose TT's only 2 MB (he used to have 4 MB TT-RAM
CJL>too, but this died for an unknown reason, so he trashed it :-( ).
AFAIR the TT has 2 meg ST-RAM onboard, and that's all so far.

You may add a ST ram extension card with 2 or more megs, max. 8. Mine
has therefore 10 meg ST ram.

And TT ram may be added (with a fast ram card of course) up to 128
megs. But some rams don't 'play together'. I put a 32 meg ram onto my
aixTT and had to remove the original 16 meg, so 48 is impossible to
me. :-(

Und TTschï¿½
ps

3728. Making HD bootable...

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 20:13:59 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020425171045.12777A-100000@halifax.chebucto.ns.ca>
Source record: 35431

A friend has a Mega STe and the batteries in it were corroded. We
replaced the batteries and but the system no longer auto boots the HD.

The system boots fine with a floppy disk but only A and B icons show up.
Installing new icons don't work.

What is the procedure for making a hard drive bootable from scratch?

Thanks...

3729. Re: Speedo GDOS fonts floppy

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 20:45:35 UTC
From: dziewon@xs4all.nl
Message-ID: <aa9ptf$8o6$1@news1.xs4all.nl>
Source record: 35432

neem contact met me op na 6 mei

groetjes, Rein

--

Rein Bakhuizen van den Brink
URL http://www.xs4all.nl/~dziewon
+00-31-71-5212950 [voice] /-5234587 [fax]
P.O.Box 749, NL-2300 AS Leiden
ISO-8859-2 ��dz�Ö�� ����□

On 19 Apr 2002 12:33:37 , Martin Tarenskeen wrote:
>
>When I bought my Falcon 2nd hand it came with 2 shoeboxes full of
>floppies. I found 2 floppies with the original Atari Speedo GDOS
>distribution. I use NVDI so I didn't need Speedo GDOS. But the second
>floppie contained a standard collection of Speedo fonts. Unfortunately the
>floppie was severely damaged and more than half of the files unreadable.
>Does anyone have this font collection. Since it is part of the Atari
>history, I'd like to have them on my system. If someone is willing to mail
>them to me ? (Since I already own the floppy I think it's perfectly legal)
>
>Martin Tarenskeen
>
>.

3730. '

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 21:50:49 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <ucguncf8q1ln57@corp.supernews.com>
Source record: 35433

.

3731. TT hi-res on a Mac 19"

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 22:18:44 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.fb3d5e99.44ac6802.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35434

Hello,

Can a 19" Mac monitor handle TT hi-res, or is it only possible with
the TTM 194 ?

Thank-you,

J.-Luc

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

3732. Re: Free XXX Screen Saver! 1784 [1/2]

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 23:14:10 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019821947.9857.0@iapetus.uk.clara.net>
Source record: 35445
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

Hi All

Reference this message, the file that usually accompanies this is a live
virus, it wont hurt your beloved Atari system, but will shit on your PC,
unfortunately its benign on Macs or I'd forward 5000 copies to Sinclap.

<ib82@hotmail.com> wrote in message
news:2Ssx8.28548$0x3.10805@atlpnn01.usenetserver.com...
|
|
vbmyzobvvxvfojsdjrhjgnflumqjoyebzqrkqwqnmvqfpgfmewsrhftttcplmuxfkqvdqgjbymnc
gooipjrtjzh

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 20/04/02

3733. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 23:16:09 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019821948.9857.1@iapetus.uk.clara.net>
Source record: 35444

Yo!, Dezza

| >Let's talk again in 14 years from now, when I retire....
|
| I'm waiting that day too, but I'm hoping that it will be in 4 years...

That's when vie got your funeral booked, you'd better retire earlier!!.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 20/04/02

3734. Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.st
Date: 2002-04-25 23:38:40 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <4s0y8.10781$d96.9566@nwrddc04.gnilink.net>
Source record: 35435
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

New Lynx Daemon's Gate $49.95

Tons of new items ready or soon to be ready to ship.
Ready now!! Lynx Daemon's Gate Test Cartridge. This appears to be a complete working Deamon's Gate for the Lynx. It is a Role Playing Game by Imagitec, the same people who did Viking's Child. No instructions yet. I will post instructions as you the role players E-mail them to me. Now shipping at $49.95 S&H. Call today. Coming soon. Demolition Man Video sequences for the Jaguar on Un-encrypted CDROM. My first batch of 30 had a bug from the duplicator and did not work. Hope to be shipping in a week for the initial price of $30. This is 20 minute of video sequences made for the game but do not include any of the actual game play. Also it requires one of our new CD Bypass cart, or Jagfree, or Protector SE, or Battlesphere Gold, or CD R, or a DEV System to run this un-encrypted CD ROM. Shipping next week our new CD Bypass cart at $39.95 allows you to run Un-encrypted programs on your Jaguar CD-ROM System. Also we plan to start shipping Charles Barkley Shut Up & Jam for the Jaguar in May. We have 5 more CD-ROMs in the works that will be IBM compatible with developer stuff from Atari Engineering. Hope to sell these at $14.95. First one is RAW digital and sounds souces for Demolition Man and another is Jaguar Artwork files in EPS, TIF & Gif format and another Leonard Tramiels TT hard drive backup, and anotherST & TT Atari Archives and another??? Watch for details.

http://www.myatari.com/

B & C ComputerVisions/ Atari Sales & Service/ www.myatari.com
sales@myatari.com/ (530) 295-9270/FAX 9271 Bruce & Cathy
2600, 7800, 5200, Lynx, Jaguar, 800, XL, XE, ST, Falcon, Portfolio
Stacy, TT, Megat STE, joysticks, mice, power supplies, Monitors, ETC,
https://www.paypal.com/affil/pal=B5A4JCDVR5WTA

3735. Re: STE Joystick ports

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 00:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f01d1520@madasafish.com>
Source record: 35448

Hi laurent,

>Sorry i ddon't how the sampling rate, but i know
>it's work.

I belive it is as fast as you can access the port, so you'd have
to do some maths on your loop in assembly code, and work out how
many cycles it takes for consecutive acceses. So, say 44100KHz
(CD sample frequency) needs about 22 us I think.
--
Lyndon Amsdon

3736. Re: STE Joystick ports

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 00:09:16 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3CC89AAC.B982A3AB@atari.pl>
Source record: 35436

Adam Klobukowski skrobnďż˝ďż˝:
>
> > My question is simple: Since the STE has two
> > additional joystick ports with anolog input,
> > I wonder if it's possible to do any kind of
> > signal sampling on it ?
> >
> > Is it possible to sample audio data, and if
> > yes, at which frequency/range ?
>
> This STE aditional joystick ports look like 15-pin pc analog joystick ports,
> but they are not. Signals at this ports are standard joystick signal (like
> joystick you can hook up in STFM, AMIGA or 8bit machines). There are some
> aditional signals for paddles, etc.
>
> COncluding: sampling is impossible (well, nothing is imposible), but using
> an adapter you can hook there two aditiona joysticks, paddles or jagpads.
>

sampling is possible :P
because of paddles are 'analogue devices'

CONTROLLER MEMORY LOCATIONS

FF9211 xxxx xxxx RO X-Paddle 0
FF9213 xxxx xxxx RO Y-Paddle 0
FF9215 xxxx xxxx RO X-Paddle 1
FF9217 xxxx xxxx RO Y-Paddle 1

NEW CONTROLLER PINOUT

Arrangement (Looking towards STE):

5 4 3 2 1
10 9 8 7 6
15 14 13 12 11

Connections (PORT A, B):

5: PAD 1Y
9: GND
15: PAD 1X

--
pozdrawiam
Cyprian Konador
c_konador@atari.pl

```
-----------------------------------------------------
F030: FPU/40, DSP/50, 16MB STRAM, CAC - SVGA/SM124
SCSI: HD 1GB, CDROM x6, IDE: HD 3GB, CDRW Teac W58e
1040STe: 4MB; 1040 STfm: 1MB; 520 STm: 4MB - TV/SM124
2x 65XE; 2x 800XL: SIO2ST, XC12 - TV
Ibanez SR595, handmade fretless bass,
oldschool acoustic bass, Hartke 1415
-----------------------------------------------------
```

3737. Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 00:19:46 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <aaa6f2$9hs$1@mohawk.hwcn.org>
Source record: 35437

I recently found on an abandonware site, a copy of Chaos Strikes Back for the Pee Cee that works under Windows 95. It seems that some fan disassembled that game for the ST and ported it to the PC. I think this is great news for fans of the game.

3738. CCAG 2002

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 01:18:48 UTC
From: James Krych <jwkrych@adelphia.net>
Message-ID: <YV1y8.318$t3.159441@news1.news.adelphia.net>
Source record: 35438

The Classic Computer And Gaming(CCAG) Show 2002 is on!

"We, the CCAG organizers, regret that it took so long to officially announce the CCAG 2002 Show. However, we are also very glad that the CCAG 2001 Show did NOT take place after September 11th, 2001. Had CCAG 2001 taken place after 9-11, we would have had to cancel. Because we had used a National Guard Armory for the previous two CCAG's, we were not able to rent the Armory again after the events of 9-11. We have been able to locate and secure a facility for CCAG 2002! We again apologize for the delay, as we were only able to know with certainty, in the past several days. See you all at the CCAG 2002!!!"

CCAG 2002 Staff

The Classic Computer And Gaming Show 2002 will be held on May 25th, 2002 from 8AM till 2 PM. Vendor setup is on the 24th from 5:30PM till 9PM, and from 6:30AM till 8AM on the 25th. Show location is at the St. John Lutheran Church, 11333 Granger Road, Garfield Hts. Ohio, 44125.

Here is our own site for more information and current status of vendors and attendees.

www.ccagshow.com

Table rental is $5 this year, and admission is only $2. The admission fee will also allow you to be eligeble for a drawing at 1PM, the 25th, for an Arcade machine! (You will need a way to take the machine home with you!)

The web site, www.ccagshow.com, has site info, table layouts, map info, etc.

We hope to see you there at the CCAG 2002!

CCAG will have a limited number of a CCAG-exclusive release for collectors!!!

www.geocities.com/gameagain_2000/ccag.html

3739. Re: TT hi-res on a Mac 19"

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 02:17:45 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204251817.6f8c74e1@posting.google.com>
Source record: 35439

CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
news:<WS3.fb3d5e99.44ac6802.Jean-Luc.Ceccoli@wanadoo.fr>...
> Hello,
>
> Can a 19" Mac monitor handle TT hi-res, or is it only possible with
> the TTM 194 ?
>
This is very unlikely. The TT puts out ECL digital signals (-5 to 0
V). A color monitor is likely RGB analog (0.7 or 1.0 Vpp).

Galen

3740. Re: Making HD bootable...

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 02:20:19 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204251820.7a0e4687@posting.google.com>
Source record: 35440

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:<Pine.GSO.3.95.iB1.0.1020425171045.12777A-100000@halifax.chebucto.ns.ca>...
> A friend has a Mega STe and the batteries in it were corroded. We
> replaced the batteries and but the system no longer auto boots the HD.
>
> The system boots fine with a floppy disk but only A and B icons show up.
> Installing new icons don't work.
>
> What is the procedure for making a hard drive bootable from scratch?
>
Assuming the hard drive is connected properly...

Run HD booting software off of a floppy. One of the options on the
software is guaranteed to be autoboot. AHDI is the software that came
with the ST (and is freely available).

Galen

3741. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 02:33:51 UTC
From: ebaiz@skyenet.net
Message-ID: <j03y8.169$Fb4.125585@newsfeed.slurp.net>
Source record: 35441

On 26 Apr 2002 00:19:46 , William Moeller wrote:
>
>I recently found on an abandonware site, a copy of Chaos Strikes Back for
>the Pee Cee that works under Windows 95. It seems that some fan
>disassembled that game for the ST and ported it to the PC. I think this is
>great news for fans of the game.
>

It is a great game. I found Dungeon Master II for the PC on a bargin
shelf for only $10. Could not believe it, but it is made by FTL.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3742. Re: Making HD bootable...

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 04:21:27 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020426012055.22463A-100000@halifax.chebucto.ns.ca>
Source record: 35442

Thanks. We will be using AHDI.

On 25 Apr 2002, Galen wrote:

> Run HD booting software off of a floppy. One of the options on the
> software is guaranteed to be autoboot. AHDI is the software that came
> with the ST (and is freely available).

3743. Re: STE Joystick ports

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 10:03:49 UTC
From: laurent <laurent.favard@HETCnAM.free.fr>
Message-ID: <3CC92605.2FB9F241@HETCnAM.free.fr>
Source record: 35443

Adam Klobukowski wrote:
> This STE aditional joystick ports look like 15-pin pc analog joystick ports,
> but they are not. Signals at this ports are standard joystick signal (like
> joystick you can hook up in STFM, AMIGA or 8bit machines). There are some
> aditional signals for paddles, etc.

Wrong. Theses games ports include two Analog input X and Y axis. I did
some time ago a small analog paddle just for test and it work very
fine on my Falcon; Sorry i ddon't how the sampling rate, but i know
it's work.

have a look to my page, sorry it's in French, but you can look
the small schematic and download a nice GEM program, which draw a small
point that you can drive from a paddle or finaly two variables
resistors.

http://perso.wanadoo.fr/laurent.favard/joystick.html
http://perso.wanadoo.fr/laurent.favard/joystick.zip

--
Remove HETCnAM to reply
http://laurentfavard.atari.org
http://eiffel.atari.org or http://eiffelfr.atari.org

3744. Re: TT hi-res on a Mac 19"

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 12:50:04 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <R1cy8.38$ci4.65709@newsfeed.slurp.net>
Source record: 35446

I'm sure he meant a 19" Mac mono monitor. I had one and it was 19", and same resolution as the TT. Didn't have a TT at the time so to the dump it went.

Joshua.

"Galen" <ekaljuma@mtsac.edu> wrote in message news:926a9946.0204251817.6f8c74e1@posting.google.com...
> CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message news:<WS3.fb3d5e99.44ac6802.Jean-Luc.Ceccoli@wanadoo.fr>...
> > Hello,
> >
> > Can a 19" Mac monitor handle TT hi-res, or is it only possible with
> > the TTM 194 ?
> >
> This is very unlikely. The TT puts out ECL digital signals (-5 to 0
> V). A color monitor is likely RGB analog (0.7 or 1.0 Vpp).
>
> Galen

3745. Re: CT2b TOS 4.x turbomode

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 13:00:18 UTC
From: <>
Message-ID: <1019891932-81076AEicMi@ntlworld.com>
Source record: 35460

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Thu, 25 Apr 2002 20:24:18 +0200

>> Yes, but to be honest I've never had to use it (I did have a problem with
>> copying files to floppy with TOS 7, but that's been sorted since).
>
>I'm having problems with the floppy sometimes. What did you do to solve
>your problems ?

MagiC 6.20!

>> It should boot up with the familiar Fuji logo along with the memory test and
>> boot delay if so configured.
>Yes, the Fuji logo appears just fine. But after some (HDDRIVER ?) messages
>my system hangs with a long row of bombs. Maybe I have to change some

What HDDriver messages do you get, should be a sign-on, a list of devices found
(assuming they've been set up with the utility program), how much memory has
been allocated and a list of the resulting partitions.

>settings with HDDRIVER, ot try a different HDDRIVER version. (I now use
>HDDRIVER 7.71. I also have 7.8 (an official disk with a Serien-Nr herr
>Seimet :-)) but 7.71 worked better with my CT2b. I also tried an 8.0
>demo, which also seems to work. Maybe I'll order an update, and try the

Some versions of HDDriver work better with the CT2 than others, this has been
covered before. If the demo version works then that's the one to buy it seems!
:-)

If you've got the latest flash file for the CT2 then there is a hard disk
driver built in.

Cheers

Derryck
--
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3746. Re: Cubase / Cubase Audio (Quick Questi

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 15:20:50 UTC
From: Richard Rives <rives@gte.net>
Message-ID: <mfey8.1579$iJ.1029@nwrddc02.gnilink.net>
Source record: 35447

"John Garone" <swampfax@atlantic.net> wrote in message
news:mXYx8.158$7R4.116314@news1.atlantic.net...
> On 23 Apr 2002 20:22:43 , Paul Nurminen wrote:
> >On Fri, 19 Apr 2002 08:30:15 GMT, swampfax@atlantic.net (John Garone)
> >wrote:
> >
> SNIP
> >to 32768 but the "In System" size was 8192.
> >>Changing the max to 8192 fixed the problem (at least it looks good
now
> >>but without much testing).
> >
> >Thanks for the information. I'll look into it. However, I've had
> >crashes on a regular basis with both ICD Pro & HD Driver (with ICD
Pro
> >being slightly more stable than HD Driver) when dealing with audio.
> >
> >
> Hi Paul,
> Also, since doing that, every other stereo (8 channel) audio
recording
> is trash! #1 = ok, 2 = bad, 3 = ok, 4 = bad, etc.! Not sure why yet!
> Another fluke is a disruption in data sent to the printer if the
> Spooler.acc (from the Cubase package) is loaded. No spooler = printer
ok!
> Lotta' fun eh? :)
>
> John G.

Somewhere out there is a patched version of Atari's hard disk driver
(SoundPool did the patch I think).
This worked out best.

Rich

3747. Re: Free XXX Screen Saver! 1784 [1/2]

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 16:57:56 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CC98719.73A699D9@rogers.com>
Source record: 35449
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

Hi Steve,

Forwarding it to sinplop is a great idea. But not for the reasons you'd expect. It didn't transpire in either of these 2 groups but Sinplop is an admitted Dell user. Explains why he's never been near *any* mac NG's in the near decade long tirade of his against ST and amiga users. When I've confronted him about it he's been doing some serious backpedalling about what computer he really owns. Probably explains why he's made himself scarce for a couple weeks in hopes nobody else would notice.

Steve Sweet wrote:

> Hi All
>
> Reference this message, the file that usually accompanies this is a live
> virus, it wont hurt your beloved Atari system, but will shit on your PC,
> unfortunately its benign on Macs or I'd forward 5000 copies to Sinclap.
>
> <ib82@hotmail.com> wrote in message
> news:2Ssx8.28548$0x3.10805@atlpnn01.usenetserver.com...
> |
> |
> vbmyzobvvxvfojsdjrhjgnflumqjoyebzqrkqwqnmvqfpgfmewsrhftttcplmuxfkqvdqgjbymnc
> gooipjrtjzh
>
> --
>
> Steve. S.
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.351 / Virus Database: 197 - Release Date: 20/04/02

3748. MSA format to real Atari ST floppy?

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 18:45:35 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <V2hy8.48106$EK.20138967@e3500-atl1.usenetserver.com>
Source record: 35450

Is this possible? For instance I have lemmings in .MSA format and it's like
800k or something. How can I get this to work on a real STf?

3749. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 19:42:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019905105.52617.0@triton.uk.clara.net>
Source record: 35467

Hi Djordje

| >Sounds like the authors of Magic and Mint need to have some kind of
| >discussion about standards...
|
| :) Indeed? I remember an amusing remark made a couple of years back on
that
| very subject, made by a lady who once used to post to this group; she said
| that an agreement would be easy to reach because it only needed that the
| authors of Magic start following Mint standards :)

And in whose opinion was it decided that mint should be the standard?.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3750. Re: STE Joystick ports

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 19:48:29 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019905106.52617.1@triton.uk.clara.net>
Source record: 35466

Hi Adam

| > My question is simple: Since the STE has two
| > additional joystick ports with anolog input,
| > I wonder if it's possible to do any kind of
| > signal sampling on it ?
| >
| > Is it possible to sample audio data, and if
| > yes, at which frequency/range ?
|
| This STE aditional joystick ports look like 15-pin pc analog joystick
ports,
| but they are not. Signals at this ports are standard joystick signal (like
| joystick you can hook up in STFM, AMIGA or 8bit machines). There are some
| aditional signals for paddles, etc.

Atari seem to think that there are Analogue to Digital converters present at
these ports, at least there are on mine as vie used them for analogue
monitoring in the past.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3751. Re: MSA format to real Atari ST floppy?

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 20:21:39 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <slrnacjds6.353.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 35451

Son of man schrieb im Artikel <V2hy8.48106$EK.20138967@e3500-atl1.usenetserver.com>:
> Is this possible? For instance I have lemmings in .MSA format and it's like
> 800k or something. How can I get this to work on a real STf?

Simply use the Magic Shadow Archiver to transfer the file back to a disk.

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321 PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

3752. Re: MSA format to real Atari ST floppy?

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 21:56:07 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <WYjy8.67280$tt4.3975436@e3500-atl2.usenetserver.com>
Source record: 35452

I'll look for it.

"Matthias Arndt" <matthias.arndt@tu-clausthal.de> wrote in message
news:slrnacjds6.353.matthias.arndt@jll.heim7.tu-clausthal.de...
> Son of man schrieb im Artikel
<V2hy8.48106$EK.20138967@e3500-atl1.usenetserver.com>:
> > Is this possible? For instance I have lemmings in .MSA format and it's
like
> > 800k or something. How can I get this to work on a real STf?
>
> Simply use the Magic Shadow Archiver to transfer the file back to a disk.
>
> Matthias
> --
> ... from Matthias Arndt <marndt@asmsoftware.de>
> <matthias.arndt@tu-clausthal.de>
> ICQ: 40358321 PGP-Key:
http://home.tu-clausthal.de/~ifmar/pubkey.asc

3753. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 23:13:23 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <u1nhcuoifsgaoib6i7me2s7tpp80qgs817@4ax.com>
Source record: 35453

On 26 Apr 2002 00:19:46 GMT, af332@freenet.hamilton.on.ca (William Moeller) wrote:

>
>I recently found on an abandonware site, a copy of Chaos Strikes Back for
>the Pee Cee that works under Windows 95. It seems that some fan
>disassembled that game for the ST and ported it to the PC. I think this is
>great news for fans of the game.

Interesting- do you remember the URL of the site CSB was on..?

BobR

3754. Atari Online News, Etc. #04-17

Newsgroup: comp.sys.atari.st
Date: 2002-04-26 23:50:33 UTC
From: danap8@aol.com
Message-ID: <20020426195033.09520.00005226@mb-cs.aol.com>
Source record: 35454

A-ONE #0417 04/26/02

~ Bill Gates Testifies! ~ People Are Talking! ~ McAfee Deal Killed!
~ Online Storage Risky! ~ EU Unveils Hacker Plan ~ JagFest 2K2 News!
~ HP's Fiorina Gets Testy ~ Spam Scam Shut Down! ~ GameCube Price Cut?
~ Xbox Co-creator Resigns ~ Kazaa Out In the Open! ~ 'Pong' Marathon!

-* States Dispute Gates' Claims *-
-* Hewlett Lawyers Claim Deal Deception *-
-* Gates: Remedies Would Have Barred Behavior *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

3755. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 03:14:33 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <aad52p$75k$1@mohawk.hwcn.org>
Source record: 35456

Edward S. Baiz Jr. (ebaiz@skyenet.net) wrote:
: On 26 Apr 2002 00:19:46 , William Moeller wrote:
: >
: >I recently found on an abandonware site, a copy of Chaos Strikes Back for
: >the Pee Cee that works under Windows 95. It seems that some fan
: >disassembled that game for the ST and ported it to the PC. I think this is
: >great news for fans of the game.
: >

: It is a great game. I found Dungeon Master II for the PC on a bargin
: shelf for only $10. Could not believe it, but it is made by FTL.

Dungeon Master II is certainly "more" Dungeon Master, however, it is too short, and in my opinion has a couple of annoying features. The "sentinals" are just plain maddening, and the theives are too aggressive in my opinion.

If you don't have an Amiga or an ST set up, Chaos Strikes Back wasnt available to you easily. I understand that some people have gotten it going under emulation, but that is a pain.

There is another Dungeon Master that I know of. I have a copy of it, for the Saturn. However, it was only released in Japan. It has Japanese in the game for the puzzles, so, that will of course be a bit of a challenge.! The game is called "Dungeon Master Nexus" and it is a unique Dungeon Master episode that was only released on the Saturn to the best of my knowledge.

3756. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 03:20:21 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <aad5dl$75k$2@mohawk.hwcn.org>
Source record: 35458

Bob Retelle (bobr1@provide.net) wrote:
: On 26 Apr 2002 00:19:46 GMT, af332@freenet.hamilton.on.ca (William
: Moeller) wrote:

: >
: >I recently found on an abandonware site, a copy of Chaos Strikes Back for
: >the Pee Cee that works under Windows 95. It seems that some fan
: >disassembled that game for the ST and ported it to the PC. I think this is
: >great news for fans of the game.

: Interesting- do you remember the URL of the site CSB was on..?

Im not sure, but I think I got it on "The Underdogs" which is an
abandonware site. Im sure a search for the underdogs and chaos strikes
back will get some results.

3757. Re: Free XXX Screen Saver! 1784 [1/2]

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 03:34:58 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-307BA4.23345826042002@nr-tor01.bellnexxia.net>
Source record: 35457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

In article <3CC98719.73A699D9@rogers.com>,
James Alexander <james-m-alexander@rogers.com> wrote:

> Forwarding it to sinplop is a great idea. But not for the reasons you'd
> expect. It didn't transpire in either of these 2 groups but Sinplop is an
> admitted Dell user. Explains why he's never been near *any* mac NG's in the
> near decade long tirade of his against ST and amiga users. When I've
> confronted
> him about it he's been doing some serious backpedalling about what computer
> he
> really owns. Probably explains why he's made himself scarce for a couple
> weeks
> in hopes nobody else would notice.

now that is interesting. So The iDiot Forever Known As Sinclap was coasting on fumes (or, more appropriately, Mac buzzwords) in all the time he was making a fool of himself. And he WASN'T licking Steve Jobs' boots, he was licking Michael Dell's all this time! (Not too surprising, though, seeing as Michael Dell is a Steve Jobs wannabe who's done everything to try to copy Steve while all the time badmouthing Steve and Apple, and claiming he was first in technological breakthroughs that Apple actually did first)

I sorta suspected that TiFKAS was posing when he made that outlandish claim that he was at a Macworld Expo and saw some killer MIDI applications from Adobe :). And it was confirmed when I mentioned that I was going to Macworld NY, and suddenly TiFKAS couldn't make it there - not to mention that in the two times I've gone to Macworld Expo, not one Apple Power Rep from the place he supposedly worked there had heard of him (oh, and that claim he made that he couldn't reveal who employed him because of "non-disclosure agreements". Completely bogus)

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording.

Now On MP3.COM for your listening pleasure!

http://artists.mp3s.com/artists/338/dan_dreibelbis.html

Now available - song #4, "Crush All Boxes"

3758. Re: SINPLOP was: Free XXX Screen Saver! 1784 [1/2]

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 04:40:32 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CCA2BDA.B0BB6CA2@rogers.com>
Source record: 35459
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

Daniel Dreibelbis wrote:

>
> now that is interesting. So The iDiot Forever Known As Sinclap was
> coasting on fumes (or, more appropriately, Mac buzzwords) in all the
> time he was making a fool of himself. And he WASN'T licking Steve Jobs'
> boots, he was licking Michael Dell's all this time! (Not too surprising,
> though, seeing as Michael Dell is a Steve Jobs wannabe who's done
> everything to try to copy Steve while all the time badmouthing Steve and
> Apple, and claiming he was first in technological breakthroughs that
> Apple actually did first)
>
> I sorta suspected that TiFKAS was posing when he made that outlandish
> claim that he was at a Macworld Expo and saw some killer MIDI
> applications from Adobe :). And it was confirmed when I mentioned that I
> was going to Macworld NY, and suddenly TiFKAS couldn't make it there -
> not to mention that in the two times I've gone to Macworld Expo, not one
> Apple Power Rep from the place he supposedly worked there had heard of
> him (oh, and that claim he made that he couldn't reveal who employed him
> because of "non-disclosure agreements". Completely bogus)

If he had been a mac power rep he'd have been fired quickly for violating "non deception" agreements. No real apple dealer is gonna block any employee from stating where they work. A few months back I went through his drivel via groups.google.com (a site tifkas claims doesnt work even when he posts from it). I discovered a few things. One of which is he's consisntently lied about where he lives (and works) claiming to be from minnesota, nebraska and a few others, the last claim he made was that he was in china which he insisted was "300 miles south of iowa". Also from his .sig in previous messages and the times he's been questioned on it he's claimed to have a completely different model of Mac every time. What gets me is he's been posting the same dozen messages over and over for the past decade. I'd always wondered how tifkas manages to get up again and come back for more sporking after being proven a liar so many times. Most other trolls are either sporked into oblivion or simply give up in a much shorter time.

His next slip up will likely be a claim that his "iMac" (with the dell logo on the front) runs OS2 (not OSX).

3759. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 08:01:28 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <fjmkcuoimcu17jombvk9154gsrhqunc6gt@4ax.com>
Source record: 35461

On 27 Apr 2002 03:20:21 GMT, af332@freenet.hamilton.on.ca (William Moeller) wrote:

Aha..!

I found it on http://21ct.gooddays.org/rpg/csb.html

Thanks for the head's-up... I haven't seen this conversion before.

CSB was one of my favorite games, behind the original Dungeon Master of course... :)

BobR

3760. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 08:01:41 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <2nmkcuseqoekun3i0mqataifuo48tbq041@4ax.com>
Source record: 35462

On 27 Apr 2002 03:20:21 GMT, af332@freenet.hamilton.on.ca (William
Moeller) wrote:

>Bob Retelle (bobr1@provide.net) wrote:
>: On 26 Apr 2002 00:19:46 GMT, af332@freenet.hamilton.on.ca (William
>: Moeller) wrote:
>
>: >
>: >I recently found on an abandonware site, a copy of Chaos Strikes Back for
>: >the Pee Cee that works under Windows 95. It seems that some fan
>: >disassembled that game for the ST and ported it to the PC. I think this is
>: >great news for fans of the game.
>
>
>: Interesting- do you remember the URL of the site CSB was on..?
>
>Im not sure, but I think I got it on "The Underdogs" which is an
>abandonware site. Im sure a search for the underdogs and chaos strikes
>back will get some results.

Bummer..!

I just checked underdogs.org and the abandonware site seems to be
gone..!

I've got several of their games bookmarked to go back and download
when I've got several hours to get them, and none of the links work
any more.

Now it looks like a Yahoo gateway "wannabe".

I'll have to search to see if anywhere else has it.

BobR

3761. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 09:09:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cca7f4ce06e90@pandora.be>
Source record: 35463
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**

ftp://chapelie.rma.ac.be/atari/emulators/ZX_Spectrum/zxconnect.lzh
(78.503 bytes): Very old prg which connects an Atari-ST with a ZX-Spectrum. German only.

ftp://chapelie.rma.ac.be/atari/emulators/orictool.lzh
(11.134 bytes): ?????

**utilities**

ftp://chapelie.rma.ac.be/atari/utilities/disktools/dosfsck.zip
(110.742 bytes): a graphical shell for DOSFSCK (tool for checking
and repairing VFAT partitions.
Needs Magic or MiNT/N.AES, Jinnee desktop and ASH Scripter.

ftp://chapelie.rma.ac.be/atari/utilities/sys_info/sinf501d.zip
(290.810 bytes): The program analyses Atari Hard/Software and provides
you with information on the setup and it's additional functions.
It runs on all TOS-compatible systems and emulators. German version

ftp://chapelie.rma.ac.be/atari/utilities/sys_info/sinf501e.zip
(147.512 bytes): English version of Sysinf

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

3762. What is popcorn.prg and orictool?

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 09:35:26 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cca7f4ce06e91@pandora.be>
Source record: 35464

Hello,

A few days ago someone uploaded an archive called *popcorn.zip* (6.478
bytes) on the Belgian Atari ftp-server. No docs are supplied.
Does someone know what popcorn.prg exactly do?

Also the same guy uploaded "orictool.lzh" (oriclink.c, txt2bas.c,
txt2bas.ttp)
What is it good for?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3763. Atari magazinz

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 10:09:52 UTC
From: yves.rogne@free.fr
Message-ID: <3cca78f0$0$15188$626a54ce@news.free.fr>
Source record: 35465

Hello,

Recently someone write us at jeu.tos@free.fr to ask infos about our game
unfortunately a mistake caused the lost of mails included this one.

If the writer (editor of a Polish Imagazine ?) read this, please resend.

Regards

3764. Dela Atari ST User Port

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 11:58:03 UTC
From: Ireneusz Pełech <irekp@cuprum.com.pl>
Message-ID: <3CCA924B.21265037@cuprum.com.pl>
Source record: 35468

I'm looking information about Dela Atari ST User Port interface. What is
it ?

--
Best regards
Monsoft

->Atari Internet Magazyn <-
http://www.atari.cuprum.com.pl

3765. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 12:47:50 UTC
From: ebaiz@skyenet.net
Message-ID: <W5xy8.293$hp4.58722@newsfeed.slurp.net>
Source record: 35469

On 27 Apr 2002 03:14:33 , William Moeller wrote:
>Edward S. Baiz Jr. (ebaiz@skyenet.net) wrote:
>: It is a great game. I found Dungeon Master II for the PC on a bargin
>: shelf for only $10. Could not believe it, but it is made by FTL.
>
>Dungeon Master II is certainly "more" Dungeon Master, however, it is too
>short, and in my opinion has a couple of annoying features. The
>"sentinals" are just plain maddening, and the theives are too
>aggressive in my opinion.

Short?? It does not matter how short the game is. It is Dungeon Master
and that is all that counts. As far as the annoying features you
pointed out, that is ok with me, but I can see your point.

>If you don't have an Amiga or an ST set up, Chaos Strikes Back wasnt
>available to you easily. I understand that some people have gotten it
>going under emulation, but that is a pain.

I have a STe system and two copies of DM and CSB.

>There is another Dungeon Master that I know of. I have a copy of it, for
>the Saturn. However, it was only released in Japan. It has Japanese in the
>game for the puzzles, so, that will of course be a bit of a challenge.!
>The game is called "Dungeon Master Nexus" and it is a unique Dungeon
>Master episode that was only released on the Saturn to the best of my
>knowledge.

Hmmm?? Never knew about this one. Sounds good thought. I kind of wish
FTL would do another DM game.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3766. Re: MSA format to real Atari ST floppy?

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 12:47:51 UTC
From: ebaiz@skyenet.net
Message-ID: <X5xy8.294$hp4.59242@newsfeed.slurp.net>
Source record: 35470

On 26 Apr 2002 14:45:35 , "Son of man" wrote:
>Is this possible? For instance I have lemmings in .MSA format and it's like
>800k or something. How can I get this to work on a real STf?
>

If the Magic Shadow Archiver does not I have another program for the ST
that converts MSA files to disk. I can email it to you. Just let me
know if you need it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3767. Re: What is popcorn.prg and orictool?

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 13:09:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ccaa370221140@madasafish.com>
Source record: 35471

Hi Martin,

>A few days ago someone uploaded an archive called *popcorn.zip* (6.478
>bytes) on the Belgian Atari ftp-server. No docs are supplied.
>Does someone know what popcorn.prg exactly do?

Not sure.

>Also the same guy uploaded "orictool.lzh" (oriclink.c, txt2bas.c,
>txt2bas.ttp)
>What is it good for?

Oric, oriclink? Sounds like some sort of program to upload bsic
to the old 8 bit Oric computer, made by BBC/Acorn I think, and
possibly the same people who made the Electron. I assume you
can write in a text editor your basic code, and send it to the
Oric.
--
Lyndon Amsdon

3768. Converting ST roms

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 15:05:27 UTC
From: Bondie <chris.snowden1@btopenworld.com>
Message-ID: <aaeenndac1@paris.btinternet.com>
Source record: 35472

Hi,

Does anyone know of a program that converts ST roms that are designed to run with emulators on the PC back to the ST so they can be run directly on the ST?

Rgs,

Chris
www.tq-gaming.com

3769. Re: STE Joystick ports

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 15:18:53 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0204270718.68d887a9@posting.google.com>
Source record: 35473

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<slrnacge7l.92j.atari@core.preferuje.luzik.pl>...
> > My question is simple: Since the STE has two
> > additional joystick ports with anolog input,
> > I wonder if it's possible to do any kind of
> > signal sampling on it ?
> >
> > Is it possible to sample audio data, and if
> > yes, at which frequency/range ?
>
> This STE aditional joystick ports look like 15-pin pc analog joystick ports,
> but they are not. Signals at this ports are standard joystick signal (like
> joystick you can hook up in STFM, AMIGA or 8bit machines). There are some
> aditional signals for paddles, etc.
>
> COncluding: sampling is impossible (well, nothing is imposible), but using
> an adapter you can hook there two aditiona joysticks, paddles or jagpads.
>

You can also hook up a lightpen. I built one a few weeks after I
bought my brand new 520STE in 1990, and wrote some code in GFA basic.
Worked OK except the resolution isnt that good.

3770. Re: What is popcorn.prg and orictool?

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 18:23:55 UTC
From: lp <gfa@basic.net>
Message-ID: <B8F064FB.6962%gfa@basic.net>
Source record: 35474

in article 3cca7f4ce06e91@pandora.be, Martin "Nightowl" Byttebier at tos4ever@pandora.be wrote on 4/27/02 5:35 AM:

> A few days ago someone uploaded an archive called *popcorn.zip* (6.478
> bytes) on the Belgian Atari ftp-server. No docs are supplied.
> Does someone know what popcorn.prg exactly do?

I have a really old demo like prg called popcorn which bounces many little balls around the screen. Perhaps it is that.

Lonny Pursell

3771. Re: CT2b TOS 4.x turbomode

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 21:12:00 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204272307330.107-100000@easymint>
Source record: 35476

On Fri, 26 Apr 2002, it was written:

> >Yes, the Fuji logo appears just fine. But after some (HDDRIVER ?) messages
> >my system hangs with a long row of bombs. Maybe I have to change some
>
> What HDDriver messages do you get, should be a sign-on, a list of devices found
> (assuming they've been set up with the utility program), how much memory has
> been allocated and a list of the resulting partitions.

Yes, all of that. But after that the system hangs with bombs. Same story
with HDDRIVER 7.71 and the 8.0 demoversion.

> If you've got the latest flash file for the CT2 then there is a hard disk
> driver built in.

I know, but this one does have some of the HDDRIVER features that I need.

Martin Tarenskeen

3772. Re: What is popcorn.prg and orictool?

Newsgroup: comp.sys.atari.st
Date: 2002-04-27 21:13:34 UTC
From: tos4ever@pandora.be
Message-ID: <1fbbmmy.1r2egio9zbvlwN%tos4ever@pandora.be>
Source record: 35475

lp <gfa@basic.net> wrote:

> in article 3cca7f4ce06e91@pandora.be, Martin "Nightowl" Byttebier at
> tos4ever@pandora.be wrote on 4/27/02 5:35 AM:
>
> > A few days ago someone uploaded an archive called *popcorn.zip* (6.478
> > bytes) on the Belgian Atari ftp-server. No docs are supplied.
> > Does someone know what popcorn.prg exactly do?
>
> I have a really old demo like prg called popcorn which bounces many little
> balls around the screen. Perhaps it is that.

Hmm, quite possible. I can't test it out. It seems not to run on the
Hades. Anyway It seems not to be very usefull.

CU,
Martin

3773. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 03:39:18 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <aafqt6$3uc$1@mohawk.hwcn.org>
Source record: 35477

Edward S. Baiz Jr. (ebaiz@skyenet.net) wrote:

: >There is another Dungeon Master that I know of. I have a copy of it, for
: >the Saturn. However, it was only released in Japan. It has Japanese in the
: >game for the puzzles, so, that will of course be a bit of a challenge.!
: >The game is called "Dungeon Master Nexus" and it is a unique Dungeon
: >Master episode that was only released on the Saturn to the best of my
: >knowledge.

: Hmmm?? Never knew about this one. Sounds good thought. I kind of wish
: FTL would do another DM game.

: Edward S. Baiz Jr.
: (Gamer)

Yes, I agree. However, DM II was not well received by the critics, and
didnt sell as well as it could have. I think the graphical improvements to
DM II were great.

This DM Nexus looks really good although I havent fired it up yet.
Obviously, they have another DM game made, they just need to port it to
PC or another mainstream video game.

3774. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 06:10:12 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <gh4ncuoqrvpu5cl1t4kfm1a96n36asagkc@4ax.com>
Source record: 35478

On Sat, 27 Apr 2002 12:47:50 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>Hmmm?? Never knew about this one. Sounds good thought. I kind of wish
>FTL would do another DM game.
>

Unfortunately FTL could never get anything done- they had a lot of great ideas, but could never seem to actually finish them..

Remember how long it took to get the original Dungeon Master out?

The demo was shown something like 1 1/2 to 2 years before the final game hit the market, and CSB (which was NOT a "sequel", only an "expansion" of DM) took almost as long.

They had some great ideas for a "SciFi" or "Space" oriented game based on the same 1st person graphics engine, as well as more entries in the DM genre.

I worked with them for a while on doing a "Prequel" to Dungeon Master to help teach new players how to play (simple puzzles, techniques like the "2-step", that kind of thing), but the idea never did go anywhere.

There was a version of Dungeon Master released in Japan for the "FM Townes" machine, as well as the Super Nintendo conversion, and of course the IBM project. They seemed to get lost in the rush to convert the existing games to other platforms, rather than developing NEW games.

Unfortunately, by the time they finally got the IBM conversion of Dungeon Master finished, other games in the same genre (like "Eye of the Beholder") had already stolen the DM thunder, and Dungeon Master was relegated to "also ran" status, at the bottom of the $5 game bin.

BobR

3775. Hello, what dream do you have?

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 06:14:15 UTC
From: tony wycihowski <tonywy@flash.net>
Message-ID: <3CCB9246.7060109@flash.net>
Source record: 35479

Hello,

How are you guy's doing? I fine, I do not own an Atari computer but have alway enjoy reading about it. So do you guy think their is going to be a new TOS computer? If so how can I help you guy make this dream true...

Thanks
Tony

3776. Re: CT2b TOS 4.x turbomode

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 10:12:52 UTC
From: <>
Message-ID: <1020065112-52766AEicMi@ntlworld.com>
Source record: 35348

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Sat, 27 Apr 2002 23:12:00 +0200

>> What HDDriver messages do you get, should be a sign-on, a list of devices

>Yes, all of that. But after that the system hangs with bombs. Same story
>with HDDRIVER 7.71 and the 8.0 demoversion.

I'm out of ideas then, unless there's an Auto or Start folder program, CPX
or ACC problem :-(

>> If you've got the latest flash file for the CT2 then there is a hard disk
>> driver built in.
>I know, but this one does have some of the HDDRIVER features that I need.

Care to elaborate Martin?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3777. Re: Converting ST roms

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 12:24:38 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <aagpme$77c$1@news7.svr.pol.co.uk>
Source record: 35480

"Bondie" <chris.snowden1@btopenworld.com> wrote in message
news:aaeenndac1@paris.btinternet.com...
> Hi,
>
> Does anyone know of a program that converts ST roms that are designed to
run
> with emulators on the PC back to the ST so they can be run directly on the
> ST?
>

1) As TOS is still a licensed program, adn as each version is seperatley
licensed you
should only use ROMS for which you have a license, i.e. an ST that contains
a copy
of those ROMS.

2) As they are non-relocatable code and will only run from the ROM address
space
then what you actually need is a PROM programmer and the necessary hardware.

Having said that there was some extsive discussion of the recently
on here or the comp.sys.atari.st.tech I forget which. Check out the archives
at
groups.google.com

Dave.

> Rgs,
>
>
> Chris
> www.tq-gaming.com
>
>

3778. CT060+ATX PSU in a C-LAB MKX case

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 12:35:23 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0204280435.7e8ed17b@posting.google.com>
Source record: 35481

Do you think that will be enough space in a MKX case to fit the CT060 and the ATX PSU? or will need to be recase also in ATX tower as a regular Falcon?

Thanks.

3779. Re: Hello, what dream do you have?

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 15:06:36 UTC
From: yves.rogne@free.fr
Message-ID: <3ccc0ffc$0$15578$626a54ce@news.free.fr>
Source record: 35482

�How are you guy's doing? I fine, I do not own an Atari computer but have
�alway enjoy reading about it. So do you guy think their is going to be a
�new TOS computer? If so how can I help you guy make this dream true...

```
Hello Tony,

Another one is currently builded.

Helping to build it ?
Well what do you know to do : programming, electronics, other ?

Regards
```

M�gamodeste

3780. Re: CT060+ATX PSU in a C-LAB MKX case

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 16:35:18 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <RwVy8.81$3s4.93551@newsfeed.slurp.net>
Source record: 35483

I'm sure you can fit an ATX PSU from a MicroATX system into the MKX case as they are very small. You could possibly fit the guts of a regular ATX PSU there as well.

Joshua.

"D Galvez" <maraka@atari.net> wrote in message news:d385a14d.0204280435.7e8ed17b@posting.google.com...
> Do you think that will be enough space in a MKX case to fit the CT060
> and the ATX PSU? or will need to be recase also in ATX tower as a
> regular Falcon?
>
> Thanks.

3781. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 17:13:50 UTC
From: vdjole@EUnet.yu
Message-ID: <aahakc$ma7$1@news.eunet.yu>
Source record: 35484

On 26 Apr 2002 20:42:36 , "Steve Sweet" wrote:
>| >Sounds like the authors of Magic and Mint need to have some kind of
>| >discussion about standards...
>|
>| :) Indeed? I remember an amusing remark made a couple of years back on that
>| very subject, made by a lady who once used to post to this group; she said
>| that an agreement would be easy to reach because it only needed that the
>| authors of Magic start following Mint standards :)
>
>And in whose opinion was it decided that mint should be the standard?.

Apparently, the lady whom I mentioned thought so. Didn't look to me like
a good starting point for an agreement (and still does not).

cu;

3782. WANTED : Iso of Sentry

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 18:26:55 UTC
From: yves.rogne@free.fr
Message-ID: <3ccc3eef$0$4999$626a54ce@news.free.fr>
Source record: 35485

Hello,

I'm never fed up of listening the great songs of Iso of Sentry,

I wonder if I could use some of his songs into a game and if he released MIDI or MODs of them.

If you know how to reach him, and Frak van Espen (xms.ttp player) I would be thanksfull.

Regards

M�gamodeste

3783. The asx. LaST pd and me

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 18:51:18 UTC
From: Steve Stupple <Steve@atari.org.uk>
Message-ID: <8uCtCuDmSEz8EwVV@atari.org.uk>
Source record: 35486
Cross-posted to: comp.sys.atari.st,alt.atari,alt.atari-jaguar

Hi

After a year or so of problems, i'm slowly feeling human again and hope
to be more alive back in the Atari scene.

I'm still nowhere near 100% yet, but am feeling better.

I must apologise to anyone who has sent me email, i lost all my email
lists not once but twice:(((

I have still got tons of Atari stuff for sale, and am still collecting
items:)

If you are after anything specific, let me know and i'll see if i
already have it.

I can also take payment by NoChex.

I'll be working on the web sites a.s.a.p:)

It's going to take a while before i get things back to normal.

--
-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *
Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3784. [PUB] Organizer 0.47 available in english !

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 20:36:57 UTC
From: Mathieu Demange <m.demange@free.fr>
Message-ID: <3ccc5d6a$0$15181$626a54ce@news.free.fr>
Source record: 35488

Hi folks :-)

Organizer 0.47 is here in english now ! My website has been updated and some pages are now available in english too. I also added a mailing list for those who care.

Here it is : http://m.demange.free.fr/organizer

PS: Feel free to mail me if you think my translation isn't the best and if you think you could help
me to improve it !... ;-)

Best regards...

Mathieu

3785. SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 20:43:20 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1020023134-274995AEicMi@adel6.freeserve.co.uk>
Source record: 35487

Hi All

Just bought an Adtron Accent SPC SCSI Card Reader for
my Falcon CT2B with the intention of purchasing a
digital camera sometime in the future!

The device is small and therefore doesn't have a
through-port at the back, all there is a SCSI II
connector and an ID selector which has 0-7 terminated
and 0-7 unterminated.

This is obviously going to be the last device in the
chain with no throughport! The physical chain is the
following:
Falcon -> CDRW -> Epson GT9500 -> PC Card Reader
IDs 7 1 2 6 Terminated

Imagine my surprise when I run HDRUTIL (v8.04) and do
a "Device Check", this reoprts the following:
01.00 Yamaha CDRW
02.00 Epson GT-9500
05.00 Adtron Accent SPC
05.01 Adtron Accent SPC
07.00 ATARI FALCON

Also on the Magic/Jinnee desktop:
P=Card Reader
Q=CDRW
And yet it should be that the CDRW comes first!?

Does the Falcon scan IDs backwards (ie 7 to 0)?
I have rotated the ID selector on the back of the Card
Reader and done a "Bus Rescan" but it doesn't seem to
change the ID from 5 (+ 01 LUN)! Is the unit faulty
or is there some other switch that would work?

The drive works like a dream (with a Compact Flash
adaptor & 16Mb Card) - just like an ordinary disk,
although Jinnee reports only 12Mb on it.

Any help appreciated!

Neil
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

3786. Wanted: Abacus Atari ST Series Books

Newsgroup: comp.sys.atari.st
Date: 2002-04-28 22:34:30 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ns2LCHF2jHz8EwHV@atari.org.uk>
Source record: 35489
Cross-posted to: comp.sys.atari.st,alt.atari

Hiyas

I am trying to complete my collection of Abacus reference books, I have
the following and would like the missing ones:)

2 - Atari ST Internals
3 - Atari GEM Programmers Reference
4 - Atari ST Machine Language
5 - Atari ST Trick & Tips

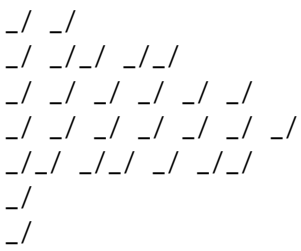
7 - Atari ST LOGO User's Guide
8 - Atari ST Peeks & Pokes
9 - Atari ST BASIC Training Guide
10 - Atari ST Introduction to MIDI Programming
11 - Atari ST BASIC to C
12 - Atari ST 3D Graphics
13 - ST Disk Drives: Inside and Out

--
-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *
Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3787. Re: 2 drives in SH205

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 01:40:21 UTC
From: Johannes Markus <jojomarkus@gmx.net>
Message-ID: <3CCCA485.19F3902B@gmx.net>
Source record: 35490

I managed to cramp another 3.5" MFM drive into the case. CBHD recognised
it at once and it works perfecly.
Thanks to all of you!
--



3788. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 01:43:50 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204282043040.29449-100000@coazter.myip.org>
Source record: 35491

yes, Vido had it on his Milan40.

On Thu, 25 Apr 2002, Djordje Vukovic wrote:

> On 23 Apr 2002 18:35:38 , Frederic Fouche wrote:
>
> >oups, How can I forget:
> >MySQL >> phoenix database
>
> I assume from the context that there is an Atari (mint?) port
> of MySQL. Where can it be found?
>
> cu;
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^
http://mp3.com/coazter

3789. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 03:31:51 UTC
From: lp <gfa@basic.net>
Message-ID: <B8F236E6.69A0%gfa@basic.net>
Source record: 35492

in article 1020023134-274995AEicMi@adel6.freeserve.co.uk, Neil Chester at neil@adel6.freeserve.co.uk wrote on 4/28/02 4:43 PM:

> Just bought an Adtron Accent SPC SCSI Card Reader for
> my Falcon CT2B with the intention of purchasing a
> digital camera sometime in the future!

I have such readers on my Hades and TT. Very cool.
My units are Microtech however.

> The device is small and therefore doesn't have a
> through-port at the back, all there is a SCSI II
> connector and an ID selector which has 0-7 terminated
> and 0-7 unterminated.

The one on my TT is setup like this, cannot be chained so
it's last in the chain.

> This is obviously going to be the last device in the
> chain with no throughport! The physical chain is the
> following:
> Falcon -> CDRW -> Epson GT9500 -> PC Card Reader
> IDs 7 1 2 6 Terminated

Very similar to my TT030 setup.

> Imagine my surprise when I run HDRUTIL (v8.04) and do
> a "Device Check", this reoprts the following:
> 01.00 Yamaha CDRW
> 02.00 Epson GT-9500
> 05.00 Adtron Accent SPC
> 05.01 Adtron Accent SPC
> 07.00 ATARI FALCON

I'm not sure why you get this list unless it's a dual card reader?
If not that seems strange. I have a dual card reader that if assigned ID #5
will then show up as ID #5 and #6.

> Also on the Magic/Jinnee desktop:
> P=Card Reader
> Q=CDRW
> And yet it should be that the CDRW comes first!?

Well if you are using ExtenDos, then the extendos config determines
the drive letter. I don't think the ID matters. On my TT030 the
CD-ROM is also first in the chain, yet I have assigned it as "P".
I'm not familiar with Jinnee, perhaps it has saved the drive arrangements

in a config and you need to re-mount them?

> Does the Falcon scan IDs backwards (ie 7 to 0)?
> I have rotated the ID selector on the back of the Card
> Reader and done a "Bus Rescan" but it doesn't seem to
> change the ID from 5 (+ 01 LUN)! Is the unit faulty
> or is there some other switch that would work?

I can't answer that, I have no Falcon.

> The drive works like a dream (with a Compact Flash
> adaptor & 16Mb Card) - just like an ordinary disk,
> although Jinnee reports only 12Mb on it.

Formatted capacity might vary, versus raw capacity perhaps?

Lonny Pursell

3790. CAB 2.7 Question - .HYP .REF files

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 04:11:57 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3cccc810$0$3342$1dc6e903@news.corecomm.net>
Source record: 35493

Hello,

I am trying to read some .HYP and .REF files that came with
my CAB 2.7 package.

I have a folder called:
BUBBLE
It contains:
BUBBLE.APP
BUBBLE.HYP
BUBBLE.REF
BUBBLEGEM.CPX

Under MagiC 6.02 I installed application (BUBBLE.APP)
associated files:
*.HYP
*.REF

I copied BUBBLEGEM.CPX to CPX folder, rebooted.

Why can't I see the .HYP or .REF file?

Do I have to use ST-GUIDE in order to view this type of file?

Thank you in advance.

ken

3791. Re: Free XXX Screen Saver! 1784 [1/2]

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 04:20:37 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204282020.4538302b@posting.google.com>
Source record: 35494
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1019821947.9857.0@iapetus.uk.clara.net>...
> Hi All
>
> Reference this message, the file that usually accompanies this is a live
> virus, it wont hurt your beloved Atari system, but will shit on your PC,
> unfortunately its benign on Macs or I'd forward 5000 copies to Sinclap.

Thats one way to lose your ISP and have the Feds show up on your door.

sinclap!
somewere in north central

3792. Re: Free XXX Screen Saver! 1784 [1/2]

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 04:28:33 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204282028.40f3e948@posting.google.com>
Source record: 35495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CC98719.73A699D9@rogers.com>...
> Hi Steve,
>
> Forwarding it to sinplop is a great idea. But not for the reasons you'd
> expect. It didn't transpire in either of these 2 groups but Sinplop is an
> admitted Dell user. Explains why he's never been near *any* mac NG's in the

Thats news to me. Rather give Ted Waite my money for charity(Knows
his company is doomed and is going out with a bang). Much nicer than
mickey dell. However, adding a home built Duron(bro is upgrading to
Athalon to add to his PB G4 TI) box with G4 Forcre Card to better
understand this Windos issue to my airport wireles imac/ibook setup.
When will the ST world get wireless.

> near decade long tirade of his against ST and amiga users. When I've confronted
> him about it he's been doing some serious backpedalling about what computer he
> really owns. Probably explains why he's made himself scarce for a couple weeks
> in hopes nobody else would notice.

And what would that be?
sinclap!
somewere in the north central region

3793. Re: Free XXX Screen Saver! 1784 [1/2]

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 05:02:55 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204282102.5c52ea54@posting.google.com>
Source record: 35346
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-307BA4.23345826042002@nr-tor01.bellnexxia.net>...
>
>
> now that is interesting. So The iDiot Forever Known As Sinclap was
> coasting on fumes (or, more appropriately, Mac buzzwords) in all the
> time he was making a fool of himself. And he WASN'T licking Steve Jobs'
> boots, he was licking Michael Dell's all this time! (Not too surprising,
> though, seeing as Michael Dell is a Steve Jobs wannabe who's done
> everything to try to copy Steve while all the time badmouthing Steve and
> Apple, and claiming he was first in technological breakthroughs that
> Apple actually did first)

Who gives you this information?

> I sorta suspected that TiFKAS was posing when he made that outlandish
> claim that he was at a Macworld Expo and saw some killer MIDI
> applications from Adobe :). And it was confirmed when I mentioned that

I never stated Adobe. Where do you get this from? There were killer
midi stuff at the show.

> was going to Macworld NY, and suddenly TiFKAS couldn't make it there

Were do you get this from? I don't base my decision on your
attendance to attend.
Have been attending the MacWorld/SF 200/01. Could not make it this
year. But Tech TV was kind to show the important stuff.

> not to mention that in the two times I've gone to Macworld Expo, not one
> Apple Power Rep from the place he supposedly worked there had heard of
> him (oh, and that claim he made that he couldn't reveal who employed him
> because of "non-disclosure agreements". Completely bogus)

Who did you ask? Not that it is important now..

sinclap!
somewere in the north central region

3794. Re: CAB 2.7 Question - .HYP .REF files

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 06:48:13 UTC
From: <>
Message-ID: <N06z8.1893$uF7.144358557@newssvr16.news.prodigy.com>
Source record: 35347

On 28 Apr 2002 23:11:57 , Ken Kosut wrote:

>Why can't I see the .HYP or .REF file?
>
>Do I have to use ST-GUIDE in order to view this type of file?
>
>Thank you in advance.
>
>ken
>
>.
You are correct, you need to use ST-GUIDE.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

3795. Re: CAB 2.7 Question - .HYP .REF files

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 08:13:59 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204291000360.121-100000@easymint>
Source record: 35349

On Sun, 28 Apr 2002, Ken Kosut wrote:

> I am trying to read some .HYP and .REF files that came with
> my CAB 2.7 package.
>
> Under MagiC 6.02 I installed application (BUBBLE.APP)
> associated files:
> *.HYP
> *.REF

*.HYP and *.REF are !NOT! BUBBLE.APP associated files. Please de-install.
You can install ST-GUIDE.APP for *.HYP files. Installing for *.REF files
is not needed.

>
> I copied BUBBLEGEM.CPX to CPX folder, rebooted.

Bubblegem is a totally different kind of help system. If bubble.app is
started, other programs can make use of it to show little
helptext-balloons when right-clicking on certain icons. I never used the
CPX, is it to configure some settings maybe ?

A *.HYP file is a complete helptext with mouse-clickable hyperlinks, that
can be read with ST-GUIDE. If properly installed, this program is called
by other programs when (for example) hitting the HELP key or selecting a
"HELP" button in a dialog. But you can also start ST-GUIDE as a seperate
program or accesory to read HYPertexts. Don't forget to read and edit the
st-guide.inf file for a perfectly working help system.

Martin Tarenskeen

3796. Re: CT2b TOS 4.x turbomode

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 08:32:12 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0204291015030.121-100000@easymint>
Source record: 35350

On Sun, 28 Apr 2002, it was written:

> >Yes, all of that. But after that the system hangs with bombs. Same story
> >with HDDRIVER 7.71 and the 8.0 demoversion.
>
> I'm out of ideas then, unless there's an Auto or Start folder program, CPX
> or ACC problem :-(
Possible. Maybe HDDRIVER, in general an excellent program, isn't the
problem. The next thing to look at should be superboot, since my system
crashes before my bootselector screen shows up. The auto's and acc's
haven't started yet at that point, have they ? I'll keep experimenting

>
> >> If you've got the latest flash file for the CT2 then there is a hard disk
> >> driver built in.
> >I know, but this one not does have some of the HDDRIVER features that I
> >need.
>
> Care to elaborate Martin?

I must admit I haven't really tried it much. But does Cecile support my
MiNT (ext2) partitions, does it have the SCSI support that is needed by
for example my SPiN CD driver?
Besides, the one or two times I tried to boot with it my harddisk wasn't
found. Maybe I should read the docs again, to find the right settings. But
why should I if I will keep using HDDRIVER.

But thanks for your help.

Martin Tarenskeen

3797. Re: CT2b TOS 4.x turbomode

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 09:35:07 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3CCD13CB.90AEA229@siemens.at>
Source record: 35351

Martin Tarenskeen wrote:
> I must admit I haven't really tried it much. But does Cecile support my
> MiNT (ext2) partitions, does it have the SCSI support that is needed by
> for example my SPiN CD driver?
> Besides, the one or two times I tried to boot with it my harddisk wasn't
> found. Maybe I should read the docs again, to find the right settings. But
> why should I if I will keep using HDDRIVER.

IMHO it's good to stay with HDDRIVER. When I got my CT2B I first used
Cecile (since Hushi which I used before didn't work in turbo mode)
but because of problems I changed to HDDRIVER (7.81 I think) which
works reliable on my machine.

Gerhard

3798. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 09:39:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020093546-46799AEicMi@gmx.net>
Source record: 35353

From: Adam Klobukowski <atari@gabo.pl>
Date: Thu, 25 Apr 2002 19:47:30 +0000 (UTC)

Hi Adam,

>It works both ways. Example: SLB's. They were born in MagiC, and they are
>avialible in FreeMiNT 1.15.5 (IIRC). THere are some proposals coming from
>Konrad Kokoszkiewicz to improve them a bit (there are some unused (reserverd
>for future use) things that he proposes to use), but I do not know results.

What about threads? These were born in MagiC also, these threads are Solaris compatible, it's not like Andreas Kromke reinvented the wheel and implemented a complete non-standard protocol. A bit later on, the freeMiNT developers also implemented threads, but decided to make them Posix compatible. There will probably be a couple of good reasons why they didn't follow the Solaris route but from a users viewpoint it only ment that the two OS's grew further apart. If a programmer wants his program to run using the threads, then it will either run under MagiC or MiNT, but not on both, in practice this means that hardly any programs are written which use threads.

BTW: Seriously: Is the MagiC PDLG.SLB (Wdialog replacement) also a "dirty hack"? I suppose that someone has tried using the SLB instead of Wdialog under FreeMiNT?

>If you do not know ELF standard is standard of rxecutables used in lots of
>operating systems (mostly unices), Linux is one example.

I didn't know...
Last week in a reply to me calling linux & unix a small minority making a lot of waves you told me that there are 5 million unix & linux users out there. I certainly wouldn't want to feed that lot, but compared to the 1 billion users of which six hundred million are on internet, these 5 million are a minority. Unless someone is really interested and follows everything that happens on those platforms, it's no big news for the majority. I find it hard enough to stay up to date about what's happening on this platform....

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3799. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 09:41:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020093544-46076AEicMi@gmx.net>
Source record: 35352

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Tue, 23 Apr 2002 18:05:50 -0500

Hi Frederic,

>As far as GNU software being better than these applications, not too hard.
>In my opinion:

This was not about GNU software being better, it's about Mark his statement that all free software is just as good or better then commercial programs. But since GNU software is free also it's only fair to include it in this comparisation. But...since most commercial software runs on the three major OS's, I expect stuff which is just as good or even better to be able to do the same, that's a reasonable assumption, right? So commercial software has just scored a point :-)

>Gimp > papillon

But that's like comparing apples with pears!!
Gimp should be put against Photoline not against Papillon, but then even against Papillon, Gimp looses points...
-Papillon can run on a standard 1Mb computer,
-Papillon can take scans via the GDPS protocol
-Papillon can handle IMG, IFF and GIF
-With Papillon one can handle/edit/construct animated GIF's
-Papillon is an OLGA client
etc...

Against Photoline which is a comparable program is also looses points...
-Photoline runs on a standard Atari 2Mb computer,
-can handle the Calamus CVG 1.0 and CVG 1.1 formats,
-the 3 GEM formats are no problem either.
-Realtime input from a scanner or graphic tablet
-Output via NVDI allows pixel fine tuning to paper, file, plotter or cutting plotter
-Can load and save GIF
etc...

There are no GNU apps matching these criteria, popular Atari graphic file formats which are a standard on this platform are not supported. Are there any GNU apps around which can convert and handle the 3 GEM formats and CVG? Is there a GNU package that allows a user to use his scanner on a Atari and transport the scans straight into Gimp? As powerfull as Gimp might be, on a Atari the average user will realise after a very short period that he's using "second best". Oh... and what is the *minimum usable* configuration required to run gimp? Papillon and Photoline both run reasonable well on a

humble 68000/8Mhz... they even fit on a floppy disk :-)

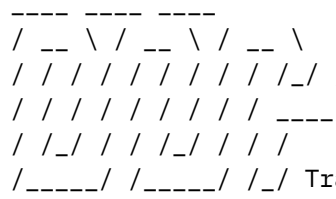
>Nedit > Luna

This is a joke right?
When was the last time you've layed eyes on Luna? Download the latest demo
to find out why there's nothing on this platform that can beat Luna.

>tcl/tk > ASH scripter

Oh boy... <deep sigh>
You've seen the very little that it takes to give DOSFSCK a GEM-front, can
the same be achieved with tcl/tk? Is it compatible with GEMScript? Can I use
the Jinnee plugins? etc...
Need I say more?

Cheers from Belgium
Dennis
--


Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3800. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 10:05:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020093558-49191AEicMi@gmx.net>
Source record: 35355

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Thu, 25 Apr 2002 17:30:00 +0000 (UTC)

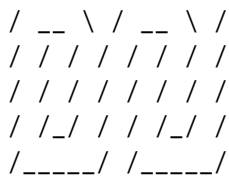
Hi Djordje,

>>oups, How can I forget:
>>MySQL >> phoenix database
>
>I assume from the context that there is an Atari (mint?) port
>of MySQL. Where can it be found?

It seems to be one of the best kept secrets ever...
Frederic has referred me twice to the MySQL pages now, Atari nor freeMiNT is mentioned there even one single time!! Which incidentally applies to Gimp also. Which makes me think that the maintainers of these sites have either no clue that these apps are ported for the Atari platform, or they they know but keep silent about it... why?

As far as Phoenix <> MySQL are concerned, MySQL is no competition at all for someone who for example wants to include some graphics and/or sound in his records, I'm not even going to mention the clumsy method used to genererate reports.

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3801. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 10:05:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020093550-47595AEicMi@gmx.net>
Source record: 35354

From: Adam Klobukowski <atari@gabo.pl>
Date: Thu, 25 Apr 2002 20:03:39 +0000 (UTC)

Hi Adam,

>Yes, my personal opinion is that FreeMiNT is better then MagiC. One proof:
>tzhe kernel has been updated yesterday, hitting some bugs. <teasing>I could
>ask about MagiC. But I will not ;) </teasing>

Have I ever said or hinted that this wasn't the case? One only has to look at the features-list of the OS to realise that freeMiNT is more advanced. But having more features, being more advanced and even being more stable is not a guarantee of being more succesfull. From a programmers viewpoint freeMiNT probably is the preferred OS, but from a users viewpoint it's a different story.

There are people driving a car not knowing anything about the engine or the inner workings and they and are not bothered one little bit about this, there are also computer users out there running programs not knowing anything about the OS and don't care about it either. For these people all that matters is that the apps run on their computer. What and how makes them run is the last of their concerns.
Personally I don't really care either, if I click on a program it starts and then I start doing whatever it was I ment to do. The OS is a "weird" program that is running somewhere in the background, and being confronted with it is the last thing I want, normally when one gets a OS related message, it means bad news... and before anyone freaks out after reading this: think about it, I just described how the majority of the computer users regard and use their computer, not just Atari users but users on all the platforms.

The results of a poll conducted by MagiC Online last year indicate that 50% of the Atari users were still working with a ST/Mega 4Mb, AHDI hard disk and monochrome monitor, 30% of the users has a Falcon of which nearly 70% of them invested in a memory expansion. The remaining 20% used a TT, Milan, Hades or software emulator. A poll conducted by the German ST-Computer magazine among their readers two years ago showed figures which are more or less comparable.
So... in practice this means that Magic and MiNT cannot be used the way it's intented to by 65% of the existing Atari users... the percentage of people who actually use a graphic card and/or ethernet card is only 20%. Less then 50% of the readers actually used their Atari for internet, etc....
In CSAST which is the largest Atari newsgroup there are rougly some hundred regular posters at its very best, let's assume that the number of readers outnumbers the posters by a factor 10...
These posters are mainly using a high-end Atari system and among them are a couple of programmers and people who port programs. A number of posters use these apps and are pleased that someone went to trouble of writing/converting

them... reading the "happy news" postings here about yet another ported GNU application gives the (false) impression that the Atari platform is alive and kicking, the thruth is that it's in a very bad state and the "happy news" show is yet another attempt of making waves...
The majority of the users can't use these programs, not because they haven't installed MiNT but simply because of hardware limitations. Someone who's still happily using a 68000/8Mhz computer after all these years is not going to upgrade now, and if he invests money in a new system it will be a Mac or PC, not an Atari clone or second hand 68030 machine...

So port GNU software, by all means do it, but keep in mind that this is only usefull for the smallest minority, the happy few....
Commercial programmers have only one incentive: to sell as many copies of a program as possible, they have to cater for the people with low end machines, otherwise they'll be faced with hardly anyone bying it. As long as someone is looking after this majority of anonymous users the Atari platform will be more then just a virtual platform. Scare away the programmers, advice anyone not to buy commercial software anymore and all what will remain is a small group of people using their Atari to run stuff which in general performs better on different and more powerfull platform in the first place.

>Imagine: You are developer of OS that have to be compatibile with some older
>OS. You know that there are some programs that brake/abuse rules of those
>old OS. What can you do?
>
>1. You can bash that programs
>2. You can modify your OS to allow this abusers/breakers to run.

All this is nice to know, but from a users viewpoint is meaningless. If for example I run PhotoTip under MagiC or SingleTOS, it will do the job as it is promised by the author. Under freeMiNT is runs but I'm not able to use the output functions, as a user I'm not interested why exactly I can't print with this program under freeMiNT, all that I'll remember is that I can't use it...
One of the reasons MagiC has become so popular is that almost anything which has been developed the last eight years runs flawlessly on it. Even if the programmers had to resort to and implement "dirty hacks" to achieve this, it's absolutely not important from a user his viewpoint. If people here tell me that Calamus, WDialog, Papyrus etc are "dirty hacks" I believe them, they are much better placed then me, but once again, when running these apps under SingleTOS or MagiC there's no problem, so just like the anonymous majority all that I'll remember is that these apps don't perform as well as they should do when used under freeMiNT.

Which brings us back to the start of this post: freeMiNT might be the best OS on this platform, but in practice it doesn't show... as long as that doesn't change it will never gain the popularity which it possibly deserves. Another thing to consider is if people upgrade to MiNT to make the installation a bit more user friendly, and last but not least (although you disagree), the apps should come with a pleasing interface and the Atari looks and feeling. People who upgrade don't want to have a feeling that they are actually downgrading, I'm not saying that the quality of the apps isn't good, but it's the general

perception... someone who's been using GEM apps for years, has been spoiled by various protocols and standards which make computing on a Atari fun wont feel very comfy having to deal with what the ported apps offer.
Unless that doesn't happen in the near future, freeMiNT will remain a OS used by a small minority of the users, and I don't consider that small group to be the Atari community, it's just a small part of the community making a lot of waves.

Cheers from Belgium
Dennis
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xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3802. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 15:11:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aajnr7$e8u$1@snipp.uninett.no>
Source record: 35376

Michael and Nicole Freeman <nameerf@flash.net> wrote:

>> Hey, guess what?
>> singletos, magic, geneva don't have memory protection.

> First, Magic does have a memory-protection version (to make an minor,
> insignificant correction). Second, is this why people have trouble with

No, it doesn't. It's possible to protect the OS itself if you have a 030
if you use a special tool by Uwe Seimet (atleast I believe it was he who
wrote that tool), but that's it.

> WDialog? Because it doesn't like Memory Protection? If that's the case,
> maybe that's why it works for me. On my Falcon, I can't use a
> memory-protected Mint.

I don't know why you can't use memory protection on your Falcon, but it's
probably because of some TSR or application you use. Wdialog is one
example - it will not work with memory protection due to it's design and
will probably cause a crash if MP is enabled.

>> Then you can separate further, mint and magic although really close now
>> with latest versions are still incompatible, some calls like pexec() are
>> not the same. What is a coder supposed to do? which one is correct?
>> What documentation should the coder follow?
>> There are many inconsistancies like that.

If you want your application to work on both platforms, you'll have to
code for both. It's not an ideal solution, but it's just the way it is.

> Sounds like the authors of Magic and Mint need to have some kind of
> discussion about standards...

It should have been done years ago. The last changes to MagiC was to
implement some calls that exists in MiNT, but now it doesn't look like
MagiC is being updated at all. MiNT is pretty much compatible with MagiC,
but many of the things that differs MagiC from MiNT is AES-stuff, so you
can't solve everything by modifying MiNT. However, N.AES implements all
(atleast I think it's all) of the new object-types introduced in MagiC,
and I believe XaAES does so too. The things missing are threads (which
oddly (from a MiNTer's point of view...) enough runs at the AES level) and
support for some special messages sent to AESSYS.

From a programmers' point of view it's not difficult to make an
application compatible with both MiNT and MagiC, as long as you don't use
any of the MiNT-only features (e.g. TTYs, which doesn't exists in MagiC
IIRC). Atleast in theory... In real life it can be tricky, because neither

MagiC nor MiNT/N.AES behaves *exactly* like documented. Also, many important applications (like Jinnee) behaves differently under MagiC and MiNT/N.AES, making it a bit fiddly to communicate correctly with them.

>>> manual that will not find one that guarantees you the application runs under
>>> MiNT... The truth is that the AES can't cut it, a nice example is Papyrus,
>>> the
>>> toolbar contains coloured icons, guess how they they look under MiNT? Ask any

Hmm... The AES is ofcourse able to show coloured icons, the problem is Papyrus that doesn't check for this the correct way. Unfortunately there are lots of applications that take short-cuts like this, and this goes both ways. E.g. that's why my own Taskbar only works correctly with N.AES... I wouldn't blame that on MagiC.

>> Did papyrus follow atari standards for their apps?
>> I seriously doubt. Making a c-icon toolbar following atari standards is
>> not that hard, but then, if I remember it looks all weird in magic (with
>> way too big border 3d effect on the icons)

Not quite. This is a complex issue. When "3D"-support was first introduced in MagiC, Atari hadn't even released (or perhaps just released, this is a long time ago so I really can't remember the excact dates) an AES that had this. So Andreas Kromke invented his own standard, which was to draw the border inside the object. This means that even old applications can have a 3D-look with very small modifications to the RSC-file. The downside is that there's less room inside the object, i.e. there's not always enough space to draw the actual object without overwriting the 3D-border.

Atari OTOH draws the 3D-border on the outside of the objects, which leaves the object untouched but can overwrite other object's border if they're very closely spaced. A bit of a dilemma here... Atari's solution is better for applications designed with a 3D-look in mind, but makes it a bit more difficult to modify older RSC-files. This really shouldn't be a problem at all, if it hadn't been for the fact that many programmers designs their 3D-resources under MagiC, and put the objects too close together for the Atari-standard. This is why some relatively modern apps looks odd under N.AES/MultiTOS/TOS but fine under MagiC.

> I agree. There needs to be a "meeting of the minds" between the authors of
> the OS's/AES's, and some standards set in stone that everyone follows. Then
> again, whose standards are the ones to follow? My vote would be the ones
> that are compatible with the most TOS (not Magic-only or Mint-only)
> software.

Which OS runs most TOS-apps has nothing to do with the APIs, but which OS contains most kludges and hacks to support broken and badly written software. Both MiNT and MagiC is virtually 100% TOS-compatible at the API-level.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

3803. Migraph Touchup for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 17:59:25 UTC
From: <>
Message-ID: <1Sfz8.3207$xa.108823768@newssvr17.news.prodigy.com>
Source record: 35356

I need to find an upgrade for Migraph Touchup. I have 1.62, which works fine on my STe, but I cannot scan on my Falcon. I know there is a version 2.5. Can someone help?

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

3804. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 18:10:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200204292010.a19825@su2.maus.de>
Source record: 35297

Hi Neil,

NC>And yet it should be that the CDRW comes first!?
no, the ID is independent from both the physical location in the chain
and from the logical letter the drive is assigned to.

NC>Is the unit faulty or is there some other switch that would work?
I think you should not worry about that. A former version of HDDRUTIL
reported me two scanners at two LUNs although there was only one
hooked to my system.

Und TTschï¿½
ps

3805. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 19:06:30 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0204292059340.136-100000@freemint>
Source record: 35357

Hello!

> What about threads? These were born in MagiC also, these threads are Solaris
> compatible, it's not like Andreas Kromke reinvented the wheel and implemented
> a complete non-standard protocol.

These thread implementation is part of the AES and haven't much todo with
FreeMiNT (FreeMiNT doesn't include a VDI or AES that can be compared
against the MagiC VDI/AES).

> A bit later on, the freeMiNT developers also
> implemented threads, but decided to make them Posix compatible.

Please note that the POSIX thread library are user level threads and have
nothing todo with the kernel. Beside from that the POSIX thread library is
the most supported thread API from GNU software. The reason to port it was
to port other GNU applications too, not to force GEM programmers to use
it.

> BTW: Seriously: Is the MagiC PDLG.SLB (Wdialog replacement) also a "dirty
> hack"? I suppose that someone has tried using the SLB instead of Wdialog
> under FreeMiNT?

This so called PDLG.SLB isn't a SLB at all. It contain no SLB function.
It's AFAIK a (MagiC dedicated) AES extension. I don't know why it's named
.slb (I think it save some code for initalization as .slb files are
executed as kernel modules under MagiC).

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3806. Cheap Motorola 68060 CPUs

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 19:22:54 UTC
From: VernalElm <vernalelm@nospam.yahoo.com>
Message-ID: <i4hz8.18$Uw4.3967@newsread1.prod.itd.earthlink.net>
Source record: 35358

We're running a special on Motorola 68060 50MHz CPUs (FULL Versions, MMU & FPU) through May 6th, 2002. Perfect to take full advantage of the CT60 accelerator board from Czuba Tech.

Each 060 is only $79 plus $6 shipping (internationally!) including a 30-day unconditional warranty!

Order online at http://www.vernalelm.com or http://www.68060.com

If you have questions, e-mail us at sales@NOSPAMvernalelm.com (remove NOSPAM)

Thanks for your time.

Vernal Elm LLC
Connecticut, USA
FAX: (720) 294-4128

3807. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 20:16:35 UTC
From: joska@online.no
Message-ID: <f41c77a0.0204291216.63c31316@posting.google.com>
Source record: 35359

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1020093546-46799AEicMi@gmx.net>...

> What about threads? These were born in MagiC also, these threads are Solaris
> compatible, it's not like Andreas Kromke reinvented the wheel and implemented
> a complete non-standard protocol. A bit later on, the freeMiNT developers

What?? MagiC-threads are spawned with the shel_write()-call, I don't
think that's very "Solaris"... Also, MagiC-threads runs at the
AES-level, each thread is it's own application. You won't find an
equivalent in Solaris. I'm not saying that MagiC-threads sucks (they
don't, but they're hard to use. Threading is a very difficult
technique, which is probably why almost nobody use it.), but they're
not "standard" as you suggest. When/if Andreas Kromke talks about
Solaris-threads, I think he's talking more about the concept than the
API.

Another thing is that MagiC supports the same Pexec-modes as MiNT's
"threads", so it is (or should be, I've never tested it myself)
compatible with MiNT.

> implemented threads, but decided to make them Posix compatible. There will

MiNT doesn't have proper threads yet I think. You can fake it though
(I believe it's done in a library), but like MagiC the problem isn't
the kernel, but the libraries. We don't have thread-safe libraries,
and we don't have shared libraries, so threading is mostly useless.
Again, threading is a very difficult and tricky technique,
implementing support for it in the kernel is probably easier than
writing real apps that use it... How many applications use threading
today?

> If a programmer wants his program to run using the threads, then it will
> either run under MagiC or MiNT, but not on both, in practice this means that
> hardly any programs are written which use threads.

MagiC should run "MiNT-threads" just fine from what I've read in the
MagiC-docs, unless MagiC doesn't behave as documented. But MiNT won't
run MagiC-threads, simply because MiNT isn't an AES.

> BTW: Seriously: Is the MagiC PDLG.SLB (Wdialog replacement) also a "dirty
> hack"? I suppose that someone has tried using the SLB instead of Wdialog
> under FreeMiNT?

PDLG.SLB is the only sensible way to implement something like WDialog,
atleast if I understand the implementation correctly. Ofcourse,
there's no point in trying that SLB under MiNT, since there's no AES

for MiNT that actually *use* it. I'm not sure if the API for PDLG.SLB is even available.

With MiNT there are other and different solutions, N.Dialog for N.AES, and XaAES, which Henk says will support the WDialog-extensions natively.

Jo Even Skarstein

3808. Re: Free XXX Screen Saver! 1784 [1/2]

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 20:29:58 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1020188943.18490.0@iapetus.uk.clara.net>
Source record: 35388
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

Oy!, Knobface

| > Reference this message, the file that usually accompanies this is a live
| > virus, it wont hurt your beloved Atari system, but will shit on your PC,
| > unfortunately its benign on Macs or I'd forward 5000 copies to Sinclap.
|
| Thats one way to lose your ISP and have the Feds show up on your door.

I think I'd more likely be given an 0800 number to help me.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3809. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 20:33:48 UTC
From: joska@online.no
Message-ID: <f41c77a0.0204291233.1a380624@posting.google.com>
Source record: 35360

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1019764276-182095AEicMi@gmx.net>...
> or hinted that WDialog would run under MiNT. Why can't MiNT users accept that
> fact and let it rest?

Good question. I have no idea why some people like to torture
themselves and use this nasty little hack.

> Are you trying to tell me now that freeMiNT is missing some necessary calls
> which are present in MagiC, TOS and Geneva? I'm no programmer but AFAIK

I don't think MiNT is missing anything that's present in MagiC, and it
definitely supports everything in TOS (remember, we're talking about
GEMDOS here). But there's a lot of things in Geneva that's missing in
N.AES and MagiC, many things in N.AES that's missing in MagiC and
Geneva etc. Most of these are related to process and application
control.

> WDialog is an extension ment to enhance the features of the AES, from where
> I'm sitting I think something isn't quite right in N.AES and/or the other
> freeMinT AES's. Wdialog isn't the only program that conflicts with these

Hehe... Well, you said it yourself, you're no programmer. But even for
a non-programmer your logic is strange. Wdialog works with TOS but not
N.AES, MultiTOS and Geneva, hence TOS is the only OS that's "quite
right"? The correct answer is ofcourse that WDialog is written for TOS
and it's various flaws and bugs, and without regards for a
multitasking OS. Ofcourse this will cause problems. WDialog is a
horrible hack in a multitasking OS, and should be avoided if possible.
I can also list a few other "essential" utilities that falls into this
category, but I won't.

> AES's, you may call them a dirty hack as much as you like, the fact remains
> that apps which have a problem under freeMinT/AES usally run just fine on
> the three other OS's.

Perhaps you're right, although it's definitely not correct in my case.
But I'm not really surprised, MiNT is quite advanced compared to TOS
and MagiC, and emulation of ancient bugs and flaws does not have high
priority.

Jo Even Skarstein

3810. aIRC and MagiC

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 20:41:15 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <aakb5a$r00$1@news.tpi.pl>
Source record: 35361

Hi,

Some people here had certain problems with aIRC running with
MagiC/MagXNet (ie. it hanged in a very bad manner). If anyone
wants to use aIRC with this setup: you have to remove all
MagXNet gateways (Draconis and Iconnect one) leaving only
Gluestik. aIRC crashes when any other stack than STiK is present.

That is why it will *not* work with IConnect and IFussion, because
here you cannot get rid of IConnect itself. The only way to use
the current aIRC version with MagiC is to install STinG or MagXNet
(with Gluestik as the only gateway).

Just thought someone might need that info before the next version
with that bug (hopefully) removed is released.

--
Grzegorz Pawlik
http://marijuana.atari.org/

3811. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 21:08:30 UTC
From: vdjole@EUnet.yu
Message-ID: <aakcoc$r1j$1@news.eunet.yu>
Source record: 35363

On 29 Apr 2002 12:05:06 , Dennis Vermeire wrote:

>>I assume from the context that there is an Atari (mint?) port
>>of MySQL. Where can it be found?
>
>It seems to be one of the best kept secrets ever...
>Frederic has referred me twice to the MySQL pages now

Well, can it be revealed a little, please?

Frederic Fouche wrote:
>yes, Vido had it on his Milan40.

Excuse my ignorance, but who is Vido and in what environment does this
mySQL run?

>As far as Phoenix <> MySQL are concerned, MySQL is no competition at all for
>someone who for example wants to include some graphics and/or sound in his
>records,

No, no, no, that is not what I want; I wanted to get acquainted with using SQL
because, in my opinion, that is THE de-facto world standard for communicating
with databases, regardless of the OS.

cu;

3812. Re: CT060+ATX PSU in a C-LAB MKX case

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 21:21:34 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8F307D7.21D14%nameerf@flash.net>
Source record: 35362

in article d385a14d.0204280435.7e8ed17b@posting.google.com, D Galvez at maraka@atari.net wrote on 4/28/02 4:35 AM:

> Do you think that will be enough space in a MKX case to fit the CT060
> and the ATX PSU? or will need to be recase also in ATX tower as a
> regular Falcon?

Definitely not enough room. You could either have it recased, or have it as an external PSU, with cables running into the case.

I've recased my Falcon into a mid-tower instead of a tower in order to replace my broken Falcon PSU with an AT model. It took a bit of metalwork to accomplish, but it looks good. Still have a few things left to do, though. I have to make extender cables from the ports to the back, then cover the back. It's just gonna take a little time. But if you'd like me to show you how it's done, just let me know!

Mike Freeman
nameerf@flash.net

3813. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 22:22:18 UTC
From: ebaiz@skyenet.net
Message-ID: <uljz8.82$rw4.64524@newsfeed.slurp.net>
Source record: 35364

On 28 Apr 2002 02:10:12 , Bob Retelle wrote:

>Unfortunately FTL could never get anything done- they had a lot of
>great ideas, but could never seem to actually finish them..
>
>Remember how long it took to get the original Dungeon Master out?
>
>The demo was shown something like 1 1/2 to 2 years before the final
>game hit the market, and CSB (which was NOT a "sequel", only an
>"expansion" of DM) took almost as long.
>
>They had some great ideas for a "SciFi" or "Space" oriented game based
>on the same 1st person graphics engine, as well as more entries in the
>DM genre.

There is a game called Captive that is a SciFi game that is played like
DM. Have not tried it out yet. There is also Bloodwych, which looks good.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3814. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 23:36:18 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204291830380.737-100000@coazter.myip.org>
Source record: 35365

On Mon, 29 Apr 2002, Djordje Vukovic wrote:

>
> Frederic Fouche wrote:
> >yes, Vido had it on his Milan40.
>
> Excuse my ignorance, but who is Vido and in what environment does this
> mySQL run?

Vido (from Yescrew group) on his Milan040. Running MiNT, Naes and the
whole shabang. I am sure Swe would give you his email address as I lost
it.

>
> >As far as Phoenix <> MySQL are concerned, MySQL is no competition at all for
> >someone who for example wants to include some graphics and/or sound in his
> >records,
>
> No, no, no, that is not what I want; I wanted to get acquainted with using SQL
> because, in my opinion, that is THE de-facto world standard for communicating
> with databases, regardless of the OS.

Yeah, Dennis, doesn't seem to know what a database is supposed to do.
Oh well. Ain't my loss. All what I learned from MySQL, I now apply it on
IBM DB2 at enterprise level.

As far as I know, MySQL latest versions should compile right out of the
box on MiNT with gcc.

3815. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-29 23:41:46 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204291837290.737-100000@coazter.myip.org>
Source record: 35366

On Mon, 29 Apr 2002, Dennis Vermeire wrote:

> From: vdjole@EUnet.yu (Djordje Vukovic)
> Date: Thu, 25 Apr 2002 17:30:00 +0000 (UTC)
>
> Hi Djordje,
>
> >>oups, How can I forget:
> >>MySQL >> phoenix database
> > >
> > >I assume from the context that there is an Atari (mint?) port
> > >of MySQL. Where can it be found?
> >
> > It seems to be one of the best kept secrets ever...
> > Frederic has referred me twice to the MySQL pages now, Atari nor freeMiNT is
> > mentioned there even one single time!! Which incidentally applies to Gimp
> > also. Which makes me think that the maintainers of these sites have either no
> > clue that these apps are ported for the Atari platform, or they they know but
> > keep silent about it... why?

So you are saying that MySQL does not run on Atari MiNT?
Geez. whatever.

>
> As far as Phoenix <> MySQL are concerned, MySQL is no competition at all for
> someone who for example wants to include some graphics and/or sound in his
> records, I'm not even going to mention the clumsy method used to genererate
> reports.

hmm yeah. okay.
Right.
Obviously you firmly believe that.
Now I can totally descredit everything else you have said, you just don't
make any sense. And the lack of knowledge is starting to irrate me.

3816. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 00:03:08 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10204291842560.737-100000@coazter.myip.org>
Source record: 35367

On Mon, 29 Apr 2002, Dennis Vermeire wrote:

> >Gimp > papillon
>
> But that's like comparing apples with pears!!
> Gimp should be put against Photoline not against Papillon, but then even
> against Papillon, Gimp looses points...
> -Papillon can run on a standard 1Mb computer,
> -Papillon can take scans via the GDPS protocol
> -Papillon can handle IMG, IFF and GIF
> -With Papillon one can handle/edit/construct animated GIF's
> -Papillon is an OLGA client
> etc...

it is not comparing apples with pears.
Both these applications are Content creation. Photo retouch, whatever.
They are in the same categogy.

The only thing I would have to tell you is this:
I don't know any native atari graphic program that support Layers.

Period.
No further comment.
Nothing to see, please move along.

>
> There are no GNU apps matching these criteria, popular Atari graphic file
> formats which are a standard on this platform are not supported. Are there
> any GNU apps around which can convert and handle the 3 GEM formats and CVG?
> Is there a GNU package that allows a user to use his scanner on a Atari and
> transport the scans straight into Gimp? As powerfull as Gimp might be, on a
> Atari the average user will realise after a very short period that he's
> using "second best". Oh... and what is the *minimum usable* configuration
> required to run gimp? Papillon and Photoline both run reasonable well on a
> humble 68000/8Mhz... they even fit on a floppy disk :-)
>

hm you need to get your story straight.
Do you wish the users to keep their 520ST? or want them to have something
a little more up to date (by 1995 standard at least). We are in 2002.
I didn't know we were in the imbedded system world here.
Hardware updates have been offered for more than 15 years.

> >Nedit > Luna
>
> This is a joke right?

> When was the last time you've layed eyes on Luna? Download the latest demo
> to find out why there's nothing on this platform that can beat Luna.

Actually I would have told you vim, but you would have freaked out as it
is not mouse oriented. And I am being serious, I really find vi to be
excellent. Make fun of me if you wish.

>
> >tcl/tk > ASH scripter
>
> Oh boy... <deep sigh>
> You've seen the very little that it takes to give DOSFSCK a GEM-front, can
> the same be achieved with tcl/tk? Is it compatible with GEMScript? Can I use
> the Jinnee plugins? etc...
> Need I say more?

hmm. No comments here as you are not a programmer.
Hell, even just as a user, you should understand the clear advantage
tcl/tk has over GEMScript. but you don't.

3817. Re: Migraph Touchup for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 00:13:54 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3ccde286$0$29604$4c56ba96@master.news.zetnet.net>
Source record: 35368

I tried sending it to you but not sure if successful. Let me know if not.

JI Logan

| I need to find an upgrade for Migraph Touchup. I have 1.62, which works
| fine on my STe, but I cannot scan on my Falcon. I know there is a version
| 2.5. Can someone help?

3818. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 01:39:30 UTC
From: lp <gfa@basic.net>
Message-ID: <B8F36E12.69C6%gfa@basic.net>
Source record: 35369

> Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
> news:<1019764276-182095AEicMi@gmx.net>...
>
> or hinted that WDialog would run under MiNT. Why can't MiNT users accept that
> fact and let it rest?

I accept that it's buggy and I don't use it. Having to boot to
singletos is simply unacceptable at least to me and probably others.
If that is the trend might as well stick with an old 520st and a mono
monitor. You choose to avoid command line driven apps, I choose to avoid
anything that relies on wdialog. I see constant complaining about cli apps,
so a little negative feedback about wdialog ain't gonna hurt anyone. It
seems rather justified actually, especially when some of these apps are not
free.

> Are you trying to tell me now that freeMiNT is missing some necessary calls
> which are present in MagiC, TOS and Geneva? I'm no programmer but AFAIK

There you go, you are not really qualified to comment. If some coder
decides to use wdialog, then that coder has made a very narrow mind
decision, not done his homework, or chooses to limit his audience.
Worst case senerio is some coder might see the thread here and get
informed... and decide to use some other AES extension that works
under all situations.

I heard that new hyp viewer requires wdialog, hense I won't bother
to download it and try it. Oh well, I'll stick to st-guide.

Lonny Pursell

3819. Re: aIRC and MagiC

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 01:47:07 UTC
From: lp <gfa@basic.net>
Message-ID: <B8F36FDB.69C7%gfa@basic.net>
Source record: 35370

in article aakb5a$r00$1@news.tpi.pl, Grzegorz Pawlik at
gregory@_SPAMMING_is_A_SIN_.atari.pl wrote on 4/29/02 4:41 PM:

> Just thought someone might need that info before the next version
> with that bug (hopefully) removed is released.

I have none of that software to test with, it might be a while.

Lonny Pursell

3820. Re: CAB 2.7 Question - .HYP .REF files

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 02:27:18 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3cce0108$0$3567$1dc6e903@news.corecomm.net>
Source record: 35371

On Mon, 29 Apr 2002, Martin Tarenskeen wrote:

> *.HYP and *.REF are !NOT! BUBBLE.APP associated files. Please de-install.

Thanks. I already did.
(I couldn't find anything in the manual about this program.)

> You can install ST-GUIDE.APP for *.HYP files. Installing for *.REF files
> is not needed.

Is 1.5e the most current version for English?

> > I copied BUBBLEGEM.CPX to CPX folder, rebooted.
>
> Bubblegem is a totally different kind of help system. If bubble.app is
> started, other programs can make use of it to show little
> helptext-balloons when right-clicking on certain icons. I never used the
> CPX, is it to configure some settings maybe ?

Yes, the CPX is for settings.
In German.

> A *.HYP file is a complete helptext with mouse-clickable hyperlinks, that
> can be read with ST-GUIDE. If properly installed, this program is called
> by other programs when (for example) hitting the HELP key or selecting a
> "HELP" button in a dialog. But you can also start ST-GUIDE as a seperate
> program or accesory to read HYPertexts. Don't forget to read and edit the
> st-guide.inf file for a perfectly working help system.

> Martin Tarenskeen

Thank You, I will try.

Ken

3821. Atari Times is Back!

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 02:53:08 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3CCE078B.197941D9@ataritimes.com>
Source record: 35372
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

I've had some fun lately moving TAT to a new webserver, but it looks like everything has been ironed out. I'm also playing with some .php scripts for forms and polls... Hopefully more .php stuff (chat/messageboard/a new search) will be coming in the future.

In the meantime, there's probably some new stuff you haven't read since your last visit. And I'd also request you put my new poll through it's paces!

Thanks!

--
Gregory D. George

=-=-=-

3822. Re: Free XXX Screen Saver! 1784 [1/2]

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 03:03:42 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CCE09AA.E6296D84@rogers.com>
Source record: 35373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

Hey sinplop

As I've asked you many many times, When are you gonna come up with some new lies instead of spewing the same crap you've
been pusihing at us for the past 10 years?

sinclap@yahoo.com wrote:

> Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-307BA4.23345826042002@nr-tor01.bellnexxia.net>...
> >
> >
> > now that is interesting. So The iDiot Forever Known As Sinclap was
> > coasting on fumes (or, more appropriately, Mac buzzwords) in all the
> > time he was making a fool of himself. And he WASN'T licking Steve Jobs'
> > boots, he was licking Michael Dell's all this time! (Not too surprising,
> > though, seeing as Michael Dell is a Steve Jobs wannabe who's done
> > everything to try to copy Steve while all the time badmouthing Steve and
> > Apple, and claiming he was first in technological breakthroughs that
> > Apple actually did first)
>
> Who gives you this information?
>

YOU DID!!!!
When are you gonna get a clue? You're an admitted DELL user, you've never been a part of the Atari, Amiga or Apple user
community.

>
> > I sorta suspected that TiFKAS was posing when he made that outlandish
> > claim that he was at a Macworld Expo and saw some killer MIDI
> > applications from Adobe :). And it was confirmed when I mentioned that
>
> I never stated Adobe. Where do you get this from? There were killer
> midi stuff at the show.
>

He got it from YOU!!! I also remember your bogus fantasy about seeing Adobe midi applications from a mac show you never
attended.

Yes sinplop. Dan is simply exposing one more of your *MANY* lies.

>
> > was going to Macworld NY, and suddenly TiFKAS couldn't make it there

>
> Were do you get this from? I don't base my decision on your
> attendance to attend.
> Have been attending the MacWorld/SF 200/01. Could not make it this
> year. But Tech TV was kind to show the important stuff.
>

Again, he got it from you. YOu claimed to be at those shows many times. But when you're contronted by induviduals who've
gone to those shows, such as Dan and others. Suddenly you start backpedalling (again), claiming you couldn't make it.

>
> > not to mention that in the two times I've gone to Macworld Expo, not one
> > Apple Power Rep from the place he supposedly worked there had heard of
> > him (oh, and that claim he made that he couldn't reveal who employed him
> > because of "non-disclosure agreements". Completely bogus)
>
> Who did you ask? Not that it is important now..
>

People who are, unlike you, real mac users. Not like you and your sock puppet "amiga user" or "atari user" personalities
that you've been popping in and out of over the years.

>
> sinclap!
> somewere in uranus

3823. Re: Sinplop the DELL user - WAS: Free XXX Screen Saver! 1784 [1/2]

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 03:07:18 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CCE0A85.6211B011@rogers.com>
Source record: 35374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

Hey Sinplop,

Give up and bugger off. Nobody believes your idiotic ravings.

sinclap@yahoo.com wrote:

> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1019821947.9857.0@iapetus.uk.clara.net>...
> > Hi All
> >
> > Reference this message, the file that usually accompanies this is a live
> > virus, it wont hurt your beloved Atari system, but will shit on your PC,
> > unfortunately its benign on Macs or I'd forward 5000 copies to Sinclap.
>
> Thats one way to lose your ISP and have the Feds show up on your door.
>

Why? are you still believing any isp or police agency would listen to a rubber room
resident such as
yourself. Can't you here everyone howling in laughter at your buffoonery?

>
> sinclap!
> somewere in north central

3824. Re: Migraph Touchup for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 06:19:11 UTC
From: <>
Message-ID: <zHqz8.2596$uw6.184412227@newssvr16.news.prodigy.com>
Source record: 35375

On 30 Apr 2002 01:13:54 , "JI Logan" wrote:
>I tried sending it to you but not sure if successful. Let me know if
>not.
>
>
>JI Logan
>
>| I need to find an upgrade for Migraph Touchup. I have 1.62, which
>works
>| fine on my STe, but I cannot scan on my Falcon. I know there is a
>version
>| 2.5. Can someone help?
>
>
>.
Received it fine. Thanks very much! Everything is fine until I scan
(scanner lights up, etc.), but I get little or no output. Any insight?

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

3825. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 07:16:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200204300916.a52810@du3.maus.de>
Source record: 35259

DV>Which brings us back to the start of this post: freeMiNT might be the
DV>best OS on this platform, but in practice it doesn't show... as long as
DV>that doesn't change it will never gain the popularity which it possibly
DV>deserves.

I have both freeMiNT/N.AES and MagiC 6.2 and I am *only* using freeMiNT while
MagiC is lying in my cupboard all of the time.
The main reason for it is that for me freeMiNT shows its advantages to me.
Well, with freeMiNT I have an OS that allows me to have several different
users with different desktop settings logged in at my ATARI. I can have
access to my other non ATARI computers in my network with MiNT-Net and I
have partitions I can access both under freeMiNT and linux/m68k.

Regards,

Frank

3826. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 07:24:19 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <3lgscus0rc472cv1aghr3cj2vo3noa95fc@4ax.com>
Source record: 35377

On Mon, 29 Apr 2002 22:22:18 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>There is a game called Captive that is a SciFi game that is played like
>DM. Have not tried it out yet. There is also Bloodwych, which looks good.
>
>

Oh my- is there EVER a game called Captive..!

Dungeon Master in Space- Robots on the loose..!

I hate to say it, as much as I love Dungeon Master, but Captive is probably about .00001 ahead of DM as my favorite all-time game EVER.

It's played with Androids instead of Champions, and instead of giving them better armor you buy them better body parts.

No food or water needed, but you have to find electrical outlets on the walls to recharge them or they run out of power.

Be careful though- if you DO try Captive, you're likely to become very seriously hooked, for a long, long time.

NO ONE that I've ever heard of has EVER finished Captive.

It goes on, and on, and on and- eventually the police will break down your door to see if you're still alive, or the process server will slip your Divorce papers under the door.

It's rumored that the total number of levels is 32K (32768), although some people think it's 64K. One of the Captive fan web sites there were reports that someone actually talked to the creators of the game and they confirmed the 32K figure- I dunno..!

There are 10 planetary bases you have to explore, with the goal of destroying the shield generators, then there is a Space Station you have to invade with the goal of freeing your creator from his cell on the station. Of course, he gets captured again and you have to repeat the whole process for 10 more bases and another station, and again, and again, and again-

I originally played Captive on my ST and got through about 3 cycles of bases and stations before the police came and rescued me.

Then fairly recently I came across a mention of a PC version and downloaded that to try it out, but had some problems getting it to run, so I started using the STeem emulator to run the original ST

version on my PC.

I've made it through 5 cycles of bases and stations (that's 55 levels total, so far) and am running out of food- someone help me..!

Should anyone be so foolish as to want to find out more about this incredible game, try http://members.home.net/captivebase/

BobR

3827. NVDI

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 07:46:35 UTC
From: <>
Message-ID: <vZrz8.3600$du1.134403224@newssvr17.news.prodigy.com>
Source record: 35378

I had heard so many good things about NVDI that I finally purchased it from 16/32 systems. I found that it works well with CAB 2.7, speeding things up and allowing me to print images. I also found that I cannot print images in Atari Works, and NEWSie crashes (two bombs) when I send and receive mail. Are these common problems? My operating environment for this scenario is Falcon030/Geneva/NeoDesk4/STing. Things work fine with Speedo GDOS.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

3828. Date program for Weblight Perl guestbook etc?

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 09:09:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cce6d56103ee20@tripnet.se>
Source record: 35379

I am experimenting with the guestbook Perl script under Weblight on my home page. It does seem to work with only 4 MB RAM.

My problem is that I have no "date" program so the guestbook entries get no timestamp. To quote the Perl script:

```
$date_command = "c:\\home\\bin\\date";

# Get the Date for Entry
$date = `$date_command +"%A, %B %d, %Y at %T (%Z)"`; chop($date);
$shortdate = `$date_command +"%D %T %Z"`; chop($shortdate);
```

I'm looking for a TOS program that runs with MagiC for this purpose.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3829. Re: Migraph Touchup for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 10:06:00 UTC
From: <>
Message-ID: <1020158602-305806AEicMi@ntlworld.com>
Source record: 35380

From: jdplace@<nospam>prodigy.net (Joseph D. Place)
Date: Mon, 29 Apr 2002 17:59:25 GMT

>I need to find an upgrade for Migraph Touchup. I have 1.62, which works
>fine on my STe, but I cannot scan on my Falcon. I know there is a version
>2.5. Can someone help?

Have you tried switching the 68030's cache off? The General Setup CPX (where
you set keyboard repeat rate etc) is the place to look.

Cheers

Derryck
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3830. Re: aIRC and MagiC

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 10:13:22 UTC
From: <>
Message-ID: <1020158604-306138AEicMi@ntlworld.com>
Source record: 35381

From: lp <gfa@basic.net>
Date: Mon, 29 Apr 2002 21:47:07 -0400

>> Just thought someone might need that info before the next version
>> with that bug (hopefully) removed is released.
>
>I have none of that software to test with, it might be a while.

Suggestion, at the very least have aIRC check what environment it's run under, and exit cleanly with an appropriate alert if it's not what is expected.

I expect though that people will be glad to offer their services as beta testers.

Cheers

Derryck
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3831. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 10:18:32 UTC
From: <>
Message-ID: <1020158606-306434AEicMi@ntlworld.com>
Source record: 35382

From: jdplace@<nospam>prodigy.net (Joseph D. Place)
Date: Tue, 30 Apr 2002 07:46:35 GMT

>I had heard so many good things about NVDI that I finally purchased it from
>16/32 systems. I found that it works well with CAB 2.7, speeding things up

Don't forget to download and install the update to 5.03 from the Behne
website (English section), if the version you have is still 5.02.

>and allowing me to print images. I also found that I cannot print images
>in Atari Works, and NEWSie crashes (two bombs) when I send and receive

ISTR that AtariWorks has a problem with printing, pages have a black square
in the corner? Someone here might have the full story on this.

NEWsie has always worked without problems here under NVDI, although I don't
use it any longer.

Cheers

Derryck
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3832. Re: Date program for Weblight Perl guestbook etc?

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 10:56:24 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cce865423c5c40@tripnet.se>
Source record: 35383

On Tue 30-04-2002 09:09 (GMT) Kenneth Medin wrote:

>$date_command = "c:\\home\\bin\\date";

>I'm looking for a TOS program that runs with MagiC for this purpose.

Hm, found it myself at the Julian Reschke page. His links were dead
though. The correct address for his tools in general and the package with
the date.ttp is:

ftp.uni-muenster.de/public/atari/Gemini/mupftl14.tos

So now the long date works in the beautiful German language...

Any English version somwhere??

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3833. M software c/w system on Ebay

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 11:01:11 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3ccf78fa.8562824@news-east.giganews.com>
Source record: 35384

Original M Software Manual and disc. TOS 1.62 4mb STE. 520mb HD. SM125 Monitor (the one with external image size controls and tilt swivel base) on Ebay. Starting at ï¿½99 go here:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2020645919&ssPageName=ADME:B:LC:UK:1

3834. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 11:41:44 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <cfb9dd45d65e8b172005fabb86e7f0cc.71025@mygate.mailgate.org>
Source record: 35385

```
>
> > Imagine my surprise when I run HDRUTIL (v8.04) and do
> > a "Device Check", this reoprts the following:
> > 01.00 Yamaha CDRW
> > 02.00 Epson GT-9500
> > 05.00 Adtron Accent SPC
> > 05.01 Adtron Accent SPC
> > 07.00 ATARI FALCON
>

It's OK, it's using both LUN's (Logical Unit Numbers), probably to use
two (or more) sorts of media...THe only other obvious thingn I can think
of like this is the Panasonic PD-650 drives that use one LUN for the
CDROM and the other for the MO drive...
chrisc

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG
```

3835. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 14:32:33 UTC
From: joska@online.no
Message-ID: <f41c77a0.0204300632.6b5fd2ce@posting.google.com>
Source record: 35386

lp <gfa@basic.net> wrote in message news:<B8F36E12.69C6%gfa@basic.net>...

> I heard that new hyp viewer requires wdialog, hense I won't bother
> to download it and try it. Oh well, I'll stick to st-guide.

I tried the betaversion on my Milan, and it works fine here without
WDialog. I'm using N.Dialog though.

Jo Even Skarstein

3836. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 17:39:26 UTC
From: under_osian@wear_zetnet.co.uk
Message-ID: <3cced6cc$0$29610$4c56ba96@master.news.zetnet.net>
Source record: 35387

On 28 Apr 2002 20:43:20 , Neil Chester wrote:
>I have rotated the ID selector on the back of the Card
>Reader and done a "Bus Rescan" but it doesn't seem to
>change the ID from 5 (+ 01 LUN)! Is the unit faulty
>or is there some other switch that would work?

Hehe, yes - these are two things I've found too and forgot to mention
in my tips to you!

My card reaader seems to be 'stuck' at ID 2, and yes it does have a
2.01 logical unit too. I found exactly the same thing as you, in that
rotating the selector doesn't have any effect on the ID. It must be
HDDRIVER or some other slight incompatibility with the Falcon.

I did post about this initially but I didn't get any replies to the
issues.

--
Chris Simon
under_osian@wear_zetnet.co.uk
http://www.users.zetnet.co.uk/csimon/
** Remove UNDERWEAR to reply **

3837. Mike Kerslake has moved!

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 18:02:54 UTC
From: Mike Kerslake <usenet@kerslake.plus.com>
Message-ID: <aamma5$c448f$1@ID-10749.news.dfncis.de>
Source record: 35389

Hi all

I've always had a small Atari section on my web site - mainly photos
taken at Atari shows.

Anyway, I've moved ISP etc etc recently so my old web site is defunct.

New URL for my web site is: http://www.kerslake.plus.com

New email address for me is: atari@kerslake.plus.com

Atari Memories page is a bit dated, and I will revamp in due course,
so revisit in a few weeks if you can.

--

EML: mike@kerslake.plus.com
WWW: http://www.kerslake.plus.com
ATARI - RAILWAYS - SCOOTERS - KERSLAKE FAMILY - RADIO

3838. FREE Atari magazines - UK only

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 20:33:17 UTC
From: Mike Kerslake <usenet@kerslake.plus.com>
Message-ID: <aamv4m$c1c92$1@ID-10749.news.dfncis.de>
Source record: 35390

Hi all

Impending house move means I have to very reluctantly slim down my magazine collection.

The PC mags have gone straight to the trashbin, but my Atari magazines deserve better so...

23 Dutch language ST magazines (A4 - 40+ pages) are available totally free to anyone that wants them. Only thing I ask is that UK postage via Parcelforce is covered (about 5 or 6 quid), or the mags are collected from East Devon.

The mags are full of interesting stuff, even if English is your only language they are full of useable stuff, and written Dutch is so like English you'll be able to follow what's going on anyway!

Loads of screenshots, photos, diagrams etc etc on a wide variety of Atari subjects.

Email me if you are interested. I'll wait a week before taking the scissors to them and pasting some stuff in my scrapbooks!

EML: mike@kerslake.plus.com

Best wishes
Mike Kerslake

3839. Re: FREE Atari magazines - UK only

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 21:24:53 UTC
From: t.millood@online.fr
Message-ID: <3ccf0ba4$0$4987$626a54ce@news.free.fr>
Source record: 35391

On 30 Apr 2002 20:33:17 , Mike Kerslake wrote:
--Hi all
--
--Impending house move means I have to very reluctantly slim down my
--magazine collection.
--
--The PC mags have gone straight to the trashbin, but my Atari magazines
--deserve better so...
--
--23 Dutch language ST magazines (A4 - 40+ pages) are available totally
--free to anyone that wants them. Only thing I ask is that UK postage
--via Parcelforce is covered (about 5 or 6 quid), or the mags are
--collected from East Devon.
--
--The mags are full of interesting stuff, even if English is your only
--language they are full of useable stuff, and written Dutch is so like
--English you'll be able to follow what's going on anyway!
--
--Loads of screenshots, photos, diagrams etc etc on a wide variety of
--Atari subjects.
--
--Email me if you are interested. I'll wait a week before taking the
--scissors to them and pasting some stuff in my scrapbooks!
--
--EML: mike@kerslake.plus.com
--
And the atari mag ATtos for the all Atari
and Revival for the pocket and old VCS / Coleco / Vectrex
this site for the information.

http://rayxamber.free.fr

bye :)

TMI

* TMI sur ATARI /|\ TT030 20Mo et FALCON030 14Mo*
* MAGIC 4 * CAB 2.8 * ATARIRC * ATARICQ * NEWSIE*
* o o *MYMAIL* connection avec STing 1.26 *
* v *Message envoyï¿½ avec NEWSIE 0.96 *
* __/ ;-) *E-MAIL : t.millood@free.fr*

3840. Re: CT060+ATX PSU in a C-LAB MKX case

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 22:18:13 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1020205094.3872.0.nnrp-13.3e31118f@news.demon.co.uk>
Source record: 35393

I have a tiny (and I mean small not from the company Tiny) ATX PSU and I
think it may fit if removed form its case. I will have a look.

Elliot...

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:B8F307D7.21D14%nameerf@flash.net...
> in article d385a14d.0204280435.7e8ed17b@posting.google.com, D Galvez at
> maraka@atari.net wrote on 4/28/02 4:35 AM:
>
> > Do you think that will be enough space in a MKX case to fit the CT060
> > and the ATX PSU? or will need to be recase also in ATX tower as a
> > regular Falcon?
>
> Definitely not enough room. You could either have it recased, or have it
as
> an external PSU, with cables running into the case.
>
> I've recased my Falcon into a mid-tower instead of a tower in order to
> replace my broken Falcon PSU with an AT model. It took a bit of metalwork
to
> accomplish, but it looks good. Still have a few things left to do, though.
I
> have to make extender cables from the ports to the back, then cover the
> back. It's just gonna take a little time. But if you'd like me to show you
> how it's done, just let me know!
>
> Mike Freeman
> nameerf@flash.net
>

3841. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 22:49:38 UTC
From: sidcelery@cix.co.uk
Message-ID: <aan720$7am$1@thorium.cix.co.uk>
Source record: 35394

On 13 Apr 2002 16:38:46 , Dennis Vermeire wrote:
> From: sidcelery@cix.co.uk (Harry Sideras)
> Date: Wed, 10 Apr 2002 22:10:26 +0000 (UTC)
>
>> Nothing appears with Ctrl-Alt-Esc, but they do all appear under
>> Magicmem...
> SLB's aren't applications which you can switch on or off, so they are
> not shown in the tasklist.

Sure, ok.

> As for APP-line displaying them or not, check out the inf file.

These are all I have in that section:
=====
The following applications will not have buttons added to the AppLine bar:
AVSERVER
BUBBLE
FLOCK_OK
MENUINFO
OLGA
SEESTART
START
WBDAEMON
WINCOM
=====

> But since the user is not supposed to freeze or terminate SLB's,
> other than knowing that they're actually loaded in memory, displaying
> them in APP-Line isn't really meaningful.

I accept that, but I don't seem to be able to load any DIVX AVI's in
Aniplayer, so I started to doubt that the SLB was working. The fact
that I don't exclude them from Appline and they don't show at all
makes me think something's wrong.

I've sorted out my Magx.inf file following Derryck's advice, but it's
still no good for me B^<

> One of the best applications to find out what exactly is running and
> where and how much memory is occupied is SYSINFO 5.0, freeware, you
> can download it from the Chapelie ftp server... there's an English
> version available as well.

I've only got the shareware v4.01 of Sysinfo and it shows the SLB's
loaded. But while I was looking at what I've got loaded, I noticed
I've got BGH.PRG in my MAGIC\START folder. Can someone remind me what

this is...

rgds
Harry

3842. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 23:05:44 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <aan808im1@mohawk.hwcn.org>
Source record: 35395

Edward S. Baiz Jr. (ebaiz@skyenet.net) wrote:

: There is a game called Captive that is a SciFi game that is played like
: DM. Have not tried it out yet. There is also Bloodwych, which looks good.

My friend tells me that Bloodwych was based on the DM engine.

3843. Q: format existing diskette to be IBM compatible

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 23:16:59 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3ccf17db@news.victoria.tc.ca>
Source record: 35392

Hello...

Is there a free program that will take an existing 720 K diskette and add whatever format info is required to make the disk readable on an IBM system?

Malcolm

3844. Re: Q: format existing diskette to be IBM compatible

Newsgroup: comp.sys.atari.st
Date: 2002-04-30 23:24:59 UTC
From: glenzabr@xmission.com
Message-ID: <aan945is1@news.xmission.com>
Source record: 35296

In article <3ccf17db@news.victoria.tc.ca>, yf110@vtn1.victoria.tc.ca (Malcolm Dew-Jones) wrote:
>Hello...
>
>Is there a free program that will take an existing 720 K diskette and add
>whatever format info is required to make the disk readable on an IBM
>system?
>
>Malcolm
Is this 720k disk a Atari St formatted diskette?

3845. Re: Q: format existing diskette to be IBM compatible

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 01:48:13 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0204301748.4be04794@posting.google.com>
Source record: 35298

yf110@vtn1.victoria.tc.ca (Malcolm Dew-Jones) wrote in message
news:<3ccf17db@news.victoria.tc.ca>...
> Hello...
>
> Is there a free program that will take an existing 720 K diskette and add
> whatever format info is required to make the disk readable on an IBM
> system?

There is. However, it has been so long since I've used it that I
can't remember the name.

Galen

3846. Re: Q: format existing diskette to be IBM compatible

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 02:06:29 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3CCF4DA5.44EC0E6B@qnet.com>
Source record: 35299

Galen wrote:

> yf110@vtn1.victoria.tc.ca (Malcolm Dew-Jones) wrote in message
news:<3ccf17db@news.victoria.tc.ca>...
> > Hello...
> >
> > Is there a free program that will take an existing 720 K diskette and add
> > whatever format info is required to make the disk readable on an IBM
> > system?
>
> There is. However, it has been so long since I've used it that I
> can't remember the name.
>
> Galen

I beleive its called PCformat. If you want it Ill email it to you.

Don

3847. Re: Migraph Touchup for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 02:36:01 UTC
From: <>
Message-ID: <lwlz8.3240$7Z2.212478094@newssvr16.news.prodigy.com>
Source record: 35300

On 30 Apr 2002 10:06:00 , <derryck@.NO~SPAM~cix.co.uk> wrote:

>Have you tried switching the 68030's cache off? The General Setup CPX (where
>you set keyboard repeat rate etc) is the place to look.
>
>Cheers
>
>Derryck

I received my Falcon with no software. I have a General Setup CPX, but
there is no option for the CPU cache. Perhaps the one I have is for ST?

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

3848. Re: Q: format existing diskette to be IBM compatible

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 04:15:31 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3ccf5dd3@news.victoria.tc.ca>
Source record: 35301

Don Schoengarth (atari@qnet.com) wrote:

: Galen wrote:

: > yf110@vtn1.victoria.tc.ca (Malcolm Dew-Jones) wrote in message
news:<3ccf17db@news.victoria.tc.ca>...
: > > Hello...
: > >
: > > Is there a free program that will take an existing 720 K diskette and add
: > > whatever format info is required to make the disk readable on an IBM
: > > system?
: >
: > There is. However, it has been so long since I've used it that I
: > can't remember the name.
: >
: > Galen

: I beleive its called PCformat. If you want it Ill email it to you.

: Don

(and somone else wrote)
: Is this 720k disk a Atari St formatted diskette?

Yes, I have some Atari formatted disks that already contain data, and it
would be convenient to be able to simply "touch" the disk so that I could
read that data from my PC.

I would certainly appreciate having PCformat mailed to me, thanks.

Malcolm

3849. Re: Hello, what dream do you have?

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 04:18:35 UTC
From: tony wycihowski <tonywy@flash.net>
Message-ID: <3CCF6BAA.7050700@flash.net>
Source record: 35302

Well,

I do know how to program AS/400 and good at testing system. Also have
done system diesign for bussines application. I also can type infor or
do research.. Rasi money.

What do you think I can do?

M,gamodeste wrote:

>ï¿½How are you guy's doing? I fine, I do not own an Atari computer but have
>ï¿½alway enjoy reading about it. So do you guy think their is going to be a
>ï¿½new TOS computer? If so how can I help you guy make this dream true...
>
>Hello Tony,
>
>Another one is currently builded.
>
>Helping to build it ?
>Well what do you know to do : programming, electronics, other ?
>
>Regards
>
>M,gamodeste
>

3850. Re: The eMac?

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 04:56:16 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0204302056.32b2b973@posting.google.com>
Source record: 35303
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-D05CBF.21531029042002@news.bellglobal.com>...
> In article <290420021414425367%smizrach@bellsouth.net>,
> Seeker1 <smizrach@bellsouth.net> wrote:
>
> > Like most other "education-only" products from Apple (such as the
> > eMate), there will be ways for just about anybody to get their hands on
> > it if they want it.
> >
> > I mean, after all, most of us have a scuffed student ID lying around
> > somewhere (I'm ignoring the Wintrolls who seem to have dropped out of
> > Skool), or have some connection to an educational institution that we
> > can dream up... ;-P
>
> my brother managed to get ahold of the previous educational-only Mac
> (the large mutant iMac with the built-in floppy drive and Zip disk) -
> and all he had to do was wait. He works over at York University as head
> tech in a computer shop, and one of the departments there recently
> upgraded their computer lab to new Macs. They wound up giving it to him!
> He's quite pleased with his "Chia Mac", and he even went as far as
> souping it up with a spare 400MHZ G3 ZIF socket processor he found :)

I see you don't eat your own dog food. So much for atari midi not
being used. Read your profile on your MP3 page. Who are the two
goofy looking chaps in the photo?

sinclap!
somewere in the north central region

3851. Anodyne's SCSI ethernet offer

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 06:37:58 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0204302237.25975dcd@posting.google.com>
Source record: 35304

Just got my SCSI/Link-T ethernet adapter from Roger at Anodyne Software. Unit is like new, shipping was very fast, and as always Roger was on the ball when it comes to emails. Also upgraded to the latest CD Writer software. Can't wait to set this up on my Afterburner Falcon, but as luck would have it, I ended up with a compound fracture in my right arm last saturday by getting off at a local motocross track, so it will be a bit before i can reassemble my Falcon. Have to watch out for those realistic games:).
The effort from this guy will make my Falcon everything I could possibly want from this machine. And i thought it was at its limit several years ago with an afterburner and nova card. After the 060 is installed, it will be the dream machine i've wanted since it was new, way back then. My Quadra will loose its position as webserver to the Falcon in the very near future. Falcon on a cable modem, what a blast:)
Mike

3852. Re: Anodyne's SCSI ethernet offer

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 07:12:44 UTC
From: rs.mac@t-online.de
Message-ID: <1fbhyau.9ltikk1kso1zwN%rs.mac@t-online.de>
Source record: 35305

rustynutt <rustynutt@hotmail.com> wrote:

> Just got my SCSI/Link-T ethernet adapter from Roger at Anodyne

Ah.. 8)

> Software. Unit is like new, shipping was very fast, and as always

Waiting for your user article.. :)

> Roger was on the ball when it comes to emails. Also upgraded to the
> latest CD Writer software. Can't wait to set this up on my Afterburner
> Falcon, but as luck would have it, I ended up with a compound fracture

Eh.. Motorbike? .. :->
Hope that do not make any problems!

> several years ago with an afterburner and nova card. After the 060 is

YOU orderd an ct60? :)
Speed fanatic.. :)

Iï¿½m not realy sure to get one.

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

3853. Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 07:37:35 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <aao5s6oga1@pegasus.csx.cam.ac.uk>
Source record: 35306
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3CCE0A85.6211B011@rogers.com...
> Hey Sinplop,
>
> Give up and bugger off. Nobody believes your idiotic ravings.

Then why do you keep replying to them?.
Perhaps he would give up and bugger off as you suggested if everyone just
ignored him as responding to his ravings only appears to encourage him and
drags you down to his level.
Like an attention seeking child, if everyone ignors him long enough he'll
become bored and find someone else to pester.

Stephen Moss

3854. For sale : Had&#65533;s60 64 Mo ram

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 08:10:36 UTC
From: yves.rogne@free.fr
Message-ID: <3ccfa2fc$0$15594$626a54ce@news.free.fr>
Source record: 35307

For sale from another Had&#65533;s freak : Had&#65533;s 60, 64 Mo ram, ATI graphic card,
+ hd = 5340 Euros + shipping.

No, it's not mine, I never sale my Ataris.

Regards

3855. Re: Migraph Touchup for Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 09:47:04 UTC
From: <>
Message-ID: <1020245186-528198AEicMi@ntlworld.com>
Source record: 35308

From: jdplace@<nospam>prodigy.net (Joseph D. Place)
Date: Wed, 01 May 2002 02:36:01 GMT

>>Have you tried switching the 68030's cache off? The General Setup CPX (where
>>you set keyboard repeat rate etc) is the place to look.

>I received my Falcon with no software. I have a General Setup CPX, but
>there is no option for the CPU cache. Perhaps the one I have is for ST?

Very likely, there should be a popup menu under a box called "Chip Select". OTOH
the CPX I'm using was supplied with my CT2 card.

Cheers

Derryck
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3856. Re: Cubase / Cubase Audio (Quick Questi

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 11:53:12 UTC
From: swampfax@atlantic.net
Message-ID: <IGQz8.137$Sp1.88154@news1.atlantic.net>
Source record: 35309

On 26 Apr 2002 15:20:50 , "Richard Rives" wrote:
>
>"John Garone" <swampfax@atlantic.net> wrote in message
>news:mXYx8.158$7R4.116314@news1.atlantic.net...

SNIP

>> Hi Paul,
>> Also, since doing that, every other stereo (8 channel) audio
>recording
>> is trash! #1 = ok, 2 = bad, 3 = ok, 4 = bad, etc.! Not sure why yet!
>> Another fluke is a disruption in data sent to the printer if the
>> Spooler.acc (from the Cubase package) is loaded. No spooler = printer
>ok!
>> Lotta' fun eh? :)
>>
>> John G.
>
>Somewhere out there is a patched version of Atari's hard disk driver
>(SoundPool did the patch I think).
>This worked out best.
>
>Rich
>

Hi Rich,
Thanks. I'll check it out.
John G.

3857. Re: For sale : HadSs60 64 Mo ram

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 13:07:34 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <nMRz8.51$DM1.57063@newsfeed.slurp.net>
Source record: 35310

5340 euros ??? No way in hell (hades)!

Joshua.

"M,gamodeste" <yves.rogne@free.fr> wrote in message
news:3ccfa2fc$0$15594$626a54ce@news.free.fr...
> For sale from another HadSs freak : HadSs 60, 64 Mo ram, ATI graphic card,
> + hd = 5340 Euros + shipping.
>
> No, it's not mine, I never sale my Ataris.
>
> Regards

3858. Re: For sale : Had&#65533;s60 64 Mo ram

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 13:17:32 UTC
From: Carby <news@polar-net.co.ukk>
Message-ID: <3ccfeb01$0$237$cc9e4d1f@news.dial.pipex.com>
Source record: 35311

"M&#65533;gamodeste" <yves.rogne@free.fr> wrote in message
news:3ccfa2fc$0$15594$626a54ce@news.free.fr...
> For sale from another Had&#65533;s freak : Had&#65533;s 60, 64 Mo ram, ATI graphic card,
> + hd = 5340 Euros + shipping.
>
> No, it's not mine, I never sale my Ataris.
>
> Regards

```
the phrase "taking the piss" springs to mind
```

```
Si
```

3859. Avalon 2.1 sample transfer bombs

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 16:09:28 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0205010809.3f7fcb8a@posting.google.com>
Source record: 35312

Hello,

Avalon 2.1 keeps crashing every time I try to transfer samples.

Here's my setup:
Atari 1040 STe
Steinberg Avalon 2.1
ICD The Link 2
Akai S1000 (Adaptec 5500 SCSI)
External SCSI case (Seagate ST138N, Quantum ProDrive ELS, IBM CR-506-B CD)

I'm getting 3 bombs for SCSI and 2 bombs for MIDI!

I even tried setting the "MIDI via SCSI" option on the sampler, but with no luck.

I have tranferred samples to the S1000 with Squash It! (MIDI)

Also, there seems to be a conflict with GenMouse.

Any ideas as to why Avalon is crashing?

Lemmeknow,
<mailto:rezx0x@yahoo.com>

3860. Re: Wanted: Abacus Atari ST Series Books

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 18:42:12 UTC
From: "Kevin R. Yurkus" <yurkus@gte.net>
Message-ID: <8GWz8.21874$mF4.20959@nwrddc01.gnilink.net>
Source record: 35313
Cross-posted to: comp.sys.atari.st,alt.atari

I have them. Where are you located?

yurkus@gte.net

"Steve Stupple" <Steve@atari.org> wrote in message
news:ns2LCHF2jHz8EwHV@atari.org.uk...
> Hiyas
>
> I am trying to complete my collection of Abacus reference books, I have
> the following and would like the missing ones:)
>
> 2 - Atari ST Internals
> 3 - Atari GEM Programmers Reference
> 4 - Atari ST Machine Language
> 5 - Atari ST Trick & Tips
>
> 7 - Atari ST LOGO User's Guide
> 8 - Atari ST Peeks & Pokes
> 9 - Atari ST BASIC Training Guide
> 10 - Atari ST Introduction to MIDI Programming
> 11 - Atari ST BASIC to C
> 12 - Atari ST 3D Graphics
> 13 - ST Disk Drives: Inside and Out
>
> --
> -- Cheers! For Now
> Steve <><
> WWW: www.the-asx.co.uk * * *
> Email: steve@the-asx.co.uk * * *
> Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3861. Re: For sale : Had□s60 64 Mo ram

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 19:01:32 UTC
From: tos4ever@pandora.be
Message-ID: <1fbivku.mfpy7sudq6l0N%tos4ever@pandora.be>
Source record: 35314

Carby <news@polar-net.co.ukk> wrote:

> "Mï¿½gamodeste" <yves.rogne@free.fr> wrote in message
> news:3ccfa2fc$0$15594$626a54ce@news.free.fr...
> > For sale from another Hadï¿½s freak : Hadï¿½s 60, 64 Mo ram, ATI graphic card,
> > + hd = 5340 Euros + shipping.
> >
> > No, it's not mine, I never sale my Ataris.
> >
> > Regards
>
> the phrase "taking the piss" springs to mind

As you might expect it's a typo. That guy ask 535,- EURO
See original posting in fr.comp.sys.atari

Message-ID: <aamvo7$2hup$1@news5.isdnet.net>
NNTP-Posting-Date: 30 Apr 2002 20:44:55 GMT

64 Mo EDO, DD 3,2 go, carte ati PCI , lecteur CD.
535 Euros

3862. Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 20:28:34 UTC
From: lp <gfa@basic.net>
Message-ID: <B8F5C832.6A3A%gfa@basic.net>
Source record: 35315

in article aao5s6oga1@pegasus.csx.cam.ac.uk, Stephen Moss at
sgm23@eng.cam.ac.uk wrote on 5/1/02 3:37 AM:

> Then why do you keep replying to them?.
> Perhaps he would give up and bugger off as you suggested if everyone just
> ignored him as responding to his ravings only appears to encourage him and
> drags you down to his level.
> Like an attention seeking child, if everyone ignors him long enough he'll
> become bored and find someone else to pester.

You are exactly right, such people feed off the replies, that is the goal,
sad as it is. Mastering one's kill file will cure the problem and the
offending poster will get bored eventually.

Lonny Pursell

3863. Re: CT060+ATX PSU in a C-LAB MKX case

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 21:01:08 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0205011301.791a5bd0@posting.google.com>
Source record: 35316

"Elliot" <stuff@recycledsteel.co.uk> wrote in message
news:<1020205094.3872.0.nnrp-13.3e31118f@news.demon.co.uk>...
> I have a tiny (and I mean small not from the company Tiny) ATX PSU and I
> think it may fit if removed form its case. I will have a look.
>
It will have to be tiny indeed. The existing power supply is roughly
4" by 5" by 1.5" (this is a real rough indicator as I didn't bother
measuring it), and I suspect that Czuba intends to use the power pins
on the Falcon motherboard to support his card. If this is true, you
are looking at less than a 3" by 5" area to squeeze in your power
supply.

Personally, I'm going to bolt my power supply to the underside of the
desk and run the cabling through a flexible plastic tube. As long as
the cable is less than 2 feet long, I don't think I'll have any
trouble with voltage drop. Does anyone have any knowledge of this?

Galen

3864. WTB: Avalon 2.1 and Pro-24 III

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 21:44:03 UTC
From: Blue 17 <nobodys@home.com>
Message-ID: <DkZz8.22584$YQ1.8133815@typhoon.southeast.rr.com>
Source record: 35317

I have both of these programs already but I've ruined both dongles in a stooooopid experiment. I'd like to buy them again if anyone has 'em...

If you do please email me at lshields@carolina.rr.com

Thanks bunches,
Blue

3865. Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-01 23:34:29 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CD07BA7.50E06DE3@rogers.com>
Source record: 35318
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

Hi Stephen

Stephen Moss wrote:

> "James Alexander" <james-m-alexander@rogers.com> wrote in message
> news:3CCE0A85.6211B011@rogers.com...
> > Hey Sinplop,
> >
> > Give up and bugger off. Nobody believes your idiotic ravings.
>
> Then why do you keep replying to them?.
> Perhaps he would give up and bugger off as you suggested if everyone just
> ignored him as responding to his ravings only appears to encourage him and
> drags you down to his level.
> Like an attention seeking child, if everyone ignors him long enough he'll
> become bored and find someone else to pester.
>
> Stephen Moss

Well in my case, and for many sinplops droppings have produced a laugh. Lately
though he's been getting stale.

3866. Re: Wanted: Abacus Atari ST Series Books

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 00:32:24 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <jvu0duc7g49m4ic9urelpa4n2935quer5r@4ax.com>
Source record: 35319
Cross-posted to: comp.sys.atari.st,alt.atari

On Wed, 01 May 2002 18:42:12 GMT, "Kevin R. Yurkus" <yurkus@gte.net>
wrote:

>I have them. Where are you located?
>
>yurkus@gte.net
>
>

I'll bet @atari.org.uk is a clue....

BobR

>"Steve Stupple" <Steve@atari.org> wrote in message
>news:ns2LCHF2jHz8EwHV@atari.org.uk...
>> Hiyas
>>
>> I am trying to complete my collection of Abacus reference books, I have
>> the following and would like the missing ones:)
>>
>> 2 - Atari ST Internals
>> 3 - Atari GEM Programmers Reference
>> 4 - Atari ST Machine Language
>> 5 - Atari ST Trick & Tips
>>
>> 7 - Atari ST LOGO User's Guide
>> 8 - Atari ST Peeks & Pokes
>> 9 - Atari ST BASIC Training Guide
>> 10 - Atari ST Introduction to MIDI Programming
>> 11 - Atari ST BASIC to C
>> 12 - Atari ST 3D Graphics
>> 13 - ST Disk Drives: Inside and Out
>>
>> --
>> -- Cheers! For Now
>> Steve <><
>> WWW: www.the-asx.co.uk * * *
>> Email: steve@the-asx.co.uk * * *
>> Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
>> ICQ: 18116827 * Nick: MocknBird * * *
>> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>

3867. Captive

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 01:43:27 UTC
From: ebaiz@skyenet.net
Message-ID: <3R0A8.39$Ma2.30449@newsfeed.slurp.net>
Source record: 35320

On 30 Apr 2002 03:24:19 , Bob Retelle wrote:

>Oh my- is there EVER a game called Captive..!
>
>Dungeon Master in Space- Robots on the loose..!
>
>I hate to say it, as much as I love Dungeon Master, but Captive is
>probably about .00001 ahead of DM as my favorite all-time game EVER.
>
>It's played with Androids instead of Champions, and instead of giving
>them better armor you buy them better body parts.
>
>No food or water needed, but you have to find electrical outlets on
>the walls to recharge them or they run out of power.
>
>Be careful though- if you DO try Captive, you're likely to become
>very seriously hooked, for a long, long time.

Hello,

I knew the game was good which is why I bought it. I just may give it a
try on my STe. Thanks much for the description.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3868. Bloodwych

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 01:43:29 UTC
From: ebaiz@skyenet.net
Message-ID: <5R0A8.40$Ma2.30356@newsfeed.slurp.net>
Source record: 35321

On 30 Apr 2002 23:05:44 , William Moeller wrote:
>Edward S. Baiz Jr. (ebaiz@skyenet.net) wrote:
>
>: There is a game called Captive that is a SciFi game that is played like
>: DM. Have not tried it out yet. There is also Bloodwych, which looks good.
>
>My friend tells me that Bloodwych was based on the DM engine.
>

That could be as the game does resemble DM, but the graphics are not as
good. That really does not matter as the gameplay is very high.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3869. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 01:43:30 UTC
From: ebaiz@skyenet.net
Message-ID: <6R0A8.41$Ma2.30462@newsfeed.slurp.net>
Source record: 35322

On 30 Apr 2002 07:46:35 , Joseph D. Place wrote:
>I had heard so many good things about NVDI that I finally purchased it from
>16/32 systems. I found that it works well with CAB 2.7, speeding things up
>and allowing me to print images. I also found that I cannot print images
>in Atari Works, and NEWSie crashes (two bombs) when I send and receive
>mail. Are these common problems? My operating environment for this
>scenario is Falcon030/Geneva/NeoDesk4/STing. Things work fine with Speedo
>GDOS.
>

NVDI and Newsie work fine together for me. I am using a Hades with
Magic as the OS. Have you set the fonts correctly in Newsie. For
receiving email I use Popwatch which is compatible with Newsie. You may
want to try it. Oh, Popwatch also sends email.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3870. Re: Anodyne's SCSI ethernet offer

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 01:43:32 UTC
From: ebaiz@skyenet.net
Message-ID: <8R0A8.42$Ma2.29883@newsfeed.slurp.net>
Source record: 35323

On 30 Apr 2002 23:37:58 , rustynutt wrote:
>Just got my SCSI/Link-T ethernet adapter from Roger at Anodyne
>Software. Unit is like new, shipping was very fast, and as always
>Roger was on the ball when it comes to emails. Also upgraded to the
>latest CD Writer software. Can't wait to set this up on my Afterburner
>Falcon, but as luck would have it, I ended up with a compound fracture
>in my right arm last saturday by getting off at a local motocross
>track, so it will be a bit before i can reassemble my Falcon. Have to
>watch out for those realistic games:).

Yes, Roger is great. He helped me out with a problem I was having with
Extendos and my Sony CDRW drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3871. Towers

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 02:23:30 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3CD0A3A0.EB1B9E9B@ataritimes.com>
Source record: 35324

Anyone know where to get a copy of Towers for a PC emulator? I've got
the game on my ST already, but I've been having floppy problems for
awhile and can't copy it.

Thanks,

--
Gregory D. George

=-=-=-

3872. Re: For sale : Had�s60 CORRECTION

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 04:29:00 UTC
From: yves.rogne@free.fr
Message-ID: <3cd0c08b$0$11113$626a54ce@news.free.fr>
Source record: 35325

�As you might expect it's a typo. That guy ask 535,- EURO
�See original posting in fr.comp.sys.atari
�
�Message-ID: <aamvo7$2hup$1@news5.isdnet.net>
�NNTP-Posting-Date: 30 Apr 2002 20:44:55 GMT
�
�64 Mo EDO, DD 3,2 go, carte ati PCI , lecteur CD.
�535 Euros

Thanks for your correction Martin : 535 Euros of course.

Regards

3873. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 05:25:43 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CD0CDD7.9020906@seimet.de>
Source record: 35326

Neil Chester wrote:

> Imagine my surprise when I run HDRUTIL (v8.04) and do
> a "Device Check", this reoprts the following:
> 01.00 Yamaha CDRW
> 02.00 Epson GT-9500
> 05.00 Adtron Accent SPC
> 05.01 Adtron Accent SPC
> 07.00 ATARI FALCON
>
> Also on the Magic/Jinnee desktop:
> P=Card Reader
> Q=CDRW
> And yet it should be that the CDRW comes first!?

Looks as if you have configured HDDRIVER to scan the devices in another order than usual. Note that the ID check always scans lowest numbers first, regardless on how HDDRIVER was configured. So the order of devices can differ, but the SCSI IDs are always consistent.

> change the ID from 5 (+ 01 LUN)! Is the unit faulty
> or is there some other switch that would work?

Does this unit actually implement two LUNs? This is unusual. It could either be a (minor and non-relevant) flaw of the reader's SCSI firmware or due to your version of HDDRUTIL/HDDRIVER (seems to be quite old) not scanning for LUN1 properly. Can you please check whether the current (demo) version reports two LUNs as well?

> The drive works like a dream (with a Compact Flash
> adaptor & 16Mb Card) - just like an ordinary disk,

Sounds good. Actually this is what one should expect, since as long as a device acts like a hard disk drive it's not relevant for HDDRIVER whether it is a real hard disk drive or something that only claims to be such a drvice.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3874. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 05:27:23 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CD0CE3B.6080802@seimet.de>
Source record: 35327

Chris Crosskey wrote:

> two (or more) sorts of media...THe only other obvious thingn I can think
> of like this is the Panasonic PD-650 drives that use one LUN for the
> CDROM and the other for the MO drive...

But only if configured in the PC compatible mode. In the Mac compatible
Mode there is only one LUN and the device type reported depends on the
cartridge (PD or CD) that is inserted.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3875. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 05:30:02 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CD0CEDA.2030401@seimet.de>
Source record: 35328

Chris Simon wrote:

> My card reaader seems to be 'stuck' at ID 2, and yes it does have a
> 2.01 logical unit too. I found exactly the same thing as you, in that
> rotating the selector doesn't have any effect on the ID. It must be
> HDDRIVER or some other slight incompatibility with the Falcon.

Is your version of HDDRIVER different from the one Neil is using? Does
anything change with the latest demo version? BTW, could you please
register your HDDRIVER with me by sending me your serial number? Thank you.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3876. Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 06:04:59 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205012204.bd30d97@posting.google.com>
Source record: 35329
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:<aao5s6oga1@pegasus.csx.cam.ac.uk>...
> "James Alexander" <james-m-alexander@rogers.com> wrote in message
> news:3CCE0A85.6211B011@rogers.com...
> > Hey Sinplop,
> >
> > Give up and bugger off. Nobody believes your idiotic ravings.
>
> Then why do you keep replying to them?.
> Perhaps he would give up and bugger off as you suggested if everyone just
> ignored him as responding to his ravings only appears to encourage him and
> drags you down to his level.
> Like an attention seeking child, if everyone ignors him long enough he'll
> become bored and find someone else to pester.

Who asked you?

> Stephen Moss

sinclap!
somewere in the north central region

3877. Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 06:07:04 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205012207.2aa3d07d@posting.google.com>
Source record: 35330

lp <gfa@basic.net> wrote in message news:<B8F5C832.6A3A%gfa@basic.net>...
> in article aao5s6oga1@pegasus.csx.cam.ac.uk, Stephen Moss at
> sgm23@eng.cam.ac.uk wrote on 5/1/02 3:37 AM:
>
> > Then why do you keep replying to them?.
> > Perhaps he would give up and bugger off as you suggested if everyone just
> > ignored him as responding to his ravings only appears to encourage him and
> > drags you down to his level.
> > Like an attention seeking child, if everyone ignors him long enough he'll
> > become bored and find someone else to pester.
>
> You are exactly right, such people feed off the replies, that is the goal,
> sad as it is. Mastering one's kill file will cure the problem and the
> offending poster will get bored eventually.

People reply to all kinds of posts...Your point?
>
> -------------
> Lonny Pursell

sounds like you play with the 'chunksmeister'!

sinclap!
somewere in the north central region

3878. Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 06:09:00 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205012209.7af3507a@posting.google.com>
Source record: 35331
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CD07BA7.50E06DE3@rogers.com>...

>
> Well in my case, and for many sinplops droppings have produced a laugh. Lately
> though he's been getting stale.

Were all laughing at you...

sinclap!
somewere in the north central region

3879. Re: For sale : Had�s60 CORRECTION

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 06:19:37 UTC
From: Bitey <no@spamless.com>
Message-ID: <oim1du410m6h984qb87lj8qt8pc48obhb4@4ax.com>
Source record: 35332

On 02 May 2002 04:29:00 GMT, yves.rogne@free.fr (Mï¿½gamodeste) wrote:

>ï¿½As you might expect it's a typo. That guy ask 535,- EURO
>ï¿½See original posting in fr.comp.sys.atari
damn...heres me thinking *at last* a gold plated atari 8-)

>ï¿½
>ï¿½Message-ID: <aamvo7$2hup$1@news5.isdnet.net>
>ï¿½NNTP-Posting-Date: 30 Apr 2002 20:44:55 GMT
>ï¿½
>ï¿½64 Mo EDO, DD 3,2 go, carte ati PCI , lecteur CD.
>ï¿½535 Euros
>
>Thanks for your correction Martin : 535 Euros of course.
>
>Regards

3880. Gratis - Atari ST2 + Megafile60 + monitor

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 07:28:12 UTC
From: Johan De Wit <witjo@rsd.bel.alcatel.be>
Message-ID: <3CD0EA8C.5663FA6D@rsd.bel.alcatel.be>
Source record: 35333

Gratis af te halen in stekene (koewacht) belgie
Voor nederland, dit is nabij hulst.

Wegens plaatsgebrek enkel nog spectrum en commodore, dus ruilen voor
iets van deze merken mag ook maar hoeft niet.

Enkel voor serieuze verszamelaars.

(PS. heb ook nog een ataur 600 en 800 liggen + casettedrive.)

Voor info johan.dewit@sapphire.be

3881. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 09:01:46 UTC
From: vdjole@EUnet.yu
Message-ID: <aaqv9o$9kb$2@news.eunet.yu>
Source record: 35335

On 29 Apr 2002 19:03:08 , Frederic Fouche wrote:

>As far as I know, MySQL latest versions should compile right out of the
>box on MiNT with gcc.

Perhaps it would not be a bad idea to have it in the Mint section on
some Atari ftp site, like chapelie?

>I don't know any native atari graphic program that support Layers.

In fact there are some. A rather old (but quite good) bitmap+vector graphic
program named Megapaint supports up to 4 bitmap layers and 4 vector layers,
with certain operations between layers possible, etc. (btw. they are not
-called- layers in Megapaint, but to all practical puroposes they are layers).

CAD programs (although they are "graphic programs" only in a most
general sense) like e.g. DynaCADD support layers, of course.

I do not have Photoline, but I think that it supports layers, too.

So there -are- native Atari programs that support layers; how comprehensive
and good that support is, that is another matter.

>I really find vi to be excellent. Make fun of me if you wish.

A debate of which editor is the best will never end, so be it for everyone
according to his personal taste :) E.g. I have heard horror stories from VMS
users of when they had to use vi, as opposed to EDT or EVE, and of their
relief when they got hold of unix version of EDT :) (btw. EDT or clones
are multiplatform too- VMS, Unix, DOS, Windows; though, EDT has its stupid
quirks, too, of course).

cu;

3882. Re: Q: format existing diskette to be I

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 09:01:49 UTC
From: vdjole@EUnet.yu
Message-ID: <aaqv9r$9kb$3@news.eunet.yu>
Source record: 35336

On 30 Apr 2002 20:15:31 , Malcolm Dew-Jones wrote:
>: Is this 720k disk a Atari St formatted diskette?
>
>
>Yes, I have some Atari formatted disks that already contain data, and it
>would be convenient to be able to simply "touch" the disk so that I could
>read that data from my PC.

It would also be possible to use any disk editor on Atari and change
about three or four bytes in the boot sector in otder to make it readable
on a PC. But I can not now dig which bytes those are or what shoud their
value be.

cu;

3883. Re: For sale : HadSs60 CORRECTION

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 09:28:34 UTC
From: Carby <news@polar-net.co.uk>
Message-ID: <3cd106d7$0$237$cc9e4d1f@news.dial.pipex.com>
Source record: 35334

"M,gamodeste" <yves.rogne@free.fr> wrote in message
news:3cd0c08b$0$11113$626a54ce@news.free.fr...
> ?64 Mo EDO, DD 3,2 go, carte ati PCI , lecteur CD.
> ?535 Euros
>
> Thanks for your correction Martin : 535 Euros of course.
>
> Regards

Damn! I feel stupid now :(

Si

3884. ROM

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 10:08:03 UTC
From: James Pirie <james.pirie@zetnet.co.uk>
Message-ID: <5p32dug5j3arvsk46lm5a4fof8i2h6hhd3@4ax.com>
Source record: 35337

Hi everyone,
Does anyone have any idea what has happened to Ulli
and co aka ROM Logicware. I have been trying to obtain a copy of
papyrus Office for the awful (but sadly necessary) Win box recently
obtained so I can swap files with my Falcon. I registered and paid
for the latest version of papyrus office for Windows, and incedentally
will be upgrading my TOS version also if ever someone gets in touch.
To be honest it is unlike Ulli not to get in touch and I am getting a
little concerned.

Any information would be gratefully recieved. I have E.,Mailed many
times and FAX'ed also to no avail.

Many thanks.

James

3885. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 11:05:44 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <k272dus5jg4sq912er877neq4qjo7jrpgp@4ax.com>
Source record: 35338

On 30 Apr 2002 23:05:44 GMT, af332@freenet.hamilton.on.ca (William Moeller) wrote:

>Edward S. Baiz Jr. (ebaiz@skyenet.net) wrote:
>
>: There is a game called Captive that is a SciFi game that is played like
>: DM. Have not tried it out yet. There is also Bloodwych, which looks good.
>
>My friend tells me that Bloodwych was based on the DM engine.
>

I have no personal knowledge to the contrary, but I would tend to seriously doubt that. I worked with the FTL group for a while, and they never mentioned licensing their engine to anyone else.

Bloodwych was created by a group from the U.K. and has a very different "feel" from Dungeon Master, both in the graphical appearance and in the gameplay. Also, it can be played as a 2-player game with a split-screen and 2 sets of controls, which Dungeon Master never had.

It IS an excellent game in its own right, but I don't think it's any direct relation to Dungeon Master.

BobR

3886. Re: Wanted: Abacus Atari ST Series Books

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 11:25:58 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <G4tD3pBGJS08EwqN@atari.org.uk>
Source record: 35339
Cross-posted to: comp.sys.atari.st,alt.atari

In article <jvu0duc7g49m4ic9urelpa4n2935quer5r@4ax.com>, Bob Retelle
<bobr1@provide.net> writes
>>I have them. Where are you located?
>>
>>yurkus@gte.net
>>
>>
>
>I'll bet @atari.org.uk is a clue....

Lol...

I live in sw wales in the UK (it's in my sig) :))

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3887. Re: ROM

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 11:49:34 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205021345410.109-100000@easymint>
Source record: 35340

On Thu, 2 May 2002, James Pirie wrote:

> Hi everyone,
> Does anyone have any idea what has happened to Ulli
> and co aka ROM Logicware. I have been trying to obtain a copy of
> papyrus Office for the awful (but sadly necessary) Win box recently
> obtained so I can swap files with my Falcon. I registered and paid
> for the latest version of papyrus office for Windows, and incedentally
> will be upgrading my TOS version also if ever someone gets in touch.
> To be honest it is unlike Ulli not to get in touch and I am getting a
> little concerned.
>
> Any information would be gratefully recieved. I have E.,Mailed many
> times and FAX'ed also to no avail.
>

He replied an e-mail of mine last week. So I guess he's still living.
The website tells many people have ordered version 9.0, and they are very
busy getting the English version ready. I wouldn't mind if they hurried up
a little bit though.

Martin Tarenskeen

3888. Pascal compiler?

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 16:32:24 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020502.16322458@mis.configured.host>
Source record: 35342

I was wondering if there is a Pascal compiler available for the ST.

3889. test

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 16:43:22 UTC
From: Joseph Hogan <hoganj@freenet.msp.mn.us>
Message-ID: <020520021243221011%hoganj@freenet.msp.mn.us>
Source record: 35341

```
test article via YA-NEWSWATCHER
```

3890. st collection for sale

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 17:14:39 UTC
From: Trig <jtrigwell@lineone.net>
Message-ID: <3cd1745c_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 35343

2 1040 ste's with a large collection of mags, books and disks.
I'm in wiltshire.

any offers to atari@neo.demon.co.uk

cheers...

Trig.

3891. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 17:52:20 UTC
From: under_osian@wear_zetnet.co.uk
Message-ID: <3cd17cd2$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 35344

On 2 May 2002 07:30:02 +, Uwe Seimet wrote:
>Is your version of HDDRIVER different from the one Neil is using?

I've got v7.51.

>Does anything change with the latest demo version?

My system's working OK at the moment, I'd rather not try installing
anything else!

>BTW, could you please register your HDDRIVER with me by sending me your serial number?

Glad to if I can find the disks...

--
Chris Simon
under_osian@wear_zetnet.co.uk
http://www.users.zetnet.co.uk/csimon/
** Remove UNDERWEAR to reply **

3892. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 18:50:36 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CD18A7C.9010403@seimet.de>
Source record: 35345

Chris Simon wrote:

> My system's working OK at the moment, I'd rather not try installing
> anything else!

It's sufficient to boot from a floppy disk without starting any hard
disk driver. You can then start HDDRUTIL from floppy disk and run the ID
check. There is no need to install anything.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3893. Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 19:31:28 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CD19434.3FB51965@rogers.com>
Source record: 35246
Cross-posted to: comp.sys.atari.st,alt.usenet.kooks

sinclap@yahoo.com wrote:

> James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CD07BA7.50E06DE3@rogers.com>...
>
> >
> > Well in my case, and for many sinplops droppings have produced a laugh. Lately
> > though he's been getting stale.
>
> Were all laughing at you...
>
> sinclap!
> somewere in the rubber room

Yawn. you just proved everyones point.......Again. Here's another clue for you sinplop. You are not a
"we" since your solitary imaginary friend is that, imaginary. You've been told before, either you come
up with someting original or useful, or simply piss off. Since you've been at it a decade now and havent
said anything useful or original yet then the latter is preferable.

3894. Doppel Ganger

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 20:45:46 UTC
From: Steve Marshall <sdm@atmos-nomorejunk.plus.com>
Message-ID: <nxhA8.21335$OP.754175@stones>
Source record: 35247

Does anyone know who the Doppel-Ganger was ? He wrote a few quirky text adventures that could be found in PD libraries and started out writing stuff on the Oric. He had quite a sense of humour that came across in his programs, which is something I miss nowadays.

As it nears the 20th anniversary of the Oric, I'd really like to do an interview with him - anyone have any details ???

Steve Marshall

3895. Re: ROM

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 21:44:43 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cd1b4bb$0$29611$4c56ba96@master.news.zetnet.net>
Source record: 35249

```
|James Pirie wrote:
|
| Hi everyone,
| Does anyone have any idea what has happened to Ulli
| and co aka ROM Logicware. . . . . .
|
| Any information would be gratefully recieved. I have E.,Mailed many
| times and FAX'ed also to no avail.

I got a reply today from him - question was re realistic date for
English version 9 Papyrus (for pc - sorry).

JI Logan
```

3896. European Computer on UK Voltage system

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 21:45:17 UTC
From: h133 <h133@mac.com>
Message-ID: <B8F771E4.86A%h133@mac.com>
Source record: 35248

Hi all,

Could anyone tell me if it is possible to run a European computer on the UK power system, the machine in question has a 220V power supply, but the UK is 240V, will the computer survive if plugged into the mains in the UK?

Thanks

3897. Re: European Computer on UK Voltage system

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 21:53:02 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cd1bd25$0$29604$4c56ba96@master.news.zetnet.net>
Source record: 35251

"h133" <h133@mac.com> wrote:
| Could anyone tell me if it is possible to run a European computer on the UK
| power system, the machine in question has a 220V power supply, but the UK is
| 240V, will the computer survive if plugged into the mains in the UK?

I think it depends on the robustness of your power supply. I once bought a HP inkjet cheap and found it was a grey inport with European power supply. It worked OK. I think in theory we are all a nominal 230V or some such (although the permissible limits had to be stretched so that the politically correct single voltage standard would accommodate all European ranges).

JI Logan

3898. Re: Q: format existing diskette to be I

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 22:01:24 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <1020376884.5191.0.nnrp-12.9e983130@news.demon.co.uk>
Source record: 35250

On 2 May 2002 09:01:49 +, Djordje Vukovic wrote:

>It would also be possible to use any disk editor on Atari and change
>about three or four bytes in the boot sector in otder to make it readable
>on a PC. But I can not now dig which bytes those are or what shoud their
>value be.
>
It's just two bytes in the boot sector. I think one is EA (hex value not
position)

They're easy to change, I used knifeST. All you need to do is look at the
boot sector, I think the bytes to change are in the first ten, & note the
differences between the bytes. Then change the ones on the Atari to match
the PC's. I used this regularly. I think PC formatter will format the disk
thereby losing your data.

Mike Bedford

3899. Re: Pascal compiler?

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 23:07:46 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CD1C621.77B89E53@chello.nl>
Source record: 35253

Reizla wrote:
>
> I was wondering if there is a Pascal compiler available for the ST.

Look at http://www.application-systems.de/purepascal/index.html

I have a copy which I dont use.
If you are interested, mail me.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

3900. Re: Q: format existing diskette to be I

Newsgroup: comp.sys.atari.st
Date: 2002-05-02 23:52:39 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3cd1c337@news.victoria.tc.ca>
Source record: 35252

M.Bedford (mike@mbedford.demon.co.uk) wrote:
: On 2 May 2002 09:01:49 +, Djordje Vukovic wrote:

: >It would also be possible to use any disk editor on Atari and change
: >about three or four bytes in the boot sector in otder to make it readable
: >on a PC. But I can not now dig which bytes those are or what shoud their
: >value be.
: >
: It's just two bytes in the boot sector. I think one is EA (hex value not
: position)

: They're easy to change, I used knifeST. All you need to do is look at the
: boot sector, I think the bytes to change are in the first ten, & note the
: differences between the bytes. Then change the ones on the Atari to match
: the PC's. I used this regularly. I think PC formatter will format the disk
: thereby losing your data.

: Mike Bedford

Thanks for the info. I know the difference is small, I just didn't know
the details.

3901. EPSS

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 00:11:20 UTC
From: vmalini@yahoo.com
Message-ID: <87278395.0205021611.1a8863ec@posting.google.com>
Source record: 35254

Hi group,

> Does anyone out there have any information about creating Electronic
> Performance Support Systems ? e.g. any demos, books, or other
> resources available anywhere?
> Thanks in advance!!!

Malini
Web Applications Developer
DIRECTV Broadband, Inc.

3902. Re: Pascal compiler?

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 01:13:53 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0205021713.13f66448@posting.google.com>
Source record: 35255

Reizla <reizla.NOSPAM@xs4all.nl> wrote in message
news:<20020502.16322458@mis.configured.host>...
> I was wondering if there is a Pascal compiler available for the ST.

There is Pure Pascal.

Galen

3903. Anyone has an RGB cable for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 03:46:59 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <cynA8.18097$tT1.8923933@e3500-atl1.usenetserver.com>
Source record: 35256

Not the SCART type, just RGB?

Please let me know. Or if it's possible to make one. Thanks.

3904. Re: European Computer on UK Voltage system

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 05:15:06 UTC
From: yves.rogne@CUTTHISfree.fr
Message-ID: <3cd21cd9$0$15190$626a54ce@news.free.fr>
Source record: 35257

Hello,

Could anyone tell me if it is possible to run a European computer on the UK
power system, the machine in question has a 220V power supply, but the UK is
240V, will the computer survive if plugged into the mains in the UK?

I share the opinion of JI Logan because even if the power is supposed to be 220v in France, I mesured 210v in the early morning and 235v at 13h.

It is possible that this unstable voltage is dammaging the electrical stuff and electricity compagny knows and nobody bother : dead things cause buying new ones isn't it ...

Regards

3905. Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 06:15:04 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205022215.539411e9@posting.google.com>
Source record: 35258
Cross-posted to: comp.sys.atari.st,alt.usenet.kooks

James Alexander <james-m-alexander@rogers.com> wrote in message news:<3CD19434.3FB51965@rogers.com>...
>
> Yawn. you just proved everyones point.......Again. Here's another clue for you sinplop. You are not a
> "we" since your solitary imaginary friend is that, imaginary. You've been told before, either you come
> up with someting original or useful, or simply piss off. Since you've been at it a decade now and havent
> said anything useful or original yet then the latter is preferable.

Oh puleaZe! Suspect, many of the jihads do not have you on thier friends list. Just a blowhard with nothing better to do. Just look at your posts, what contribution have you brought here? Lots of time here.. Chunk's rarely is here, maybe he got lucky with a significant other or is it just the hand?

sinclap!

3906. Te Laat - Re: Gratis - Atari ST2 + Megafile60 + monitor

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 07:11:37 UTC
From: Johan De Wit <witjo@rsd.bel.alcatel.be>
Message-ID: <3CD23829.724E89CA@rsd.bel.alcatel.be>
Source record: 35260

[No readable article body recovered]

3907. Re: European Computer on UK Voltage system

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 08:29:30 UTC
From: Carby <news@polar-net.co.uk>
Message-ID: <3cd24ce8$0$232$cc9e4d1f@news.dial.pipex.com>
Source record: 35261

"M,gamodeste" <yves.rogne@CUTTHISfree.fr> wrote in message
news:3cd21cd9$0$15190$626a54ce@news.free.fr...
> Hello,
>
> ?Could anyone tell me if it is possible to run a European computer on the
UK
> ?power system, the machine in question has a 220V power supply, but the UK
is
> ?240V, will the computer survive if plugged into the mains in the UK?
>
> I share the opinion of JI Logan because even if the power is supposed to
be 220v
> in France, I mesured 210v in the early morning and 235v at 13h.

Pretty much the same in the UK. It's not damaging to the equipment. Most electricatical items are built to expect some sort of fluctuation in the power supply, for instance, my computer can happily run between 210 and 240v with no problems. It's near impossible to provide a steady voltage through the powerline network.

And, the UK power supply averages 230v, but does fluctuate.

Si

3908. Re: ROM

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 09:53:26 UTC
From: <>
Message-ID: <1020522794-97248AEicMi@ntlworld.com>
Source record: 35148

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Thu, 2 May 2002 13:49:34 +0200

>The website tells many people have ordered version 9.0, and they are very
>busy getting the English version ready. I wouldn't mind if they hurried up
>a little bit though.

The English section of their web site hasn't been updated in ages, so I
wouldn't hold my breath if I were you :-(
Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3909. Re: European Computer on UK Voltage system

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 09:55:55 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <memrOnEr6l08Ew8u@atari.org.uk>
Source record: 35262

In article <3cd24ce8$0$232$cc9e4d1f@news.dial.pipex.com>, Carby
<news@polar-net.co.uk> writes
>Pretty much the same in the UK. It's not damaging to the equipment. Most
>electricatical items are built to expect some sort of fluctuation in the
>power supply, for instance, my computer can happily run between 210 and 240v
>with no problems. It's near impossible to provide a steady voltage through
>the powerline network.
>
>And, the UK power supply averages 230v, but does fluctuate.
>
>Si

I think most appliances allow a tolerance of 10-25% in the voltages due
to their components.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3910. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 10:23:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205030318450.19896-100000@shell1.aracnet.com>
Source record: 35263
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've moved from my old Internet Provider to aracnet.com! Everything should be forwarded by my old Internet Provider. Such as E-Mail and Web Links. Since I've moved, I've just bought out another Atari Dealer and I need to make room for NEW Inventory. So now I'm Currently offering a 25% Discount on All Games/SoftWare and Books/References for Classic 8 Bit and Atari ST Computer Lines! So come spend your Tax Refund at my shop, at Bravo Sierra Computers! Check WebLink below for more details on discounts!
http://www.aracnet.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new 8 Bit Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3911. [FS] Streamer Viper 2525S

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 11:20:52 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.dc8d7929.55340da2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35264

Works fine with MegaSTs and Falcons. Worked about 100 hours.
comes along with 5 QIC525 cartridges (525 MB).
160 euros (incl. shipping within Europe), or trade it for a VME
graphic card for TT or TT-RAM expansion with at least 64 MB.

Contact by e-mail.

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

3912. Re: ROM

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 11:48:37 UTC
From: James Pirie <james.pirie@zetnet.co.uk>
Message-ID: <dnt4dukr2jpls1l2phnlqkbukrh57n3nnf@4ax.com>
Source record: 35266

On Thu, 2 May 2002 13:49:34 +0200, Martin Tarenskeen
<nospam@zonnet.nl> wrote:

>On Thu, 2 May 2002, James Pirie wrote:
>
>> Hi everyone,
>> Does anyone have any idea what has happened to Ulli
>> and co aka ROM Logicware.
>>
>
>He replied an e-mail of mine last week. So I guess he's still living.
>The website tells many people have ordered version 9.0, and they are very
>busy getting the English version ready. I wouldn't mind if they hurried up
>a little bit though.

Hmm! Perhaps he has decided just not to respond any more! All I
really want (for now) is a registered copy of the current version for
PC but I can continue very well with the TOS version I guess, it's
just a pain at the moment swapping monitor plugs from one machine to
the other. I suppose I should get a monitor switch box!!

thanks for reply

3913. Re: ROM

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 11:48:38 UTC
From: James Pirie <james.pirie@zetnet.co.uk>
Message-ID: <9st4dugufqb14rocs35anirn0rdn6fr9al@4ax.com>
Source record: 35265

On Thu, 2 May 2002 22:44:43 +0100, "JI Logan"
<jlog@snip.this.zetnet.co.uk> wrote:

>|James Pirie wrote:
>|
>| Hi everyone,
>| Does anyone have any idea what has happened to Ulli
>| and co aka ROM Logicware. . . . . .
>|
>| Any information would be gratefully recieved. I have E.,Mailed many
>| times and FAX'ed also to no avail.
>
>I got a reply today from him - question was re realistic date for
>English version 9 Papyrus (for pc - sorry).

I too am looking for a version of Papyrus for PC so no apology
required. Things move on. I just wish Papyrus would also :)

cheers for answering

James

3914. Re: Anyone has an RGB cable for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 12:32:18 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <aau00kcrb1@news8.svr.pol.co.uk>
Source record: 35267

"Son of man" <bcozier@bellsouth.net> wrote in message
news:cynA8.18097$tT1.8923933@e3500-atl1.usenetserver.com...
> Not the SCART type, just RGB?
>

If you mean to go to a "PC" type monitor then its simply not possible to
make an RGB
connection. If its an old EGA/CGA then it won't work at all. If it is VGA
then it may be possible
to drive this in MONO (so not RGB).

If you want RGB on say BNC connectors then that is possible, but soldering
the dreadfull DIN
plug is not easy. I would be inclinded to get a SCART lead (the ST ones are
RGB anyway) and
hack that.

> Please let me know. Or if it's possible to make one. Thanks.
>
>
>

3915. Re: European Computer on UK Voltage system

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 12:46:34 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <aau0rb$d9c$1@news8.svr.pol.co.uk>
Source record: 35268

"h133" <h133@mac.com> wrote in message news:B8F771E4.86A%h133@mac.com...
> Hi all,
>
> Could anyone tell me if it is possible to run a European computer on the
UK
> power system, the machine in question has a 220V power supply, but the UK
is
> 240V, will the computer survive if plugged into the mains in the UK?
>
> Thanks
>

The power supply in the UK is now supposed to be 230 volts, and it should
also be 230 v in the
rest of europe due to EU standardisation. However this is a bit of a fudge
as the tolerences are different.

3916. Re: European Computer on UK Voltage system

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 13:11:13 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020503.13111316@mis.configured.host>
Source record: 35269

Op 03-05-2002, 14:46:34, schreef "David Wade"
<dave@dwade.remove_to_reply.freeserve.co.uk> over het thema Re: European
Computer on UK Voltage system:

> The power supply in the UK is now supposed to be 230 volts, and it should
> also be 230 v in the
> rest of europe due to EU standardisation. However this is a bit of a
fudge
> as the tolerences are different.

I though that the standardisation in the rest of Europe would take place
in 2004 or 2005... And if all is right, electrical machines were already
adapted for 230V since 1992 or 1993.

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Smapping is a violation of European law.

3917. Re: Anyone has an RGB cable for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 13:17:33 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <E5wA8.46$0j3.60059@newsfeed.slurp.net>
Source record: 35270

What monitor do you need it for?

Joshua.

"Son of man" <bcozier@bellsouth.net> wrote in message
news:cynA8.18097$tT1.8923933@e3500-atl1.usenetserver.com...
> Not the SCART type, just RGB?
>
> Please let me know. Or if it's possible to make one. Thanks.
>
>
>

3918. Re: Towers

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 15:03:16 UTC
From: ebaiz@skyenet.net
Message-ID: <UExA8.72$0j3.76785@newsfeed.slurp.net>
Source record: 35271

On 2 May 2002 02:23:30 G, "Gregory D. George" wrote:
>NNTP-Posting-Date: Thu, 02 May 2002 02:23:30 GMT
>Organization: AT&T Worldnet
>Xref: newsfeed.slurp.net comp.sys.atari.st:263336
>
>Anyone know where to get a copy of Towers for a PC emulator? I've got
>the game on my ST already, but I've been having floppy problems for
>awhile and can't copy it.
>
>Thanks,
>
>--
>Gregory D. George

I saw this on the WWW some time ago. In fact, I know there is a PC
version of Towers II. I was on the Towers website.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3919. Re: ROM

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 15:03:18 UTC
From: ebaiz@skyenet.net
Message-ID: <WExA8.73$0j3.76939@newsfeed.slurp.net>
Source record: 35272

On 2 May 2002 11:08:03 +, James Pirie wrote:
>Hi everyone,
> Does anyone have any idea what has happened to Ulli
>and co aka ROM Logicware. I have been trying to obtain a copy of
>papyrus Office for the awful (but sadly necessary) Win box recently
>obtained so I can swap files with my Falcon. I registered and paid
>for the latest version of papyrus office for Windows, and incedentally
>will be upgrading my TOS version also if ever someone gets in touch.
>To be honest it is unlike Ulli not to get in touch and I am getting a
>little concerned.
>
>Any information would be gratefully recieved. I have E.,Mailed many
>times and FAX'ed also to no avail.

I email him about my English upgrade from version 8 to 9 and he emailed
me back that he would let me know when it was availabl, so he is still
around.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3920. Re: Anyone has an RGB cable for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 15:03:19 UTC
From: ebaiz@skyenet.net
Message-ID: <XExA8.74$0j3.76923@newsfeed.slurp.net>
Source record: 35273

On 2 May 2002 23:46:59 -, "Son of man" wrote:
>Not the SCART type, just RGB?
>
>Please let me know. Or if it's possible to make one. Thanks.
>

I have seen one before, but I believe it would only do mono. I
indirectly hooked my STe to a color VGA monitor using a video converter
and an old piece of hardware for the ST called Video Key.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3921. Re: Pascal compiler?

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 16:43:44 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3CD2BE40.C20DDAF2@a.a>
Source record: 35274

Reizla wrote:

> I was wondering if there is a Pascal compiler available for the ST.

There is also a Pascal compiler called Alice.

3922. TT battery

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 17:27:30 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.c0b06514.56de0e62.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35275

Hello,

For all those wondering what to replace TT's and MegaSTe's battery :
just open the battery's case and replace the battery in it with a
3.6 V lithium one. Just two wires to solder, works great.

J.-Luc

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

3923. Re: Wanted: Abacus Atari ST Series Books

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 17:48:06 UTC
From: doug@doughodson.com
Message-ID: <5c1646a8.0205030948.f22565@posting.google.com>
Source record: 35276
Cross-posted to: comp.sys.atari.st,alt.atari

I have two "versions" of Atari ST Internals. One looks like an
original, the second is called "Revised". I'm wondering if there was
another, and if anyone knows where to get it.

I'm having tons of fun going through the BIOS source code to sharpen
up my computer engineering skills...

Doug

Steve Stupple <Steve@atari.org> wrote in message news:<G4tD3pBGJS08EwqN@atari.org.uk>...
> In article <jvu0duc7g49m4ic9urelpa4n2935quer5r@4ax.com>, Bob Retelle
> <bobr1@provide.net> writes
> >>I have them. Where are you located?
> >>
> >>yurkus@gte.net
> >>
> >>
> >
> >I'll bet @atari.org.uk is a clue....
>
> Lol...
>
> I live in sw wales in the UK (it's in my sig) :))

3924. Translation...

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 17:55:30 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1020457554-370304AEicMi@xs4all.nl>
Source record: 35277

Has anybody ever tried to translate Phoenix database
from ASH? I think not but I am not sure anymore...(If
it would have been it sure was a h*** of a job...)

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3925. Re: ROM

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 19:28:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1020463448-549172AEicMi@xs4all.nl>
Source record: 35280

>I email him about my English upgrade from version 8
>to 9 and he emailed
>me back that he would let me know when it was
>availabl, so he is still
>around.

I've had the same experience: an answer in one
day...They're still working on it and the one thing
we can do is order!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3926. Re: [PUB] Organizer 0.47 available in english !

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 19:34:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1020463450-549800AEicMi@xs4all.nl>
Source record: 35281

Hi guys,

Go to this site and support him...He's doing a great
job and filling in the gap after Harlekin's
seizure...

Go for it,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3927. Re: TT battery

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 19:45:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cd2f6da2921891@tripnet.se>
Source record: 35278

On Fri 03-05-2002 19:27 (+0200) CECCOLI Jean-Luc wrote:

>For all those wondering what to replace TT's and MegaSTe's battery :
>just open the battery's case and replace the battery in it with a
>3.6 V lithium one. Just two wires to solder, works great.

Will it also work with TT's that have a 6 V original? A Panasonic BR-E3 6
V battery to be exact.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3928. Re: Pascal compiler?

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 20:32:43 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3CD30FDC.5B2BFC01@ev1.net>
Source record: 35279

```
Chris Martin wrote:
>
> Reizla wrote:
>
> > I was wondering if there is a Pascal compiler available for the ST.
>
> There is also a Pascal compiler called Alice.
>
There was OSS Pascal also...

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

3929. Re: European Computer on UK Voltage system

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 20:49:35 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1020542769.2211.0@iapetus.uk.clara.net>
Source record: 35154

Hi h133

| Could anyone tell me if it is possible to run a European computer on the
UK
| power system, the machine in question has a 220V power supply, but the UK
is
| 240V, will the computer survive if plugged into the mains in the UK?

The UK is also 220v.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

3930. Sound Diver Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 21:26:50 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <aauvaqlqb1@news.hawaii.edu>
Source record: 35282

Greetings,

It took me a long time to find this address, so I decided to post it here
so anyone else may be able to find it.

Here is the address for the final release of Sound Diver for Atari ST:
(Note: This will only function if you own the copy protected diskettes and
can authorize the software)

ftp://ftp2.emagic.de/pub/sounddiver/atari/SD206E.zip

Aloha!

3931. Re: European Computer on UK Voltage system

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 22:06:35 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cd30b9f$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 35283

|> The power supply in the UK is now supposed to be 230 volts, and it
should
|> also be 230 v in the
|> rest of europe due to EU standardisation. However this is a bit of a
|fudge
|> as the tolerences are different.
|
|I though that the standardisation in the rest of Europe would take
place
|in 2004 or 2005... And if all is right, electrical machines were
already
|adapted for 230V since 1992 or 1993.

The old voltage was a nominal 240V plus 10% and minus 10% say. This gives a range from 264V to 216V. The new voltage is a nominal 230V plus 15% and minus 6% say. This, quite by chance :-), also gives a range from 264V to 216V. All the other European countries make similar "technical" adjustments and we all have a standardised power system at very little cost. Amazing.

JI Logan

3932. Re: TT battery

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 22:08:40 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cd30ba0$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 35284

```
| For all those wondering what to replace TT's and MegaSTe's battery :
| just open the battery's case and replace the battery in it with a
| 3.6 V lithium one. Just two wires to solder, works great.
```

Could I issure my usual caution that early TTs used a different battery voltage - I regret to say that it is so long since I changed mine that I forget what the voltage was.

JI Logan

3933. Re: TT battery

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 22:09:31 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cd30ba1$0$29613$4c56ba96@master.news.zetnet.net>
Source record: 35285

```
| >For all those wondering what to replace TT's and MegaSTe's battery :
| >just open the battery's case and replace the battery in it with a
| >3.6 V lithium one. Just two wires to solder, works great.
|
| Will it also work with TT's that have a 6 V original? A Panasonic
BR-E3 6
| V battery to be exact.

No

JI Logan
```

3934. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 23:28:38 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <G2FA8.49216$q8.4869938@bin3.nnrp.aus1.giganews.com>
Source record: 35286
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

As I said before...

Hey, BS, tell me, why do auctions suck?

http://www.aracnet.com/~atari/auctions.htm

Oh yes, all us long time Atari owners use shill bidders to rip people off.
And we're "jerks".

ps learn to write.

pps for a refreshing change, try www.myatari.com - they've been around for
years and they're nice people.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0205030318450.19896-100000@shell1.aracnet.com...

3935. Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-03 23:31:19 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CD31DEC.FC688C77@rogers.com>
Source record: 35287
Cross-posted to: comp.sys.atari.st,alt.usenet.kooks

sinclap@yahoo.com wrote:

> Oh puleaZe! Suspect, many of the jihads do not have you on thier
> friends list. Just a blowhard with nothing better to do. Just look
> at your posts, what contribution have you brought here? Lots of time
> here.. Chunk's rarely is here, maybe he got lucky with a significant
> other or is it just the hand?
>
> sinclap!

Hey plonker,

how many times does everyone here hafta tell you beg borrow or buy a clue. Get your fact straight for once in
your life. I've participated in the local user group for severa years. You harass and make a laughing stock of
yourself. I and many others who pop into this newsgroup and others know the facts when they see them. You on
the other hand describe yourself perfectly as "blowhard with nothing better to do". While I and everyone else
here does have a life outside of laughing at you and your imaginary friend chunks. This does not make myself or
anyone else into "jihads". You've been babbling conspiracy theories about "atari jihads" which you foolishly
think are "out to get you". Not to mention all the amiga users you've tried to provoke over the years.

It comes down to this, many here have made valued contributions to the Atari scene, and the classic computer
scene as a whole. Whereas you've given a few of us a pathetic example of a gormless kook. I must admit
sporking you has been entertaining at times. But those times are coming to a close. Mainly cause you're too
stupid to realize you've lost years ago and run out of original ways of showing yourself as a kook. Now your
nothing more than the online equivalent of the 8 track tape of polka tunes thats been warped by heat and age.

3936. Atari Online News, Etc. #04-18

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 00:05:05 UTC
From: danap8@aol.com
Message-ID: <20020503200505.07451.00006920@mb-cc.aol.com>
Source record: 35288

```
A-ONE #0418 05/03/02

~ MyAtari Award Winners! ~ People Are Talking! ~ Flop 45 Released!
~ Microsoft Case Drags! ~ Spam Bill To Senate! ~ Free OpenOffice!
~ New eMacs For Schools! ~ DSL Deregulation Soon? ~ Microsoft Denials!
~ Melissa Creator Jailed ~ GameCube Europe Debut! ~ Media Player Coup?

-* Microsoft Reduces Witnesses! *-
-* Study Probes Kids' Web Porn Access! *-
-* Hewlett Loses Appeal, HP-Compaq Merger On! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3937. C-LAB Falcon For sale.

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 01:22:05 UTC
From: drojo1@lycos.co.uk
Message-ID: <fa3f7acf.0205031722.239ad10@posting.google.com>
Source record: 35289

I am selling my C-Lab Falcon MKX.

Specs:

- 14Meg RAM (Wizztronics board).
- 121 Meg IDE HD.
- 68882 math coprocessor.
- Internal SCSI connector (add any 3.5'' SCSI inside). I have a 1 Gig SCA
disk that started giving some troubles, but I can include it, if requested by the buyer.
- External SCSI IOMEGA Zip100.
- External TT keyboard.
- Multisync monitor adapter (good for VGA monitors).
- Nec SCSI CD-ROM (1x).
- Assorted software including HDDriver, MagiC 6, Papyrus 8, Cab 2.7, PIXART,
Artwork, and games: Ishar I,II,III, Zero-5, Conquest of Elysium (registered), Zero-5, Running, and more...

All is in good shape.

I am asking for US$400 + Shipping from Zip 77550.
US buyer preferred.

I'll be happy to answer any questions to my e-mail: drojo1#lycos*co*uk
(replace "#" with "@" and "*" with "." to remove the spam protection)

Thank you.

Daniel.

3938. Re: Sound Diver Atari ST

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 03:49:48 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3cd35a60$0$3568$1dc6e903@news.corecomm.net>
Source record: 35290

On 3 May 2002, John Perez wrote:

> Here is the address for the final release of Sound Diver for Atari ST:
> (Note: This will only function if you own the copy protected diskettes and
> can authorize the software)
>
> ftp://ftp2.emagic.de/pub/sounddiver/atari/SD206E.zip
>
> Aloha!
>

Do you know if there is a final release for Sound Surfer?

Thanks

ken

3939. Re: TT battery

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 05:19:27 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <aavr0u$7oq$1@news.tpi.pl>
Source record: 35291

On 3 May 2002 19:27:30 +, CECCOLI Jean-Luc wrote:
> Hello,
>
> For all those wondering what to replace TT's and MegaSTe's battery :
> just open the battery's case and replace the battery in it with a
> 3.6 V lithium one. Just two wires to solder, works great.

Maybe that's crazy, but I have the battery case completely removed,
and four *standard AA-size* batteries connected externally at the
back of my TT.... And it works! ;-) That gives 6 V, however...

--
Grzegorz Pawlik
http://marijuana.atari.org/

3940. Re: Pascal compiler?

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 05:44:10 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020504.5441095@mis.configured.host>
Source record: 35292

Op 03-05-2002, 18:43:44, schreef Chris Martin <cmartin_at_ti_dot_com@a.a>
over het thema Re: Pascal compiler?:

> Reizla wrote:

> > I was wondering if there is a Pascal compiler available for the ST.

> There is also a Pascal compiler called Alice.

I already found that one, but is it an compiler? The programs need to be
run with an interface. In my opinion that is not an compiler.

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Smapping is a violation of European law.

3941. DR T needs our help

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 06:50:12 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0205032250.73fa0bc3@posting.google.com>
Source record: 35293

Got this the other day on the Atari-MIDI grp. It is more of a hardware Q, so I am hoping some of you might have an answer. Dr T needs our help!!!!

You can reply directly to him if you want as well:

emile@foryourhead.com

Tim C

==========

Hi,

My Atari's are showing their age. The fans on both my Mega ST and my Falcon are getting horribly noisy. What's the best way to fix these?
--

Visit "Before the Fall -- Images of the World Trade Center" at http://www.foryourhead.com

"There were so many things there that are not anywhere else in the world. There were millions of people, the strange reflective bars of the buildings and the shiny and shimmering towers that seemed like a fairy tale" -- David-Michael Cook

Emile Tobenfeld, Ph. D.
Video Producer Image Processing Specialist
Video for your HEAD! Boris FX
http://www.foryourhead.com http://www.borisfx.com

3942. Re: DR T needs our help

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 08:49:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd3a0fa163e20@madasafish.com>
Source record: 35294

Hi Tim,

>My Atari's are showing their age. The fans on both my Mega ST and my
>Falcon are getting horribly noisy. What's the best way to fix these?

I only know about Falcon so someone else will have to talk about
Mega ST. The Falcon has slim 40mm fan, like old 486 fans. It
needs the metal to be removed, with solder sucker IIRC. It may
be possible to undo bolts and slide it out actually. I removed
it, as it was noisy and my Falcon is in a PC tower.
--
Lyndon Amsdon

3943. Re: TT battery

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 12:11:56 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.d7ec7248.52f811c2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35295

Dans le message <3cd2f6da2921891@tripnet.se>
Kenneth Medin a ï¿½crit:
>On Fri 03-05-2002 19:27 (+0200) CECCOLI Jean-Luc wrote:

>>For all those wondering what to replace TT's and MegaSTe's battery :
>>just open the battery's case and replace the battery in it with a
>>3.6 V lithium one. Just two wires to solder, works great.

>Will it also work with TT's that have a 6 V original? A Panasonic BR-E3 6
>V battery to be exact.

I don't know... If the case can be opened, then it should be possible
to replace the old element with a new one. I think 6V Li batteries
can easily be found, can't they ?

J.-Luc

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

3944. Re: TT battery

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 12:22:54 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.db147eb0.55b611c2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35146

Dans le message <3cd30ba0$0$29613$4c56ba96@master.news.zetnet.net>
JI Logan a ï¿½crit:
>| For all those wondering what to replace TT's and MegaSTe's battery :
>| just open the battery's case and replace the battery in it with a
>| 3.6 V lithium one. Just two wires to solder, works great.

>Could I issure my usual caution that early TTs used a different battery
>voltage - I regret to say that it is so long since I changed mine that I
>forget what the voltage was.

Well, you first could try using 3x 1.2V CdNi elements : it these
keep the clock saved, just use a 3.6V Li, as I previously described.
If the 3x1.2V cells are too weak, just find a 6V Li battery.
It would, of course, be possible to use ordinary 1.5V alkaline
batteries, but you then would have to replace them more frequently
(every 2 years, I think) than a Li battery (5 years, at least).
One last thing : a 6V Li battery is about 6 euros, 4x1.5V alk. are
about 4.5 euros.

J.-Luc

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

3945. Re: Wanted: Abacus Atari ST Series Books

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 14:14:16 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <90SNEqB4y+08EwMx@atari.org.uk>
Source record: 35147
Cross-posted to: comp.sys.atari.st,alt.atari

In article <5c1646a8.0205030948.f22565@posting.google.com>, Doug
<doug@doughodson.com> writes
> have two "versions" of Atari ST Internals. One looks like an
>original, the second is called "Revised". I'm wondering if there was
>another, and if anyone knows where to get it.
>
>I'm having tons of fun going through the BIOS source code to sharpen
>up my computer engineering skills...
>
>Doug

Hmm

I wonder!!!

I have 3 different publications of the same type, maybe the original was
the old published version!!

i have 2 book series published by 1st publishing limited - 1 in hard
back, the others in paperback/softback, then there's the common abacus
ones!!

I'd like to finish off all 3 series, i'll list the others when i can:)

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3946. Re: DR T needs our help

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 14:47:32 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <h1da0ZCES$08EwfH@atari.org.uk>
Source record: 35149

In article <ce22d101.0205032250.73fa0bc3@posting.google.com>, Tim Conrardy <tconrardy@hotmail.com> writes
>Hi,
>
>My Atari's are showing their age. The fans on both my Mega ST and my
>Falcon are getting horribly noisy. What's the best way to fix these?

I find giving the fans a good clean, get rid of all that dust build up works wonders.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3947. Re: DR T needs our help

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 14:55:39 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205040655.52ea7e40@posting.google.com>
Source record: 35150

Hi Tim,
Hopefull this post will trigger the right resister value from another user.
I read somewhere a resistor tied to ground would lower the voltage to the fan, slowing it down and causing it to run quieter. I dont know if this would cause grounding problems elsewhere however, never tried it myself. Using a glue stick gun and soldering iron, a small fan from radio shack can be mounted between the powersupply shielding and outer case of the Falcon. OHMS law should provide a value to drop the voltahe of the stock fan a few volts.
Mike

tconrardy@hotmail.com (Tim Conrardy) wrote in message news:<ce22d101.0205032250.73fa0bc3@posting.google.com>...
> Got this the other day on the Atari-MIDI grp. It is more of a
> hardware Q, so I am hoping some of you might have an answer. Dr T
> needs our help!!!!
>
> You can reply directly to him if you want as well:
>
> emile@foryourhead.com
>
> Tim C
>
> ====================================
>
>
>
>
>
> Hi,
>
> My Atari's are showing their age. The fans on both my Mega ST and my
> Falcon are getting horribly noisy. What's the best way to fix these?
> --
>
> Visit "Before the Fall -- Images of the World Trade Center" at
> http://www.foryourhead.com
>
> "There were so many things there that are not anywhere else in the
> world. There were millions of people, the strange reflective bars of
> the buildings and the shiny and shimmering towers that seemed like a
> fairy tale" -- David-Michael Cook
>

> Emile Tobenfeld, Ph. D.
> Video Producer Image Processing Specialist
> Video for your HEAD! Boris FX
> http://www.foryourhead.com http://www.borisfx.com

3948. Atari 800 and ST items for sale (Dallas, TX-USA)

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 17:25:36 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <3CD41AB6.1E01F91B@swbell.net>
Source record: 35151
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,dfw.forsale

Ran into a gent at the First Saturday Sidewalk Sale today who is looking at clearing some Atari 800 and Atari ST items out, as well as few other Apple II items for a reasonable price. He wanted me to get the word out for him for that this Atari equipment (and so forth) would find a good home rather than a good dumpster. ;^)

His contact information is...

fbrandeber@aol.com
972-524-6412 (during work hours only)

Sincerely,

Greg Goodwin / Doctor Clu
Founder of JYBOLAC
(Just Your Basic On-Line Anchunt Computer)

http://www.geocities.com/doctor_clu/JYBOLAC.html

3949. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 18:32:58 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cd439009a4720@pandora.be>
Source record: 35152
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/advcode.zip
(75.829 bytes) This is the real, full-blown adventure program written
by Will Crowther and Don Woods at SAIL in the early seventies.
This Public Domain version has been ported by Michael Bernstein to Ansi C and
should run on every platform.
Included in this package is the binairy for Atari ST.

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

3950. Re: [PUB] Organizer 0.47 available in english !

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 18:39:30 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cd439009a4721@pandora.be>
Source record: 35153

on Sun 28-04-2002 22:36 Mathieu Demange wrote:

>Hi folks :-)
>
>Organizer 0.47 is here in english now ! My website has been updated and some
>pages are now available in english too. I also added a mailing list for
>those who care.
>
>Here it is : http://m.demange.free.fr/organizer

I've visited a few pages of your site and so far I haven't found any
English pages. Also the demo I've downloaded is still all French.
Am I doing something wrong?

Anyway many thanks for supporting the Atari platform.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3951. Re: DR T needs our help

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 18:46:38 UTC
From: <>
Message-ID: <1020584542-56062AEicMi@ntlworld.com>
Source record: 35164

From: rustynutt@hotmail.com (rustynutt)
Date: 4 May 2002 07:55:39 -0700

>I read somewhere a resistor tied to ground would lower the voltage to
>the fan, slowing it down and causing it to run quieter. I dont know if

You do mean that the resistor should be connected in *series* with the fan, I
hope :-)

I'd guess a value of about 47R. Too big and the fan won't start.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3952. Re: ROM

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 20:21:13 UTC
From: ebaiz@skyenet.net
Message-ID: <ZoXA8.168$YT3.84082@newsfeed.slurp.net>
Source record: 35155

On 3 May 2002 21:28:06 +, Raoul Teulings wrote:
>>I email him about my English upgrade from version 8
>>to 9 and he emailed
>>me back that he would let me know when it was
>>availabl, so he is still
>>around.
>
>I've had the same experience: an answer in one
>day...They're still working on it and the one thing
>we can do is order!

Hello,

I will place my order when I am certain the English version 9 is ready.
Version 8 is serving me just fine, so I can wait awhile.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3953. Re: TT battery

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 20:33:30 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <ab1giq$d3l$1@tyfon.itea.ntnu.no>
Source record: 35156

Grzegorz Pawlik <gregory@_spamming_is_a_sin_.atari.pl> wrote:

> Maybe that's crazy, but I have the battery case completely removed,
> and four *standard AA-size* batteries connected externally at the
> back of my TT.... And it works! ;-) That gives 6 V, however...

I also use four AA-batteries, but I have them inside the case. It works
fine, and has done so for two years.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3954. Re: [PUB] Organizer 0.47 available in english !

Newsgroup: comp.sys.atari.st
Date: 2002-05-04 23:00:18 UTC
From: Mathieu Demange <m.demange@free.fr>
Message-ID: <3cd467f5$0$11106$626a54ce@news.free.fr>
Source record: 35157

Hi folks :-)

> > I've visited a few pages of your site and so far I haven't found any
> > English pages. Also the demo I've downloaded is still all French.
> > Am I doing something wrong?

Hmm... Maybe you could try this simple URL : http://m.demange.free.fr
There is an only link to the Organizer website's first page which allows you to select your language. Then you should find the partially-translated website
about Organizer, and an english demo...

> > Anyway many thanks for supporting the Atari platform.

A real pleasure... Atari is a part of myself since I'm 4 years-old ;-)

> I downloaded the demo as well, but although a few menus were translated
> into English, most of it was in French, so I'd hardly call it an
> "English version". Sorry :-(

Oh ! Damned... I did this work very quickly to satisfact as more as possible.
Could someone tell me quite precisly what is missing ? I really would like to finish that work and make it accomplished instead of "fastly presented".
I also know my english isn't the best so if someone want to suggest some better translations for Organizer (and/or its website), please contact me !

> I also found it strange for a shareware program not to mention anywhere
> how much the registration is and how to register. A new type of free
> shareware ;-)))))

Well, I know about this and these informations are currently available in pages which are NOT yet translated ! This is also why I've got to hurry up !
For now : Organizer's registration fee is 15 Euros. You can obtain my snail-mail address in the 'About' dialog of the program. In the french website, I also mention that as Organizer is not yet at version 1.00, I will give all releases for free until it will be at version 1.00 for those who
register. Time for me to build up a nice french/english/german printed documentation. The program will be even available on Europe Shareware's catalog.

Hmm... I think that's all, but it's 1 hour AM and I'm a little bit tired so if something is still not understandable (I would not be surprised regarding my english skill ;-) please contact me. And just do so for any question, suggestion,
etc...

Good night ;-)

Mathieu

"To protect and to serve... Atari"

3955. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 00:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f026c660@madasafish.com>
Source record: 35118

Hi James,

>a) email

Well, I use okami just because it intergrates nicely with the
news side of the program.

>b) Usenet news

Okami, pain to set up, but I can help you with my files.

>c) FTP

aFTP 1.55. Have you considered installing Magxnet? Is a lot
better at handling multiple connections. I had problems with
Sting if I was on irc, downloading with ftp, using cab and maybe
on icq too :)
--
Lyndon Amsdon

3956. Re: My Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 00:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f026c661@madasafish.com>
Source record: 35119

Hi Starlord,

Which things did you do, and in what order? Have you tried
going back to it's orignal state?
--
Lyndon Amsdon

3957. Re: Cubase / Cubase Audio (Quick Questi

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 00:23:56 UTC
From: nurmix@spam-free.com
Message-ID: <3cd47a94.5436660@news-server.socal.rr.com>
Source record: 35158

On Wed, 01 May 2002 11:53:12 GMT, swampfax@atlantic.net (John Garone)
wrote:

>>Somewhere out there is a patched version of Atari's hard disk driver
>>(SoundPool did the patch I think).
>>This worked out best.
>>
>>Rich
>>
>
>Hi Rich,
> Thanks. I'll check it out.
>John G.

Actually, the patched version of the Atari Hard Disk Driver came with
Audio Tracker. I've not tried it because I use HD Driver (and ICD Pro
if needed, by booting from a floppy with the ICD driver to
overide/bypass HD Driver).

I've never tried Atari's hard disk driver, though maybe I should.
Although I'm not sure how difficult this would be, unless I could do
something like I do with the floppy / ICD stuff, since HD Driver is
"installed" on my hard drive. I don't want to have to manually
un-install it when I want to use CAF, then put it back when I'm done.

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

3958. Re: DR T needs our help

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 01:15:33 UTC
From: swampfax@atlantic.net
Message-ID: <VI%A8.19532$G37.158472@news1.atlantic.net>
Source record: 35159

various snips

Hi Tim,
Although don't have a source, a 24v fan will run at 1/2 speed
at 12v and quieter. Also, if anyone knows the source for Muffin fans
(advertised as quiet) I'd appreciate it!
John G.

On 4 May 2002 07:55:39 -, rustynutt wrote:
>Hi Tim,
>Hopefull this post will trigger the right resister value from another
>user.
>I read somewhere a resistor tied to ground would lower the voltage to
>the fan, slowing it down and causing it to run quieter. I dont know if
>this would cause grounding problems elsewhere however, never tried it
>myself. Using a glue stick gun and soldering iron, a small fan from
>radio shack can be mounted between the powersupply shielding and outer
>case of the Falcon. OHMS law should provide a value to drop the
>voltahe of the stock fan a few volts.
>Mike
>>
>> Tim C
>>
>> ===================================
>>
>> Hi,
>>
>> My Atari's are showing their age. The fans on both my Mega ST and my
>> Falcon are getting horribly noisy. What's the best way to fix these?
>> emile@foryourhead.com

3959. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 03:58:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020576220-43723AEicMi@gmx.net>
Source record: 35160

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Mon, 29 Apr 2002 18:36:18 -0500

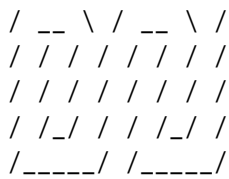
Hi Frederic,

>> Excuse my ignorance, but who is Vido and in what environment does this
>> mySQL run?
>
>Vido (from Yescrew group) on his Milan040. Running MiNT, Naes and the
>whole shabang. I am sure Swe would give you his email address as I lost
>it.

Basically what it comes down to is that there is no public Atari version
of MySQL available.... one could say it's vapourware.

Period.
No further comment.
Nothing to see, please move along.

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3960. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 03:59:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020576226-44991AEicMi@gmx.net>
Source record: 35162

From: sidcelery@cix.co.uk (Harry Sideras)
Date: Tue, 30 Apr 2002 22:49:38 +0000 (UTC)

Hi Harry,

>I've only got the shareware v4.01 of Sysinfo and it shows the SLB's
>loaded. But while I was looking at what I've got loaded, I noticed
>I've got BGH.PRG in my MAGIC\START folder. Can someone remind me what
>this is...

Sysinfo 5.01 is now freeware, you can download an English version from the
Chapelie ftp server...
BGH.PRG is part of the GEMbubble help package, there should also be a line in
your magx.inf file referring to it:
#_ENV BGH=C:\GEMSYS\MAGIC\START\BGH.PRG

>The fact hat I don't exclude them from Appline and they don't show at all
>makes me think something's wrong.
>I've sorted out my Magx.inf file following Derryck's advice, but it's
>still no good for me B^<

If they don't show up then there's definitely something not right, check that
the Magic extension folder located in GEMSYS/MAGIC is called XTENSION, next
compare the following lines in the magx.inf file...

#_ENV MOVIEPLAYER=D:\ANIPLAY.219\ANIPLAY.PRG (path of Aniplayer)

#_SLB 0 EDITOBJC.SLB
#_SLB 0 PDLG.SLB
#_SLB 0 WINFRAME.SLB
#_SLB 0 BGH.SLB
#_SLB 0 JPEG.SLB
#_SLB 0 OPENDIVX.SLB
#_SLB 0 LAME_ENC.SLB
#_SLB 0 VORBIS.SLB

If the MagiC extension folder has a different name other then XTENSION, then
only the standard SLB's will load, but the ones not belonging to MagiC wont...

>I accept that, but I don't seem to be able to load any DIVX AVI's in
>Aniplayer, so I started to doubt that the SLB was working.

Hm, my success rate isn't very high either, on average only about 1 in 15 DiVx
AVI's can be sucessfully viewed with Aniplayer. There are a lot of DivX video-
content standards from prior to alpha 3.1 up to the very latest DivX 5.0 Pro
standard. I've no idea what exactly is supported by the OPENDIVX.SLB but don't
get your hopes up to much, GNU software usally leaps behind....

Another problem is if the file contains sound in MPEG4 advanced format, (VBR)
variable bitrate or Microsoft MPEG 4 format then you're out of luck as well.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3961. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 04:00:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020576222-44272AEicMi@gmx.net>
Source record: 35161

From: lp <gfa@basic.net>
Date: Mon, 29 Apr 2002 21:39:30 -0400

Hi Lonny,

>> Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
>> news:<1019764276-182095AEicMi@gmx.net>...

Hey.... your killfile slipped up again :-/

>>or hinted that WDialog would run under MiNT. Why can't MiNT users
>>accept that fact and let it rest?
>
>I accept that it's buggy and I don't use it. Having to boot to
>singletos is simply unacceptable at least to me and probably others.

That's where we differ from opinion... I think it's great that we can at
all times revert back to SingleTOS. If I've got to choose between running
an application in SingleTOS or not running it at all, then the decision
will balance in favour for SingleTOS.

>If that is the trend might as well stick with an old 520st and a mono
>monitor.

??? I can use the full 128Mb memory in 1280*1024 16bit under Single TOS
as well, reverting back to SingleTOS doesn't mean reverting back to the
stone age. When running applications like i.e: Calamus or Photoline then
it doesn't even make much difference if it runs in multitasking or
singletasking. Both these apps garble up memory, so there's hardly room
left to run anything else in the background. Keep in mind that most of the
users don't have access to 128Mb either...

>You choose to avoid command line driven apps, I choose to avoid anything
>that elies on wdialog.

True, but the difference is that *if* I decide to give the the CLI apps a
go, I can :-)

>I see constant complaining about cli apps, so a little negative feedback
>about wdialog ain't gonna hurt anyone.

A little negative feedback? WDialog has been the favourite topic here for
many years as an example of a "dirty hack". And since it was never ment
to run under freeMiNt it's not a good example.

>It seems rather justified actually, especially when some of these apps
>are not free.

Here we go again... :-(
Just because an application has the commercial status, it's justified to give it negative feedback? Are you serious?
If the programmer or softwarehouse would claim that it runs under MiNT, well, yes then I agree... bash it. But, if like in most cases this is not claimed then you should accept it and not moan about it. The fact if it's commercial or freeware is irrelevant, freeware using the WDialog routines wont run either...

>>Are you trying to tell me now that freeMiNT is missing some necessary
>>callswhich are present in MagiC, TOS and Geneva? I'm no programmer but
>>AFAIK
>
>There you go, you are not really qualified to comment.

OK... I'll put a sock in it.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

3962. Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 04:56:11 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205042056.4b58be80@posting.google.com>
Source record: 35163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,comp.sys.atari.8bit

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CD31DEC.FC688C77@rogers.com>...
> sinclap@yahoo.com wrote:
>
> > Oh puleaZe! Suspect, many of the jihads do not have you on thier
> > friends list. Just a blowhard with nothing better to do. Just look
> > at your posts, what contribution have you brought here? Lots of time
> > here.. Chunk's rarely is here, maybe he got lucky with a significant
> > other or is it just the hand?
> >
> > sinclap!
>
> Hey plonker,
>
> how many times does everyone here hafta tell you beg borrow or buy a clue. Get your fact
straight for once in
> your life.

Who is everyone? now resorting to name calling when reason is used...

> I've participated in the local user group for severa years. You harass and make a
laughing stock of
> yourself.

Have particiapted in a UG as well. Whats your point? Harass whom?
Who is name calling?

> I and many others who pop into this newsgroup and others know the facts when they see
them.

What facts are those? Only in your mind?

> You on
> the other hand describe yourself perfectly as "blowhard with nothing better to do". While
I and everyone else
> here does have a life outside of laughing at you and your imaginary friend chunks.

Your the one who takes all serious...Many are lughing at you and your
pathetic attempts of a response... Why do you make the claim everyone
else? You don't know all are thinking. If you do think, you are a
LIAR!
Chunks is making a mockery of you and than some. A VEEP who no
longers use the fuji gear for midi use. What deception.

> This does not make myself or
> anyone else into "jihads". You've been babbling conspiracy theories about "atari jihads"

which you foolishly
> think are "out to get you".

Not my words, but your imagination.

Not to mention all the amiga users you've tried to provoke over the
years.
>
> It comes down to this, many here have made valued contributions to the Atari scene, and
the classic computer
> scene as a whole. Whereas you've given a few of us a pathetic example of a gormless kook.

An opinion, not a fact. Stop using assumptions and stick with the
facts.

I must admit
> sporking you has been entertaining at times. But those times are coming to a close.
Mainly cause you're too
> stupid to realize you've lost years ago and run out of original ways of showing yourself
as a kook.

Sounds like a repeated loser who makes assumptions alot. The heat
getting to ya?

Now your
> nothing more than the online equivalent of the 8 track tape of polka tunes thats been
warped by heat and age.

Sounds like you read fantasy alot.

sinclap!

3963. Atari SLM605 prints echo...

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 08:25:20 UTC
From: d.w.vanderburg@student.tudelft.nl
Message-ID: <1e582fb0.0205050025.7d451084@posting.google.com>
Source record: 35165

Hello,

since yesterday I own a Atari SLM605 laserprinter :) It works fine,
but I have a slight problem with it: it prints an echo ... for example
if I print an A4-sheet with only one line a the top, this line is
repeated faintly somewhere in the middle of the page.
Has this something to do with a malfunctioning charger/discharger
wire?
I think the toner and drum are OK.

best regards,
Dennis

3964. Riebl ethernet card + MagnumST card together?

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 08:27:48 UTC
From: d.w.vanderburg@student.tudelft.nl
Message-ID: <1e582fb0.0205050027.5a92e2bd@posting.google.com>
Source record: 35166
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I would like to know if it is possible to use a Riebl ST ethernet board together with a MagnumST card in a Mega ST 4? (The magnumST card is a 8MB (in my case) memory expansion set which uses SIMM memory + TOS 2.06 upgrade). Both are connected onto the Mega Bus. I'm afraid that both cards want to use some overlapping memory area between 4MB and 14MB because the system won't boot (black screen) if I turn it on with both cards (with one card it's OK).

best regards,
Dennis

3965. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 09:18:10 UTC
From: <>
Message-ID: <1020589768-101494AEicMi@ntlworld.com>
Source record: 35167

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Sun, 05 May 2002 05:59:32 +0200

>>The fact hat I don't exclude them from Appline and they don't show at all
>>makes me think something's wrong.
>>I've sorted out my Magx.inf file following Derryck's advice, but it's
>>still no good for me B^<
>
>If they don't show up then there's definitely something not right, check
>that

I thought that we'd established the fact that the SLB's don't show in Appline
because Harry isn't running MagiC 6.20?

>#_SLB 0 EDITOBJC.SLB
>#_SLB 0 PDLG.SLB
>#_SLB 0 WINFRAME.SLB
>#_SLB 0 BGH.SLB
>#_SLB 0 JPEG.SLB
>#_SLB 0 OPENDIVX.SLB
>#_SLB 0 LAME_ENC.SLB
>#_SLB 0 VORBIS.SLB

Only the system SLBs need be listed according to a poster earlier in this
thread - the app will then load/unload any SLB that it requires?

Cheers

Cheers

Derryck

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3966. Re: Atari SLM605 prints echo...

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 10:12:34 UTC
From: <>
Message-ID: <1020674938-94033AEicMi@ntlworld.com>
Source record: 35199

From: d.w.vanderburg@student.tudelft.nl (Dennis van der Burg)
Date: 5 May 2002 01:25:20 -0700

>since yesterday I own a Atari SLM605 laserprinter :) It works fine,
>but I have a slight problem with it: it prints an echo ... for example

Does sound like the discharge function isn't working properly. Have you tried
cleaning the corona wires?

Cheers

Cheers

Derryck

--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3967. Re: DR T needs our help

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 10:57:22 UTC
From: vdjole@EUnet.yu
Message-ID: <ab336f$c4a$1@news.eunet.yu>
Source record: 35168

On 3 May 2002 23:50:12 -, Tim Conrardy wrote:
>Got this the other day on the Atari-MIDI grp. It is more of a
>hardware Q, so I am hoping some of you might have an answer. Dr T
>needs our help!!!!

>>My Atari's are showing their age. The fans on both my Mega ST and my
>>Falcon are getting horribly noisy. What's the best way to fix these?

It is not worth the trouble trying to repair (lubricate, etc.) the fans.
They are quite standard devices and new ones can be found in most elecronic
shops. They are supplied by 12V DC and some soldering is required to connect
the wires to points where the wires from the old fans were.

Note that the fan on (at least mine) Mega ST is about 40x40x20mm; Such can be
found for sure, but there are also fans with about 40x40x10mm size (intended
for on-chip coolers); in my experience such fans are louder and deteriorate
much more quickly, possibly because of the unfavourable (small) distance/length
of bearings. So, at least for a Mega ST, it would be better to stick to
original 40x40x20mm fan size; besides, the original screws can be used then
to fix the fans.

Btw. fans might almost be considered expendable equipment- they are cheap
and it is not much trouble to replace them once in a couple of years-
there is a worse thing than a loud fan: the bearings can seize and the fan
can stop which can pass unnoticed, with possibly disastrous results.

cu;

3968. FA : Atari TT

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 13:29:57 UTC
From: steve666@clara.co.uk
Message-ID: <1fbps8k.bnlkpm1otnskgN%steve666@clara.co.uk>
Source record: 35169

UK only.
http://page.auctions.shopping.yahoo.com/uk/auction/65626219?aucview=0x30

Thanks

--
Steve
- - -

3969. FA : mint Atari STe

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 13:29:57 UTC
From: steve666@clara.co.uk
Message-ID: <1fbps9d.def1a21kxu5q8N%steve666@clara.co.uk>
Source record: 35170

UK only
http://page.auctions.shopping.yahoo.com/uk/auction/65625967?aucview=0x30

Thanks

--
Steve
- - -

3970. Re: DR T needs our help

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 14:47:56 UTC
From: Simon Osborne <techsupport@spamnewsdsl.pipex.com>
Message-ID: <3cd5461d$0$230$cc9e4d1f@news.dial.pipex.com>
Source record: 35171

"John Garone" <swampfax@atlantic.net> wrote in message
news:VI%A8.19532$G37.158472@news1.atlantic.net...
> various snips
>
> Hi Tim,
> Although don't have a source, a 24v fan will run at 1/2 speed
> at 12v and quieter. Also, if anyone knows the source for Muffin fans
> (advertised as quiet) I'd appreciate it!

Look for fans made by Papst. They are very quiet

http://www.xpcgear.com/fans.html Has a good selection, and is US based.
Sadly, not 40mm Papst.

Simon

3971. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 17:12:30 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnadapod.9ml.atari@core.preferuje.luzik.pl>
Source record: 35172

>>It works both ways. Example: SLB's. They were born in MagiC, and they are
>>avialible in FreeMiNT 1.15.5 (IIRC). THere are some proposals coming from
>>Konrad Kokoszkiewicz to improve them a bit (there are some unused (reserverd
>>for future use) things that he proposes to use), but I do not know results.
>
> What about threads? These were born in MagiC also, these threads are Solaris
> compatible, it's not like Andreas Kromke reinvented the wheel and implemented
> a complete non-standard protocol. A bit later on, the freeMiNT developers also
> implemented threads, but decided to make them Posix compatible. There will
> probably be a couple of good reasons why they didn't follow the Solaris route
> but from a users viewpoint it only ment that the two OS's grew further apart.
> If a programmer wants his program to run using the threads, then it will
> either run under MagiC or MiNT, but not on both, in practice this means that
> hardly any programs are written which use threads.

The point was: "It works both ways". As for diffrent thread model, I think
that it can be solved by library.

> BTW: Seriously: Is the MagiC PDLG.SLB (Wdialog replacement) also a "dirty
> hack"? I suppose that someone has tried using the SLB instead of Wdialog
> under FreeMiNT?

If I am not wrong, MagiC loads some SLBs at startup, but FreeMiNT don't.
This is a case of PDLG. I think that by looking to the docs how MagiC calls
SLBs at startup it would be possible to write such program for FreeMiNT.

I do not know how exactly PDLG.SLB works and how it looks in comparision to
WDialog, so I cant judge here.

>>If you do not know ELF standard is standard of rxecutables used in lots of
>>operating systems (mostly unices), Linux is one example.
>
> I didn't know...
> Last week in a reply to me calling linux & unix a small minority making a lot
> of waves you told me that there are 5 million unix & linux users out there. I
> certainly wouldn't want to feed that lot, but compared to the 1 billion users
> of which six hundred million are on internet, these 5 million are a minority.
> Unless someone is really interested and follows everything that happens on
> those platforms, it's no big news for the majority. I find it hard enough to
> stay up to date about what's happening on this platform....

I said that Linux has about 5 millon of users. I do not know how many Unix
users are there.

There are lots of people on internet, but even if they are not using Unix
clones, they relay on them as most of servers around use Unix clons, and

even END-User systems mus have some things that came frome Unix world:
TCP/IP is one example.

As for POSIX is is an Portable Operating System Standard, and majority of
OSes areound follows it, and in my opionion it is a good habbit.

Adam Klobukowski
atari@gago.pl

3972. Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 17:23:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd56a8e429de0@madasafish.com>
Source record: 35050

Hi

I have created a zip of my Okami, and Pop/Newswatch setup. Grab the 700kbye file here: http://hardware.atari.org/setup.zip

Okami was on my D drive in a folder called Okami, Popwatcha nd Newswatch can be anywhere AFAIK. The main folders in Okami are In, Out and Store. In are emails or posts coming in ready for Okami to import. Out is folder for posts or emails to be sent, they are placed here after Okami exports them. Store is where your news and emails are kept.

First, get newswatch and popwatch installed. You'll need to modify nntp.dat for newswatch, and set up Popwatch, for the right passwords, server addresses etc.

Once Okami is copied, you'll need to go through with a text editor on o.inf. Look through every line and change to suit. Start off changing most important things like your email address, real name and if you change the directorys from the ones provided. Passwrd file on the root needs to be altered, but you don't need to put your email passwrd there funnily enough. Inside the info directory is where quite a few of the configuration files are kept. You'll need to modify joe.qfm and joe.sig. Others can be changed when you're confident.

I think there were hypertext help files for these programs, but I didn't include them as strangley they're not in my ST guide folder. Pop/Newswatch can be got from Gary Preistly website, Okami is Jos den Bekker.

Hopefully that'll help you get sorted, it really does pay off to use Okami, and register too! It's not expensive for such a versitile program.
--
Lyndon Amsdon

3973. Re: MiNT, CLI vs GUI

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 17:25:25 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnadaqgl.9ml.atari@core.preferuje.luzik.pl>
Source record: 35173

W artykule <1020093550-47595AEicMi@gmx.net> Dennis Vermeire napisaï¿½(a):
> From: Adam Klobukowski <atari@gabo.pl>
> Date: Thu, 25 Apr 2002 20:03:39 +0000 (UTC)
>
> Hi Adam,
>
>>Yes, my personal opinion is that FreeMiNT is better then MagiC. One proof:
>>tzhe kernel has been updated yesterday, hitting some bugs. <teasing>I could
>>ask about MagiC. But I will not ;) </teasing>
>
> Have I ever said or hinted that this wasn't the case? One only has to look at
> the features-list of the OS to realise that freeMiNT is more advanced. But
> having more features, being more advanced and even being more stable is not a
> guarantee of being more succesfull. From a programmers viewpoint freeMiNT
> probably is the preferred OS, but from a users viewpoint it's a different
> story.

<big cut here>

<still teasing>My ping was being better, not popular.</still teasing>

As for Phototip: do other programs have similar problems? Is not this is
Phototip problem, not FreeMiNT problem, and Phototip does something wrong -
it brakes/abuses some rules.

Adam Klobukowski
atari@gabo.pl

3974. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 17:48:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd56e9a3e2631@madasafish.com>
Source record: 35186

Hi Frederic,

>MagiC users, please speak aloud, I know you have been reading this 'now'
>long thread about magic/cli/gem/gui/sql.
>None of you really dipped in it. Why is that?

Personnaly, I don't have time to argue, why can't magic and mint
developers get together, and make things more compatible between
the two. There have been good attempts, like Magxnet which I'm
quite happy with.

I have tried Mintnet and Naes. It seemed slow, and the saying
that in Mint you can't take the OS out with a bad app is not
true, as it happened quite easily here :) I like the fact that
it is activily developed, but it seems too large as well.
I'm used to Magic, to use Mintnet, I'd need to learn all about
Unix style of partitons, all the stuff that goes in the u:/
drive, and then mint. I would, but I don't see any sites that
have this info. I always like to know exactly what file is
doing what, when and if it's needed. That's why I don't use
Windows.

--
Lyndon Amsdon

3975. FAQ's..?

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 17:52:55 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020505.17525571@mis.configured.host>
Source record: 35174

Is there a general Atari ST FAQ available on the Net? I'm running into
problems with my ST that I think everyone new to the ST has run into...

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

3976. Re: [PUB] Organizer 0.47 available in english !

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 18:51:34 UTC
From: tos4ever@pandora.be
Message-ID: <1fbq8ql.zrfvgj1rpy4vqN%tos4ever@pandora.be>
Source record: 35175

Mathieu Demange <m.demange@free.fr> wrote:

> Hi folks :-)
>
> > > I've visited a few pages of your site and so far I haven't found any
> > > English pages. Also the demo I've downloaded is still all French.
> > > Am I doing something wrong?
>
> Hmm... Maybe you could try this simple URL : http://m.demange.free.fr
> There is an only link to the Organizer website's first page which allows you
> to select your language. Then you should find the partially-translated
> website
> about Organizer, and an english demo...

Ok, I've found it now.
>
> > > Anyway many thanks for supporting the Atari platform.
>
> A real pleasure... Atari is a part of myself since I'm 4 years-old ;-)
>
> > I downloaded the demo as well, but although a few menus were translated
> > into English, most of it was in French, so I'd hardly call it an
> > "English version". Sorry :-(
>
> Oh ! Damned... I did this work very quickly to satisfact as more as
> possible.
> Could someone tell me quite precisly what is missing ?

Amongst the things that are not translated are the menus File, Edit and
Windows. Also the window titles are in French (e.g. Organizer / Planning
mensuel dï¿½taillï¿½)

CU,
Martin

3977. Re: TT battery

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 19:10:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cd589aa141fc42@tripnet.se>
Source record: 35176

On Sat 04-05-2002 14:11 (+0200) CECCOLI Jean-Luc wrote:

>Dans le message <3cd2f6da2921891@tripnet.se>
>Kenneth Medin a ï¿½crit:
>>On Fri 03-05-2002 19:27 (+0200) CECCOLI Jean-Luc wrote:
>
>>>For all those wondering what to replace TT's and MegaSTe's battery :
>>>just open the battery's case and replace the battery in it with a
>>>3.6 V lithium one. Just two wires to solder, works great.
>
>>Will it also work with TT's that have a 6 V original? A Panasonic BR-E3 6
>>V battery to be exact.
>
>I don't know... If the case can be opened, then it should be possible
>to replace the old element with a new one. I think 6V Li batteries
>can easily be found, can't they ?

My problem is that I have got a TT of the new type (I think), but with
the battery missing. So I can't simply replace it.

The obvious solution is of course to first try with three AA cells and if
that does not work use four.

The TT clock seems to draw a higher current compared to Mega ST's. My
1987 Mega2 still has the two original (non alkaline) AA cells in and at
least a year ago it still kept the time!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3978. Re: "1st word" free?

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 20:37:06 UTC
From: ebaiz@skyenet.net
Message-ID: <SJgB8.231$yy4.87968@newsfeed.slurp.net>
Source record: 35177

On 5 May 2002 17:23:36 G, Hallvard Tangeraas wrote:
>I'm working on a file-archive and links to mentioned software in my TOS
>2.06 user-guide, but I'm a little confused when it comes to the "1st
>word" and "1st word plus" word processors.
>
>I know that "1st Word plus" was a commercial application, but the
>confusion revolves around the original "1st word".
>As far as I remember Atari released this freely in the beginning, but
>later decided to take it back. I don't know what happened after that.
>
>Did it turn into commercial software? Did they just remove it completely
>from the market?
>
>What's the *current* status of this program? Would I be breaking any
>laws if I was to make it freely available from one of my websites?

Hello,

Firt Word has the distinction of being the first program to be ported
over to the PC from the ST. My copy came with my ST. I do also have
First Word Plus, but cannot remember where I downloaded it from. It may
have came with a disk attached to an Atari magazine. If I did not have
Papyrus, I would be using it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3979. Re: FAQ's..?

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 20:37:07 UTC
From: ebaiz@skyenet.net
Message-ID: <TJgB8.232$yy4.88108@newsfeed.slurp.net>
Source record: 35178

On 5 May 2002 17:52:55 G, Reizla wrote:
>Is there a general Atari ST FAQ available on the Net? I'm running into=20=
>
>problems with my ST that I think everyone new to the ST has run into...=
>
>
>Alex

Hello Alex,

Yes, there is a FAQ for the ST on the NET. Cannot remmber where on the
Net though. If you have certain questions, post them here and we will
help you....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3980. Atari TT

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 20:56:30 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <udb73vlg26smaa@corp.supernews.com>
Source record: 35179

Hi all,

I finally got hold of my Atari TT, hmm not to chuffed.

It has a Ge Soft Mighty Mic 64, TT Ram card installed with xxMB ram on it.
When I boot up the machine, it counts up to 4MB of ST Ram and 16MB of TT Ram
then after waiting for the hard drive to spin up crashes with 2 bombs.

If I remove the card, the TT boots up fine.

Has anybody had this problem before?

Please help

Tim

3981. Re: "1st word" free?

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 21:08:03 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <piRoxCEz8Z18Ew3G@atari.org.uk>
Source record: 35180

In article <SJgB8.231$yy4.87968@newsfeed.slurp.net>, Edward S. Baiz Jr.
<ebaiz@skyenet.net> writes
>Hello,
>
>Firt Word has the distinction of being the first program to be ported
>over to the PC from the ST. My copy came with my ST. I do also have
>First Word Plus, but cannot remember where I downloaded it from. It may
>have came with a disk attached to an Atari magazine. If I did not have
>Papyrus, I would be using it.
>
>Edward S. Baiz Jr.
> (Gamer)

Hi

As far as I know the original 'First Word' was released in the public
domain, 'First Word Plus' was released on a ST review cover disk but NOT
the latest version though.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3982. Re: PC To Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 21:15:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd5a12a503f50@madasafish.com>
Source record: 35112

Hi,

>I have a big PC power supply and want to use it to power up my Falcon, I was
>given the ulr for an article on doing it, but it's gone now, does anyone know
>the color code for the falcon power supply? Which lines are which amounts of
>volts?

Try december issue at http://www.myatari.net

--
Lyndon Amsdon

3983. Re: Atari SLM605 prints echo...

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 21:26:00 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <ab4818dtu1@reader1.panix.com>
Source record: 35181

Dennis van der Burg <d.w.vanderburg@student.tudelft.nl> writes:

: Hello,

: since yesterday I own a Atari SLM605 laserprinter :) It works fine,
: but I have a slight problem with it: it prints an echo ... for example
: if I print an A4-sheet with only one line a the top, this line is
: repeated faintly somewhere in the middle of the page.
: Has this something to do with a malfunctioning charger/discharger
: wire?
: I think the toner and drum are OK.

: best regards,
: Dennis

Nope, if that is adequate information. The transfer charger wire, the one on the bottom, probably, needs cleaning. The toner is not totally tranferred from the drum to the paper, and is still there on the next revolution. Or, the discharge lamp, usually a row of red LEDs, is not working well because it is somehow dirty.

Open the thing up, and clean it, and then try again. The wires get cleaned, very carefully, with cotton-tipped swabs, or whatever the local name for what I call Q-tips is. It probably needs dusting. A soft brush and a vacuum cleaner would probably do.

And, if that is is the only thing that it doing wrong, it probably does not need much help.

Jim
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3984. Re: Riebl ethernet card + MagnumST card together?

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 21:51:59 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ab49hv$6pc$2@nets3.rz.RWTH-Aachen.DE>
Source record: 35182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1e582fb0.0205050027.5a92e2bd@posting.google.com>,
Dennis van der Burg <d.w.vanderburg@student.tudelft.nl> wrote:
>I would like to know if it is possible to use a Riebl ST ethernet
>board together with a MagnumST card in a Mega ST 4? (The magnumST card
>is a 8MB (in my case) memory expansion set which uses SIMM memory +
>TOS 2.06 upgrade). Both are connected onto the Mega Bus. I'm afraid
>that both cards want to use some overlapping memory area between 4MB
>and 14MB because the system won't boot (black screen) if I turn it on
>with both cards (with one card it's OK).

The MagnumST used the address space from $00400000 to $00BFFFFF. I am not
sure about the Riebl card - if it lives at $00C00000, it should work, if it
is below, you are in trouble.

The MagnumSTE has a jumper to limit the memory to 6MB for such cards.

cu
Michael

3985. Atari TT

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 22:18:31 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <udbbtomkvf2t54@corp.supernews.com>
Source record: 35183

Hi all,

Firstly let me apologise for posting inside of Steve's TT post, I don't really know what happened there.

I finally got hold of my Atari TT, hmm not to chuffed.

It has a Ge Soft Mighty Mic 64, TT Ram card installed with xxMB ram on it. When I boot up the machine, it counts up to 4MB of ST Ram and 16MB of TT Ram then after waiting for the hard drive to spin up crashes with 2 bombs.

If I remove the card, the TT boots up fine.

Has anybody had this problem before?

Please help

Tim

3986. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 22:21:27 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205051715590.10721-100000@coazter.myip.org>
Source record: 35184

On Sun, 5 May 2002, Dennis Vermeire wrote:

> Basically what it comes down to is that there is no public Atari version
> of MySQL available.... one could say it's vapourware.
>
> Period.
> No further comment.
> Nothing to see, please move along.
>

Ok, now you just realized what MySQL offered over Phoenix, feeling
embarassed somewhat?
You now have to throw some words like vapourware. Does that hurt that bad?
Get the src, openly available, then type ./configure
then: make all

There.
Or you can ask Swe for Vido's email address to get the binary.

3987. Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 22:28:12 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205051721420.10721-100000@coazter.myip.org>
Source record: 35185

MagiC users, please speak aloud, I know you have been reading this 'now'
long thread about magic/cli/gem/gui/sql.
None of you really dipped in it. Why is that?

Are you satisfied with what Dennis Vermeire has to say?

Do you consider Dennis the spokesman for you, being MagiC users?

I am just curious, because I know that there are MORE than 1 user (Dennis)
here using MagiC.
Yet none of you really said anything, speak up! :)

Thank you for your attention.

3988. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 23:21:00 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cd5d0a4994cfd0@europe-shareware.org>
Source record: 35188

Hello,

in article <Pine.SGI.4.10.10205051721420.10721-100000@coazter.myip.org>
(comp.sys.atari.st)
Frederic Fouche wrote on Sun 05-05-2002 17:28 (-0500):

> Do you consider Dennis the spokesman for you, being MagiC users?

Nope :-)

I use MagiC and I like it. I do not say it's the best OS and that
FreeMiNT is not! MagiC is just enough for my own current use.

About MySQL, I would like to have an Atari port (you says it exists) but
more than this one, I would love to have a port of PHP (3 or 4): does
someone tried to port this one? It would be very usefull to test some
scripts localy. Perl exists but is not usable with my FAI. PHP would be
great (for me) and I don't care if it run on FreeMiNT or MagiC.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

3989. Atari TT -- One last try

Newsgroup: comp.sys.atari.st
Date: 2002-05-05 23:25:19 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <udbfrbfneqa644@corp.supernews.com>
Source record: 35187

Apologise to all for my last two posts, hopefully this will go to the right place.

I just got my new TT and am having a problem with the TT ram card.

It is a Ge-Soft Magic Mic 64 with 2 banks of 6 slots and one bank of 4. From what I have been told, it has 16mb on board and this certainly tallies up with what appears on screen.
When the board is inserted, upon boot it tests the ST ram (4Mb) then tests the TT ram (??Mb) the screen shows 4 and 16 with no crosses. It then waits for the hard disc. Once the time is up the TT tries to boot but ands up with 2 bombs (bus error?).
If I take the board out, the TT boots fine, in fact, it is formatting a hard disc as we speak.

I have tried swapping out the simms, I have fiddled with the jumpers on the card which ended up with 16Mb most of the time but on one jumper setting shows 4Mb.

I have looked on the net, On google groups and everywhere I can think of but can't find much about this card at all.

Can anybody help me?

Tim

3990. Cheap Motorola 68060 CPUs

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 01:05:23 UTC
From: VernalElm <vernalelm@nospam.yahoo.com>
Message-ID: <nFkB8.1235$Uo5.65055@newsread2.prod.itd.earthlink.net>
Source record: 35189

There is only one day left for our special CPU price (regular price is $95).

Each 060 is only $79 plus $6 shipping (internationally!) including a 30-day unconditional
warranty!

Order online at http://www.vernalelm.com or http://www.68060.com
We take Visa, Mastercard, and Discover, as well as Paypal payments.

If you have questions, e-mail us at sales@NOSPAMvernalelm.com (remove NOSPAM)

Thanks for your time.

Vernal Elm LLC
Connecticut, USA
FAX: (720) 294-4128

3991. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 01:28:39 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205051728.684541d2@posting.google.com>
Source record: 35190

>the following is from the january 15 1990 issue of macintosh news
> atari tt: threat to iicx?

>late this month, atari corp. will begin shipping its under-$2000,
>16mhz, 68030-powered tt computer. priced at about one-third of
apple's
>price for the iix and iicx, this second-generation atari machine
could
>be a threat to macintosh markets with the addition of the $300 gcr
>macintosh rom adapter from gadgets by small

What threat? Very easy to undercut a competitor if your not planning
to fund R&D sufficiently and with non existant sales/maketing
initiatives.
You get what you pay for.

>equipped witht he gcr cartridge and borrowed mac se roms, the tt
will
>be able to run the vast majority of macintosh software at a fraction
of
>apple's mac iix and iicx pricing.

Thats if there are enought roms to go around. BTW: What is Mr.
Small doing today? Those days were fun.

>still, atari is not well know for successful u.s. distribution.
>indeed, while the tt laboured through fcc testing in december, it was
>shipping in volume in europe. there, the machine is already a
favorite
>of german industry and could impact mac sales in a country that is
>already below other european companies in per capita mac sales.
>stateside, atari's lackluster distribution could make the tt little
more
>than a 68030 curiosity. it's pricedat three to four times the
average
>atari 68000-based st system. by selling the t, storefront resellers
>will put pressure on their already limited resources.

Volume Shipping? What volume shipping? Atari shipped a total of ten
TT to europe..

sinclap!

3992. Re: FAQ's..?

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 01:50:32 UTC
From: puffpuffin@aol.com
Message-ID: <20020505215032.02910.00010355@mb-ba.aol.com>
Source record: 35191

>Is there a general Atari ST FAQ available >on the Net?

Try http://quickfaq.atari.org

3993. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 01:52:38 UTC
From: lp <gfa@basic.net>
Message-ID: <B8FB5A26.6B89%gfa@basic.net>
Source record: 35192

in article 3cd56e9a3e2631@madasafish.com, Lyndon Amsdon at
bindon@madasafish.com wrote on 5/5/02 1:48 PM:

>I always like to know exactly what file is
> doing what, when and if it's needed. That's why I don't use
> Windows.

That's a stretch, it's nothing like windows... there is not that
much to learn really, the word unix just strikes fear into people
for what reason I do not know. If you saw my mint setup, and missed
the boot up, you'd never know it even had the unix additions. I can
use it all day and never pop open bash. Heck I don't even login,
it boots directly to Thing Desktop. I never put anything in the u:/
drive, you must be confused what that drive is for.

Lonny Pursell

3994. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 01:58:55 UTC
From: lp <gfa@basic.net>
Message-ID: <B8FB5B9F.6B8A%gfa@basic.net>
Source record: 35193

in article Pine.SGI.4.10.10205051721420.10721-100000@coazter.myip.org,
Frederic Fouche at g213778@coazter.myip.org wrote on 5/5/02 6:28 PM:

> MagiC users, please speak aloud, I know you have been reading this 'now'
> long thread about magic/cli/gem/gui/sql.
> None of you really dipped in it. Why is that?
>
> Are you satisfied with what Dennis Vermeire has to say?
>
> Do you consider Dennis the spokesman for you, being MagiC users?
>
> I am just curious, because I know that there are MORE than 1 user (Dennis)
> here using MagiC.
> Yet none of you really said anything, speak up! :)

Well, everyone agrees when it comes down to it whatever works for you,
works for you, fine and all be happy. When it comes to an OS that is, so
why post.

His other points about cli's and wdialog are just plain off the mark,
therefore nobody in their right mind is going to come forward and defend
those remarks. lol

Lonny Pursell

3995. Re: Atari TT -- One last try

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 02:38:02 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <ab4qaalph1@reader1.panix.com>
Source record: 35194

Tim Anderson <tanderson@ednet.co.uk> writes:

: Apologise to all for my last two posts, hopefully this will go to the right
: place.

: I just got my new TT and am having a problem with the TT ram card.

: It is a Ge-Soft Magic Mic 64 with 2 banks of 6 slots and one bank of 4. From
: what I have been told, it has 16mb on board and this certainly tallies up
: with what appears on screen.
: When the board is inserted, upon boot it tests the ST ram (4Mb) then tests
: the TT ram (??Mb) the screen shows 4 and 16 with no crosses. It then waits
: for the hard disc. Once the time is up the TT tries to boot but ands up with
: 2 bombs (bus error?).
: If I take the board out, the TT boots fine, in fact, it is formatting a hard
: disc as we speak.

: I have tried swapping out the simms, I have fiddled with the jumpers on the
: card which ended up with 16Mb most of the time but on one jumper setting
: shows 4Mb.

: I have looked on the net, On google groups and everywhere I can think of but
: can't find much about this card at all.

: Can anybody help me?

: Tim

Probably not, but. Turn that thing over, and look carefully at the
connector pins. I once had a similar problem, and a pin was bent, so the
lowest bit was not there. The TT might check all the memory it can find,
in its memory check routine, and not find it in proper order when booting.

If that does not work, sell it to me, and let me worry over it.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3996. Re: Anyone has an RGB cable for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 02:48:52 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <%%IB8.37848$tT1.33878290@e3500-atl1.usenetserver.com>
Source record: 35195

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:E5wA8.46$0j3.60059@newsfeed.slurp.net...
> What monitor do you need it for?

I need this for an RGB to VGA converter. For instance, my sega saturn has an RGB cable and the VGA converter displays it so perfectly on my 36" VGA TV. I would like to do the same for my STe.

>
> Joshua.
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:cynA8.18097$tT1.8923933@e3500-atl1.usenetserver.com...
> > Not the SCART type, just RGB?
> >
> > Please let me know. Or if it's possible to make one. Thanks.
> >
> >
> >
>
>

3997. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 03:54:01 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <0tt4ba.q4p.ln@speaker.rodsbooks.com>
Source record: 35196

In article <27ff51c3.0205051728.684541d2@posting.google.com>,
sinclap@yahoo.com writes:
>
> Thats if there are enought roms to go around. BTW: What is Mr.
> Small doing today? Those days were fun.

There's a somewhat lengthy post from Dave Small in the following thread:

http://www.atariage.com/cgi-bin/ultimatebb.cgi?ubb=get_topic&f=20&t=000015

It focuses on the "fall" of Gadgets by Small, but there's other
information in there, too.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3998. Re: Advice on Networking Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 04:46:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd60e8425f220@madasafish.com>
Source record: 35200

Hi Dave,

>Atarians,
>
>I am looking at either buying, or possibly building as there seems some
>delay with supply,
>the Ethernet Interface described at hardware.atari.org (or at least it is
>when the site is up
>it appears to be down today).

Yes, this is true, my website is down, I'm trying really hard to
get it back up. At the moment, use
http://www.madasafish.com/~bindon/index.htm

Thanks.

>This is said to work with STinG, Mintnet or MagicNet, and as I am a novice
>in this area I was
>wondering which might be the best to try as a novice user.

Sting would be best, if you don't have Magic.
--
Lyndon Amsdon

3999. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 04:58:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd60e8425f221@madasafish.com>
Source record: 35201

Hi lp,

>I can
>use it all day and never pop open bash.

How do I kill an app without it? I don't mind using bash.
I used to use bash to run pppd to dial up with my modem.

>I never put anything in the u:/
>drive, you must be confused what that drive is for.

Hmm, I meant all the unix stuff actually, on the ext2 or minix
partition. As usually, you work through the u:/ , something
I've never really understood why you need to go through u:/
I also never found a fix to get my pallete right with NVDI
intalled. I also believe you can not print with NVDI under
mintnet. If/when I get a CT60 I will reconsider, but with only
14MB of RAM, it gets very tight with mintnet. I only had about
6MB left, not enough for some of my apps.
--
Lyndon Amsdon

4000. Re: Advice on Networking Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 05:22:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd64418274dc0@madasafish.com>
Source record: 35205

Hi

>Yes, this is true, my website is down, I'm trying really hard to
>get it back up. At the moment, use
>http://www.madasafish.com/~bindon/index.htm

Damn, that URL isn't working either. I'll have to try and
set something up with another provider.
--
Lyndon Amsdon

4001. Advice on Networking Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 07:19:36 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <ab5aqebjt1@newsg1.svr.pol.co.uk>
Source record: 35197

Atarians,

I am looking at either buying, or possibly building as there seems some delay with supply,
the Ethernet Interface described at hardware.atari.org (or at least it is when the site is up
it appears to be down today).

This is said to work with STinG, Mintnet or MagicNet, and as I am a novice in this area I was
wondering which might be the best to try as a novice user. My main aim is to allow quicker
transfer of files between the ST and my PC's. A second aim is to spend as little cash as possible.
And thirdly whilst I can order a train ticket or hotel room in German anything remotely technical
is beyond me so it should have good English documentation and support.

Thanks in advance for any suggestions.

Dave.

4002. Re: Anyone has an RGB cable for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 07:36:38 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <ab5ctd$9q8$1@newsg2.svr.pol.co.uk>
Source record: 35198

"Son of man" <bcozier@bellsouth.net> wrote in message
news:%%lB8.37848$tT1.33878290@e3500-atl1.usenetserver.com...
> "Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
> news:E5wA8.46$0j3.60059@newsfeed.slurp.net...
> > What monitor do you need it for?
>
> I need this for an RGB to VGA converter. For instance, my sega saturn has
an
> RGB cable and the VGA converter displays it so perfectly on my 36" VGA TV.
I
> would like to do the same for my STe.
>

Try the info at http://www.algonet.se/~guld1/hardware/atari-scart.html
I know its for a scart lead, but you just need to change the scart
end to suit what ever the RGB/VGA converter requries.

So it it needs Phonos/RCA sockets connect the center pins as follows

6 - Green Phono
7 - Red Phono
20 - Blue Phone

And in all cases connect the ground/shield to pin 13. For the sound
use Pin 1 on the ST.

You may need to mess around with the sync to get it right. All the
SCART leads I have seen connect 2 + 12 via a pair of 47 ohm resistors
but some omit them.

> >
> > Joshua.
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:cynA8.18097$tT1.8923933@e3500-atl1.usenetserver.com...
> > > Not the SCART type, just RGB?
> > >
> > > Please let me know. Or if it's possible to make one. Thanks.
> > >
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> > >
> > >
>
>
>

4003. Re: Atari TT -- One last try

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 08:46:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd64418274dc1@madasafish.com>
Source record: 35206

Hi Tim,

>What on earth would you do with a broken board?

I'm always wanting to buy broken things! I would either mend
it, or just uses parts from it. You have a CPU, some RAM other
bits here and there, a PSU etc. People should not be throwing
things like this away!
--
Lyndon Amsdon

4004. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 08:51:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd64418274dc2@madasafish.com>
Source record: 35207

Hi Martin,

>> I used to use bash to run pppd to dial up with my modem.
>If that would be all I do with it, I'd prefer Micodial.

Well, it wasn't a bother to me, as I just wrote pppd iirc ;)

>I don't think mintnet has much to do with it ?
>Are you referring to apps that need Wdialog for printing ?
>What is it that you can't print ? I'm printing all kinds of things with
>NVDI and MiNT installed without any problems.

I'm not sure. I think it might be something like VDI 4 was fine
with mint, but not NVDI 5. I never go around to playing with
the printer.

>True. My MiNT(net) setup really began to swing only after I got my CT2b
>and my added 32MB fastram. But now I couldn't live without it. Well, maybe
>now I'm over-dramatizing things a bit ;-)

The FastRAM I'm sure really helps there. Another thing I could
never find to alter was timeslice. I had a problem playing MP3
with my Mintnet setup. In magic MP3 took about 45%, but in
mintnet it took about 80% +- 20%. I searched about for these
answers, but didn't find anything much. I think I might try a
easymint installation.
--
Lyndon Amsdon

4005. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 10:22:18 UTC
From: <>
Message-ID: <1020705016-632122AEicMi@ntlworld.com>
Source record: 35219

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Sun, 5 May 2002 17:28:12 -0500

>MagiC users, please speak aloud, I know you have been reading this 'now'
>long thread about magic/cli/gem/gui/sql.
>None of you really dipped in it. Why is that?

Wel, I'm quite happy with my set-up. If I was using MiNT I would no doubt
be happy with that too.

I choose not to try MiNT as there's very little that it can do *for me*
that MagiC doesn't already offer. I also suspect that MinT will make my
system run a little slower whilst it checks if I have permits for every
file that it loads.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4006. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 10:35:12 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205061214100.61-100000@easymint>
Source record: 35202

On Mon, 6 May 2002, Lyndon Amsdon wrote:

> Hi lp,
>
> How do I kill an app without it? I don't mind using bash.
With XaAES you can kill an app in the XaAES "taskmanager" menu, or you can open a U:\proc\ and drag processes to your desktop trashcan with the mouse, for example. ButpPersonally I don't mind using bash either. In fact I use it a lot.

> I used to use bash to run pppd to dial up with my modem.
If that would be all I do with it, I'd prefer Micodial.

> Hmm, I meant all the unix stuff actually, on the ext2 or minix
> partition. As usually, you work through the u:/ , something
> I've never really understood why you need to go through u:/
Maybe it will hurt someone's magic "Atari-feel", but on my desktop I don't even have icons for the different drives. I have one icon for drive U:. My desktop starts with an open window containing the contents of drive U:. From there I can select both my traditional drives a, b, c, ... and my unix directories like /etc /bin /usr ...

> I also never found a fix to get my pallete right with NVDI
> intalled. I also believe you can not print with NVDI under
> mintnet.
I don't think mintnet has much to do with it ?
Are you referring to apps that need Wdialog for printing ?
What is it that you can't print ? I'm printing all kinds of things with NVDI and MiNT installed without any problems.

> If/when I get a CT60 I will reconsider, but with only
> 14MB of RAM, it gets very tight with mintnet. I only had about
> 6MB left, not enough for some of my apps.

True. My MiNT(net) setup really began to swing only after I got my CT2b and my added 32MB fastram. But now I couldn't live without it. Well, maybe now I'm over-dramatizing things a bit ;-)

Martin Tarenskeen

4007. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 10:36:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd65cdc16dee0@madasafish.com>
Source record: 35213

Hi Jeff,

>I use Taskbar to kill apps. just right click on them and choose kill.
>It's pretty convenient.

Ah, yes, I never got that far into setting everything up.

>I never use u:/ with my MiNT setup.

But for doing the settings in mint.cnf and such, it seems to be
correct to use the u:/.

I looked at Easymint, but none of the readmes say exactly what
is in each part of Easymint. One said libs.tar is libaries, but
libaries for what? Gcc? Some newbies won't understand file
trees either. Is network.tar needed for dialup, or just fancy
stuff like webserver, I guess that installs apache? I don't
want to install something I don't need.
--
Lyndon Amsdon

4008. Re: Advice on Networking Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 10:40:32 UTC
From: <>
Message-ID: <1020705018-632438AEicMi@ntlworld.com>
Source record: 35220

From: "Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Date: Mon, 6 May 2002 08:19:36 +0100

>This is said to work with STinG, Mintnet or MagicNet, and as I am a novice
>in this area I was wondering which might be the best to try as a novice
>user.

Check you can get all the hardware needed for this before going further, if
this uses the Genius pocket adaptor they're not easy to find it seems!

I like Magxnet because it's still being developed, transferring files is
quite straightforward using Vassilis' port of the Samba client, but in
return you will have to do some mysterious tinkering with config files
(which you will also have to do with MiNT).

Slated for the future is integrating Samba with Bnet, which will present PC
drives and printer on the Atari's desktop for true drag'n'drop integration,
but at the moment file transfer is from a ttp (not too difficult), or if
working from the PC end via an FTP client (or from your browser) with an FTP
server installed on the Atari.

STinG also works, and if you've already got this installed as your dial-up
might be worth considering. You'd have to use FTP to transfer files, so I
assume an FTP server running on each machine in the network would be needed.

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4009. Re: Atari TT -- One last try

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 11:12:43 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <udcp9cga5jtv86@corp.supernews.com>
Source record: 35203

<snip>
>Turn that thing over, and look carefully at the
> connector pins. I once had a similar problem, and a pin was bent, so the
> lowest bit was not there.
<snip>

Hmm, had a look, nothing bent.

<snip>
> If that does not work, sell it to me, and let me worry over it.
<snip>

What on earth would you do with a broken board?

4010. Re: Email address of "Thing" author

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 11:16:39 UTC
From: Diedrich Dirks <ddwhv@web.de>
Message-ID: <VA.00000167.00230608@id-68569.user.dfncis.de>
Source record: 35204

Hallvard Tangeraas:

> Anyone have the current email address of the author behind the "Thing"
> desktop?

try <gryf@hrzpub.tu-darmstadt.de>, his last message was from 05.05.02 in
maus.computer.atari.software.

Tschï¿½s,
Diedrich

4011. Re: Advice on Networking Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 12:07:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd671f897c8d0@madasafish.com>
Source record: 35218

Hi Dave,

>I don't have MAGIC (but should I)....

Well, what sort of applications d you run on your Atari? Have
you ever needed to run two applications at the same time?

>I am currently downloading the STING bits so I can try it out
>and see how it
>fits together.

It can seem confusing, but I might be able to supply some
scripts for it. Will you be using it to dialup to the internet,
or just as network?
--
Lyndon Amsdon

4012. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 12:45:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8605_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 35221

In uno strano messaggio del 05 May 02 g213778@coazter.myip.org (2:333/608.1)
scrisse al povero All :
g> I am just curious, because I know that there are MORE than 1 user
g> (Dennis) here using MagiC.
g> Yet none of you really said anything, speak up! :)

What can I say ? No other Atari OS works on a Mac that way.

I am reading those threads just to see if it will become possible to run MiNT
on a Mac or even a PC at least at the same speed and with the same features
then MagiCMac.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4013. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 14:03:07 UTC
From: jba4@po.cwru.edu
Message-ID: <3cd68bf3.165392957@news.cwru.edu>
Source record: 35208

On Mon, 06 May 2002 05:58:04 +0100 (BST), "Lyndon Amsdon"
<bindon@madasafish.com> wrote:

>Hi lp,
>
>>I can
>>use it all day and never pop open bash.
>
>How do I kill an app without it? I don't mind using bash.

I use Taskbar to kill apps. just right click on them and choose kill.
It's pretty convenient.

>
>>I never put anything in the u:/
>>drive, you must be confused what that drive is for.
>
>Hmm, I meant all the unix stuff actually, on the ext2 or minix
>partition. As usually, you work through the u:/ , something
>I've never really understood why you need to go through u:/

I never use u:/ with my MiNT setup. You defintiely don't need to use
this. The icon for u:/ sits in a corner by itself. I just go through
the normal drive icons. You can directly access all the unix
directories (usr, home, etc) by choosing the drive they physically
reside on. Having the u:/ makes sence from a unix point of view, but
it's not necesarry for atari users to use.

>I also never found a fix to get my pallete right with NVDI
>intalled. I also believe you can not print with NVDI under
>mintnet.

NVDI 5.03 works like a dream on my TT with N.AES/MiNT. It prints
fine, but I don't use its screen drivers because I have to use fVDI
for that (I have a Galaxy). But the pallette is fine and I've never
had a problem printing.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4014. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 14:04:26 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.ffa35a07.511a1a02.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35210

Dans le message <1020576226-44991AEicMi@gmx.net>
Dennis Vermeire a ï¿½crit:
>From: sidcelery@cix.co.uk (Harry Sideras)
>Date: Tue, 30 Apr 2002 22:49:38 +0000 (UTC)

>Hi Harry,

>>[...]

>If they don't show up then there's definitely something not right, check that
>the Magic extension folder located in GEMSYS/MAGIC is called XTENSION, next
>compare the following lines in the magx.inf file...

>#_ENV MOVIEPLAYER=D:\ANIPLAY.219\ANIPLAY.PRG (path of Aniplayer)

>#_SLB 0 EDITOBJC.SLB
>#_SLB 0 PDLG.SLB
>#_SLB 0 WINFRAME.SLB
>#_SLB 0 BGH.SLB
>#_SLB 0 JPEG.SLB
>#_SLB 0 OPENDIVX.SLB
>#_SLB 0 LAME_ENC.SLB <--------- Watch out! This line should *_not_*
appear in magx.inf!! If so, the lame_enc.slb is declared used by
another application when attempting to encode mp3s. After searching
for a long time, I found that it was used by MagiC itself, although
it really didn't use it :-/
But, due to the fact that it was declared in the magx.inf, it was
kind of reserved by magiC and so unavailable for AniPlayer :-(
(I guess if I was understandable... :-|)

J.-Luc

4015. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 14:37:11 UTC
From: Luc <xLucienen@hotmail.com>
Message-ID: <3cd69517$1@news.microsoft.com>
Source record: 35209
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Wow, didn't know daemon's gate ever was remotely finished. Any screenshots?

"Glenn" <glenn.bruner@verizon.net> wrote in message
news:4s0y8.10781$d96.9566@nwrddc04.gnilink.net...
> New Lynx Daemon's Gate $49.95
>
> Tons of new items ready or soon to be ready to ship.
> Ready now!! Lynx Daemon's Gate Test Cartridge. This appears to be a
complete
> working Deamon's Gate for the Lynx. It is a Role Playing Game by Imagitec,
> the same people who did Viking's Child. No instructions yet. I will post
> instructions as you the role players E-mail them to me. Now shipping at
> $49.95 S&H. Call today. Coming soon. Demolition Man Video sequences for
the
> Jaguar on Un-encrypted CDROM. My first batch of 30 had a bug from the
> duplicator and did not work. Hope to be shipping in a week for the initial
> price of $30. This is 20 minute of video sequences made for the game but
do
> not include any of the actual game play. Also it requires one of our new
CD
> Bypass cart, or Jagfree, or Protector SE, or Battlesphere Gold, or CD R,
or
> a DEV System to run this un-encrypted CD ROM. Shipping next week our new
CD
> Bypass cart at $39.95 allows you to run Un-encrypted programs on your
> Jaguar CD-ROM System. Also we plan to start shipping Charles Barkley Shut
Up
> & Jam for the Jaguar in May. We have 5 more CD-ROMs in the works that
will
> be IBM compatible with developer stuff from Atari Engineering. Hope to
sell
> these at $14.95. First one is RAW digital and sounds souces for Demolition
> Man and another is Jaguar Artwork files in EPS, TIF & Gif format and
another
> Leonard Tramiels TT hard drive backup, and anotherST & TT Atari Archives
and
> another??? Watch for details.
>
> http://www.myatari.com/
>
>
> B & C ComputerVisions/ Atari Sales & Service/ www.myatari.com
> sales@myatari.com/ (530) 295-9270/FAX 9271 Bruce & Cathy

> 2600, 7800, 5200, Lynx, Jaguar, 800, XL, XE, ST, Falcon, Portfolio
> Stacy, TT, Megat STE, joysticks, mice, power supplies, Monitors, ETC,
> https://www.paypal.com/affil/pal=B5A4JCDVR5WTA
>
>
>
>

4016. Re: [PUB] Organizer 0.47 available in english !

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 14:53:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020706506-201467AEicMi@gmx.net>
Source record: 35217

From: "Mathieu Demange" <m.demange@free.fr>
Date: Sun, 5 May 2002 01:00:18 +0200

Hi Mathieu,

>Could someone tell me quite precisly what is missing ? I really would like
>to finish that work and make it accomplished instead of "fastly presented".
>I also know my english isn't the best so if someone want to suggest some
>better translations for Organizer (and/or its website), please contact me !

There's quite a lot missing... too much to list here really, there's a
complete translated and slighty improved RSC file in your mailbox right now.
But unless you translate some French text strings in the binary yourself,
the users will still be faced with some French lingo... ;-)
In general it's not a good idea to put parts of the dialogs and/or strings
in the program itself. It's a pain in the **** for the translators and the
programmer has to maintain and compile different versions of the program
each time there's an update...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4017. Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 15:16:15 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3CD69E3E.8A635BEE@a.a>
Source record: 35211

Where can I buy HDDriver here in the States?

Thanks,

Chris

4018. Re: Atari TT -- One last try

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 15:31:06 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <udd8drg9ivfu68@corp.supernews.com>
Source record: 35212

<snip>
>People should not be throwing
> things like this away!
<snip>

I'm not throwing it away, I only got it yesterday I just need some help
trying to get it to work.

The TT otherwise is fine by the way!

Tim

4019. Re: Atari TT -- One last try

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 15:42:22 UTC
From: M.Weidauer@t-online.de
Message-ID: <e06f6b8e.0205060742.335a0c57@posting.google.com>
Source record: 35214

"Tim Anderson" <tanderson@ednet.co.uk> wrote in message
news:<udbfrbfneqa644@corp.supernews.com>...

>
> I have looked on the net, On google groups and everywhere I can think of but
> can't find much about this card at all.
>

Hi Tim,

have a look on this page: http://pp.fishpool.fi/~q-funk/TT030/tt-ram.htm#GeSoft
there you should find information on your card

Hope it helps, greetings

Martin

4020. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 15:53:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd6b476c8720@madasafish.com>
Source record: 35085

Hi Galen,

>For example, I recently had about 50 GIFs in a temporary folder that
>also contained about 40 other files. To delete these GIFs via the
>desktop I would have had to have changed my sort to "Sort by Type",
>scrolled to the first GIF, clicked on it, scrolled to the last GIF,
>shift-clicked on it, and dragged the mass to the trash can.

Actually, Jinnee is quite useful in that respect. I open the
folder, type *.gif on keyboard and "delete key", hit return and
they're gone. But I know what you mean about command lines,
there are examples that I can't remember, where a CLI is more
useful. They usually come useful, as you say when you have
hundreds of files.
--
Lyndon Amsdon

4021. Re: CT2b + SPP 3.2

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 15:55:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd6b476c8721@madasafish.com>
Source record: 35086

Hi Martin,

>FX accelerator ? Never heard of it before. What is it ?

Sometimes called Blowup FX, with the screen expander software
and stuff. It can make the bus at 20MHz, and the CPU max of
40MHz. 40MHz seems a lot for a 16MHZ chip!
--
Lyndon Amsdon

4022. Re: Advice on Networking Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 16:13:28 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <ab6a5d$2rg$1@newsg3.svr.pol.co.uk>
Source record: 35215

>
> Sting would be best, if you don't have Magic.

I don't have MAGIC (but should I)....
I am currently downloading the STING bits so I can try it out and see how it
fits together.

> --
> Lyndon Amsdon

4023. Re: Atari TT -- One last try

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 16:27:55 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <uddbock936263e@corp.supernews.com>
Source record: 35216

<snip>
> have a look on this page:
http://pp.fishpool.fi/~q-funk/TT030/tt-ram.htm#GeSoft
> there you should find information on your card
<snip>

Is my card in some way really unusual?

Mine has 2 banks of 6 simm slots and 1 bank of 4 simm slots, each bank currently has 2 simm in.
If I move the simms the fill up a bank the card is not recognised at all.
I have since got my HDD running and can see now the machine crashes (2 bombs) once all devices are checked, just as it says 'Booloaded'.

I just hope the card isn't duff but it doesn't seem to work if I replace the simms either.

Tim

4024. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 17:37:44 UTC
From: lp <gfa@basic.net>
Message-ID: <B8FC37A8.6BD3%gfa@basic.net>
Source record: 35222

in article 3cd60e8425f221@madasafish.com, Lyndon Amsdon at
bindon@madasafish.com wrote on 5/6/02 12:58 AM:

> Hi lp,
>
>> I can
>> use it all day and never pop open bash.
>
> How do I kill an app without it? I don't mind using bash.
> I used to use bash to run pppd to dial up with my modem.

From Taskbar, wonderful prg btw. With just a mouse click you
can kill an app. Also Connexion will give you a nice simple
Gem dialer for pppd, one click and you are online.

>> I never put anything in the u:/
>> drive, you must be confused what that drive is for.
>
> Hmm, I meant all the unix stuff actually, on the ext2 or minix
> partition. As usually, you work through the u:/ , something
> I've never really understood why you need to go through u:/

Still I am baffled about the u:/ drive, I never really use it for anything,
so I am not sure what you are trying to say. I never install anything to
that drive.

> I also never found a fix to get my pallete right with NVDI
> intalled. I also believe you can not print with NVDI under
> mintnet. If/when I get a CT60 I will reconsider, but with only
> 14MB of RAM, it gets very tight with mintnet. I only had about
> 6MB left, not enough for some of my apps.

Don't know about the palette issue. However I do print fron AtariWorks
with NVDI from my setup which has MiNT-Net installed and running.

Lonny Pursell

4025. Re: Q: format existing diskette to be I

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 18:36:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ab6ifu$5dn$1@thorium.cix.co.uk>
Source record: 35223

In message <1020376884.5191.0.nnrp-12.9e983130@news.demon.co.uk>,
mike@mbedford.demon.co.uk said:

>It's just two bytes in the boot sector. I think one is EA (hex value not
>position)
>
>They're easy to change, I used knifeST. All you need to do is look at the
>boot sector, I think the bytes to change are in the first ten, & note the
>differences between the bytes. Then change the ones on the Atari to match
>the PC's. I used this regularly.

Hi Mike!

IIRC, Later DOS formats had E9 00 4E for the first three bytes
(earlier, DOS 2.0 had EC 2C 90 and DOS 3.3 had EB 34 90).

>I think PC formatter will format the disk thereby losing your data.

I have a very old 7kB program called DISKMOD.TOS that writes a new
PC-style boot sector from a 512-byte file BLOCK0.DAT to the disk,
but leaves all other information intact. The first 3 bytes are
$EB $34 $90 followed by 8 bytes that spell out IBM 3.2 in ASCII.

Obviously it can't be used for booting or programs that have a
branch command in the boot sector, but this is unlikely to the the
case here.

Regards, /Peter/

4026. Re: Making a boot floppy disk

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 18:42:58 UTC
From: lp <gfa@basic.net>
Message-ID: <B8FC46F1.6BD7%gfa@basic.net>
Source record: 35224

in article 1fbs16y.4z8gm8f99yh0N%northstar2010@_del_ete_yahoo.no, Hallvard Tangeraas at northstar2010@_del_ete_yahoo.no wrote on 5/6/02 2:03 PM:

> It's been a while, so I might have forgotten something fairly obvious
> here...
>
> I want to make a boot floppy disk to use in emergency situations, or
> situations where I need a very basic setup for software that's very
> particular about things.
>
> I've created a floppy disk with AHDI.PRG in the /AUTO/ folder. The idea
> is to have this driver mount the harddisk drive of my Mega STe instead
> of using the harddisk's own driver (which is HDdriver).
>
> (I'm doing some work with a "Discovery" cartridge and I've been
> recommended to use AHDI as newer harddisk drivers can prove to cause
> problems with it).
>
>
> Now, here comes the problem...
> For some reason, when the ACSI ID shows up during the boot sequence and
> after the ACCessories/Auto programs from the floppy disk have finished
> loading, stuff from the Mega STe harddisk is loaded!
> When it's done I can see that the desktop, icons and even CPX modules
> have been loaded. Why?
>
> I don't want anything loading from the harddisk, and I really can't
> understand why this is happening.
>
> I've done this sort of thing before, and remember when saving the
> desktop, it was saved to the *floppy*. What gives?
>
>
> Oh... just to avoid any further confusion I re-installed AHDI on the
> harddisk as well, but this didn't change anything.

You have to bypass the driver on the HD.
Right when you see the nice Atari logo appear, hold down the Alt key down.
Keep the alt key down until you see the floppy led, then let go.
The floppy should take off an everything on the HD should be ignored.

Lonny Pursell

4027. Re: "1st word" free?

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 18:52:37 UTC
From: Simon Osborne <techsupport@spamnewsdsl.pipex.com>
Message-ID: <3cd6d0f5$0$227$cc9e4d1f@news.dial.pipex.com>
Source record: 35225

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fbqnll.yn91qbt9vodyN%northstar2010@_del_ete_yahoo.no...
>
> I have "1st word" here, but I'm unsure if I'd be doing something wrong
> by distributing it via my website.
> I know there's a very slim chance of getting into legal trouble with
> Atari gone etc. but still.....

I'm pretty sure most UK PD Libraries stocked 1st Word, so I guess it's PD.
I'm pretty sure LAPD did.

Simon

4028. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 19:02:02 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3CD6D32A.40909@systinet.com>
Source record: 35226

derryck@.NO~SPAM~cix.co.uk wrote:
>
> I choose not to try MiNT as there's very little that it can do *for me*
> that MagiC doesn't already offer. I also suspect that MinT will make my
> system run a little slower whilst it checks if I have permits for every
> file that it loads.

It is obvious that you are the user who never tried a thing that is
complaining to.... :(Sorry, this is only my pure opinion in this.
If you would give it a try then you'll have live OS with open-source
access. This means that if anyone drops it you can develop it further.
And ASH will never publish the sources IMHO.

Keep up the faith and pay for MagiC on. ;)

STan

4029. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 21:52:38 UTC
From: Neil Chester <neil@adel6.freeserve.co.uk>
Message-ID: <1020718436-767687AEicMi@adel6.freeserve.co.uk>
Source record: 35227

Hi All SCSI fans(?)

I downloaded the demo of HDDriver 8.10 from Uwe's site. I ran the HDUTIL program to install the driver to my C:, don't worry Chris - everything is recoverable again! Infact the demo takes the settings from the current version of the program so no need to remember what you had in the various parameters.

Also I discovered that I had not configured my upgraded version of Extendos (v3.40), so that the CDRW (ID 1) was P: !! This made the difference next time I booted in that the Adtron was 6.00 & 6.01 (as the rotator on the back of the unit).

>Looks as if you have configured HDDRIVER to scan the devices in another
>order than usual. Note that the ID check always scans lowest numbers
>first, regardless on how HDDRIVER was configured. So the order of
>devices can differ, but the SCSI IDs are always consistent.
In the demo (& subsequently my v8.04), I initially had checked the option for "Test two LUNs" - this shows up on booting the computer. Both LUNs were shown. I unchecked this box and magically, the Adtron appeared (on boot only) as just 6.00, doing a "Device check" reveals that both LUNs still exist (therefore no change !).

I have the following order for "Devices & Partitions":
2.0 1.1 1.2 1.6

>
>> change the ID from 5 (+ 01 LUN)! Is the unit faulty
>> or is there some other switch that would work?
>
>Does this unit actually implement two LUNs? This is unusual. It could
>either be a (minor and non-relevant) flaw of the reader's SCSI firmware
>or due to your version of HDDRUTIL/HDDRIVER (seems to be quite old) not
>scanning for LUN1 properly. Can you please check whether the current
>(demo) version reports two LUNs as well?
No idea whether the unit is supposed to report two LUNs, the instructions don't mention any details like that! I would have to check with Peak UK. The Demo does report two LUNs as well, and Chris's does so we can can take it that this is one of the "unusual" items!! I agree with what Chris Crosskey said about it because you have in effect two devices in one:
6.00 The Adtron PC Card Reader
6.01 The Card with an adaptor interfaced to the Reader
>
>> The drive works like a dream (with a Compact Flash
>> adaptor & 16Mb Card) - just like an ordinary disk,
>
>Sounds good. Actually this is what one should expect, since as long as a
>device acts like a hard disk drive it's not relevant for HDDRIVER
>whether it is a real hard disk drive or something that only claims to be

>such a drvice.
There is a bit of lag between double-clicking on a program and it loading and running in memory - this maybe due to the tardy data-transfer rate? Currently I have a selection of Gemgames on my "Cartridge" reminds me of the old 600XL! Star Raiders on Cart!?

As for Jinnee, that was a different matter!
With the CDRW being 1.00 and the PC card being 6.00, you would expect that the next available drive letter would go the CDRW!?! No. The PC Card gets P: - this means I have to alter Extendos so that it hooks the CDRW into Q: !!

I assume that because the Card Reader is present at boot time due to being recognised by HD Driver that it gets the first letter after the Hard Drive, the CDRW gets the next because an external driver (Extendos) has to be loaded before it can be recognised by the desktop?
Is there anyway of changing this? In Jinnee or Magx.inf?

Thanks

Neil :-)
3 Atari Systems:
Falcon 030 PowerUp2 32MHz/14Mb/1Gig/CD
Falcon 030 MkX CT2B 50MHz/78Mb/20Gig/CDRW
Atari Calculator (32 step recall!)

4030. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 22:54:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1020791079.15738.0@iapetus.uk.clara.net>
Source record: 35106

Hi Tim

| I finally got hold of my Atari TT, hmm not to chuffed.
|
| It has a Ge Soft Mighty Mic 64, TT Ram card installed with xxMB ram on it.
| When I boot up the machine, it counts up to 4MB of ST Ram and 16MB of TT
Ram
| then after waiting for the hard drive to spin up crashes with 2 bombs.

What happens if you remove the hard drive, will it boot to the desktop
without nukes?.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

4031. Re: FAQ's..?

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 23:30:28 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3CD71212.56DB0C33@chello.at>
Source record: 35228

Reizla wrote:

> Is there a general Atari ST FAQ available on the Net?

The Atari ST Quick FAQ:
<http://pp.fishpool.fi/~q-funk/ST/>

Greetings, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>
<http://peasoft.atari.org>

4032. STOS Game Creator

Newsgroup: comp.sys.atari.st
Date: 2002-05-06 23:47:01 UTC
From: Andy <andrew.booth3@ntlworld.com>
Message-ID: <3CD715F4.B1225758@ntlworld.com>
Source record: 35229

Hi, Does anyone know where i can download STOS Game Creator for Atari ST

Thanx

4033. Re: Anyone has an RGB cable for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 01:03:32 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0205061703.2b20e9f9@posting.google.com>
Source record: 35230

> > I need this for an RGB to VGA converter. For instance, my sega saturn has
> an
> > RGB cable and the VGA converter displays it so perfectly on my 36" VGA TV.
> I
> > would like to do the same for my STe.
> >
>
> Try the info at http://www.algonet.se/~guld1/hardware/atari-scart.html

I think it is possible, since the SC1435 is just a standard RGB
monitor (usable by the Jaguar and other gaming devices). I'd try
connecting the three color lines directly to the RCA jacks
(w/grounds). Please note, I've never tried this, so I wouldn't test
it on a 36" TV! Please try this out on the cheapest video equipment
you've got! I've seen reference to 150 Ohm resistors in line, which
certainly is worth trying.

Galen

4034. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 01:34:23 UTC
From: ebaiz@skyenet.net
Message-ID: <zaGB8.352$aU4.141382@newsfeed.slurp.net>
Source record: 35231

On 5 May 2002 18:48:04 +, "Lyndon Amsdon" wrote:

>Personnaly, I don't have time to argue, why can't magic and mint
>developers get together, and make things more compatible between
>the two. There have been good attempts, like Magxnet which I'm
>quite happy with.

I agree with that. The Atari platform is too small to not have everyone working together. I have both OS's and use Magic the most. I am just starting to get things working under MintNet/Mint and am also just beginning to understand how things work. Most new programs coming out need MintNet/Mint, so knowing how it works is to my advantage. I will problably end using both.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4035. Re: Email address of "Thing" author

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 01:34:24 UTC
From: ebaiz@skyenet.net
Message-ID: <AaGB8.353$aU4.141385@newsfeed.slurp.net>
Source record: 35232

On 5 May 2002 23:52:06 G, Hallvard Tangeraas wrote:
>Anyone have the current email address of the author behind the "Thing"
>desktop? I've been in touch with him in the past and could probably dig
>through hundreds of old email messages to find it, but if someone has it
>handy....
>
>The address shown in the version 1.27 docs didn't work
>(binder@rbg.informatik.th-darmstadt.de) -my message bounced.
>
>
>Hallvard

Hello,

Try the address:

Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4036. Re: Anyone has an RGB cable for Atari S

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 01:34:26 UTC
From: ebaiz@skyenet.net
Message-ID: <CaGB8.354$aU4.141293@newsfeed.slurp.net>
Source record: 35233

On 5 May 2002 22:48:52 -, "Son of man" wrote:
>"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
>news:E5wA8.46$0j3.60059@newsfeed.slurp.net...
>> What monitor do you need it for?
>
>I need this for an RGB to VGA converter. For instance, my sega saturn has an
>RGB cable and the VGA converter displays it so perfectly on my 36" VGA TV. I
>would like to do the same for my STe.

Hello

I hooked up my STe to my 17 inch VGA monitor using a video convertor
and a piece of ST hardware called a Video Key.

Edward S. Baiz Jr.
(Gamer)

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Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4037. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 01:34:27 UTC
From: ebaiz@skyenet.net
Message-ID: <DaGB8.355$aU4.141408@newsfeed.slurp.net>
Source record: 35234

On 6 May 2002 10:16:15 -, Chris Martin wrote:
>Where can I buy HDDriver here in the States?
>
>Thanks,

You might try Systems For Tomorrow at: http://www.SystemsForTomorrow.com/.
This is where I originally got HDDriver. They may have it, but may not
have the latest version, 8.11.

Of course you could get it straight from the author in Germany at:
http://www.seimet.de/index_english.html. That is where I get my upgrades.

Another nice place is the Atari Workshop in the US at:
http://www.atari-workshop.co.uk/. I just received my upgrade to Jinnee
2.5. Took only 3-4 days.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4038. Re: Making a boot floppy disk

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 01:34:29 UTC
From: ebaiz@skyenet.net
Message-ID: <FaGB8.356$aU4.141260@newsfeed.slurp.net>
Source record: 35235

Hello,

I assume you want just to access your hard drive if something happens
to your auto folder or any other programs on your boot partition. Try
this. Boot up the computer with the hard drive turned off. Then turn on
your hard drive and then run AHDI.PRG.

I really would get HDDriver.

On 6 May 2002 18:03:32 G, Hallvard Tangeraas wrote:
>It's been a while, so I might have forgotten something fairly obvious
>here...
>
>I want to make a boot floppy disk to use in emergency situations, or
>situations where I need a very basic setup for software that's very
>particular about things.
>
>I've created a floppy disk with AHDI.PRG in the /AUTO/ folder. The idea
>is to have this driver mount the harddisk drive of my Mega STe instead
>of using the harddisk's own driver (which is HDdriver).
>
>(I'm doing some work with a "Discovery" cartridge and I've been
>recommended to use AHDI as newer harddisk drivers can prove to cause
>problems with it).
>
>
>Now, here comes the problem...
>For some reason, when the ACSI ID shows up during the boot sequence and
>after the ACCessories/Auto programs from the floppy disk have finished
>loading, stuff from the Mega STe harddisk is loaded!
>When it's done I can see that the desktop, icons and even CPX modules
>have been loaded. Why?
>
>I don't want anything loading from the harddisk, and I really can't
>understand why this is happening.
>
>I've done this sort of thing before, and remember when saving the
>desktop, it was saved to the *floppy*. What gives?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4039. aIRC web site vaporized

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 01:50:55 UTC
From: lp <gfa@basic.net>
Message-ID: <B8FCAB3F.6C08%gfa@basic.net>
Source record: 35236

Hi,

If you get a 404 error attempting to reach my website it's because it's
gone. My ISP informed me it may not be back up until later this week.
They claim it has to do with a new web server they just installed...

Lonny Pursell

4040. Re: Anodyne's SCSI ethernet offer

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 03:19:07 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205061919.7ae5c82b@posting.google.com>
Source record: 35237

rs.mac@t-online.de (Robert Schaffner) wrote in message
news:<1fbhyau.9ltikk1kso1zwN%rs.mac@t-online.de>...
> rustynutt <rustynutt@hotmail.com> wrote:
>
> > Just got my SCSI/Link-T ethernet adapter from Roger at Anodyne
>
> Ah.. 8)
>
> > Software. Unit is like new, shipping was very fast, and as always
>
> Waiting for your user article.. :)
>
>
> > Roger was on the ball when it comes to emails. Also upgraded to the
> > latest CD Writer software. Can't wait to set this up on my Afterburner
> > Falcon, but as luck would have it, I ended up with a compound fracture
>
> Eh.. Motorbike? .. :->
> Hope that do not make any problems!
>
> > several years ago with an afterburner and nova card. After the 060 is
>
> YOU orderd an ct60? :)
> Speed fanatic.. :)
>
> Iï¿½m not realy sure to get one.
>
> Regards, Robert

Moin! moin!
Robert
Bone is back together with rods and screws. have one more week away
from work. girl friend works all until next sunday.
will try to put afterburner falcon back in rack case (hard with cast
on arm). has MiNT and STiNG on harddisk, will test scsi adapter friday
night?
say hi to dagmar and dahna
mike

4041. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 04:48:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd75e08419220@madasafish.com>
Source record: 35016

Hi Derryck

>From: "Lyndon Amsdon" <bindon@madasafish.com>
>Date: Sun, 05 May 2002 18:23:22 +0100 (BST)
>
>>I have created a zip of my Okami, and Pop/Newswatch setup. Grab
>>the 700kbye file here: http://hardware.atari.org/setup.zip
>
>"Not Found"

Sorry, the new server is case sensitive, as it runs from Unix I
think. Anyway, it's fixed, this works
http://hardware.atari.org/setup.zip

Thanks

--
Lyndon Amsdon

4042. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 05:08:15 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CD7613F.8080105@seimet.de>
Source record: 35238

Edward S. Baiz Jr. wrote:

> Of course you could get it straight from the author in Germany at:
> http://www.seimet.de/index_english.html. That is where I get my upgrades.

Please note that I can only provide HDDRIVER with a *German* manual.

> Another nice place is the Atari Workshop in the US at:
> http://www.atari-workshop.co.uk/.

This is where to get HDDRIVER with an English manual from.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4043. Re: SCSI query

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 05:14:27 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CD762B3.5050907@seimet.de>
Source record: 35239

Neil Chester wrote:

> In the demo (& subsequently my v8.04), I initially had checked the option for "Test
> two LUNs" - this shows up on booting the computer. Both LUNs were shown. I unchecked
> this box and magically, the Adtron appeared (on boot only) as just 6.00, doing a
> "Device check" reveals that both LUNs still exist (therefore no change !).

Thanks for checking this. Looks as if this device reports to have two
LUNs, indeed.

> There is a bit of lag between double-clicking on a program and it loading and running
> in memory - this maybe due to the tardy data-transfer rate? Currently I have a

Yes, most likely it has to do with the transfer rate.

> Is there anyway of changing this? In Jinnee or Magx.inf?

The assignment of driver letters is neither done by Jinnee nor by MagiC.
This is always the responsibility of the driver for this device. For
drives managed by HDDRIVER device numbers are assigned in ascending
order, unless you configure HDDRIVER differently.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4044. Re: aIRC web site vaporized

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 05:23:30 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1020749010.711074@pikachu>
Source record: 35240

lp wrote:

> Hi,
>
> If you get a 404 error attempting to reach my website it's because it's
> gone. My ISP informed me it may not be back up until later this week.
> They claim it has to do with a new web server they just installed...
>
> -------------
> Lonny Pursell
>

This is why you should host with atari-source ;-)

Mark
http://atari-source.com

4045. Re: "1st word" free?

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 08:23:34 UTC
From: Steve Stupple <LaSTPD@last-pd.co.uk>
Message-ID: <+SsttdBG8418Ewnd@atari.org.uk>
Source record: 35241

On Mon, 6 May 2002 at 19:52:37 a message from Simon Osborne was created
on the subject of "1st word" free?.
>I'm pretty sure most UK PD Libraries stocked 1st Word, so I guess it's PD.
>I'm pretty sure LAPD did.

Yup the former LAPD did have it when i took the library over, and that
was after the Atari funny bizness (when they listed their non pd stuff,
'the neochrome affair' etc).

I've still got it listed in my pd library. It's one of those programs
that if you liked, you were more likely in buying the latest version
with all the trimmings (dictionary etc.).

--
-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4046. Re: aIRC web site vaporized

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 08:34:08 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <3z9$1RCAG518Ew0w@atari.org.uk>
Source record: 35243

In article <1020749010.711074@pikachu>, Mark Duckworth
<mduckworth@anti-spam.atari-source.com> writes
>This is why you should host with atari-source ;-)
>
>Mark
>http://atari-source.com

Hmmm

Doesnt, or cant find, anything about hosting with atari-source!!!!!

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4047. Re: Atari TT -- One last try

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 08:37:44 UTC
From: m.weidauer@t-online.de
Message-ID: <a5618b4e.0205070037.4e90a51e@posting.google.com>
Source record: 35242

"Tim Anderson" <tanderson@ednet.co.uk> wrote in message
news:<uddbock936263e@corp.supernews.com>...
> <snip>
> Is my card in some way really unusual?
>
> Mine has 2 banks of 6 simm slots and 1 bank of 4 simm slots, each bank
> currently has 2 simm in.
> If I move the simms the fill up a bank the card is not recognised at all.
> I have since got my HDD running and can see now the machine crashes (2
> bombs) once all devices are checked, just as it says 'Booloaded'.
> <snip>

Hi Tim,

here some information which I found in the "DoitST" from Robert
Schaffner (http://www.doitarchive.de/) - I hope Robert does not kill
me for that because the Doit hints&tips are not freeware ...

>>>> copied and translated from DoitST >>>>
RAM Expansion for Mighty Mic 64 Accelerator Board. Use the table for
RAM konfiguration and jumper setting.

Jumper setting| Memory Banks
J0/J2 | J1/J3 | Bank 0 | Bank 1 | Bank 2 | Bank 3
2-3 | 2-3 | 4MB | 4MB | 4MB | 4MB
1-2 | 2-3 | 16MB | 4MB | 4MB | 4MB
2-3 | 1-2 | 16MB | 16MB | 4MB | 4MB
1-2 | 1-2 | 16MB | 16MB | 16MB | 16MB

The board only works perfekty with SIMM modules from Toshiba and
Samsung. All modules must have a access time between 60 and 80nS. All
others maybee not work. You have to use simple page mode rams als 30
pin SIMM. To get a memory bank of 4MB you need 4* 1M*8(9), further to
got a 16MB bank 4*4M*8(9) needed.
<<<< copied and translated from DoitST <<<<

As far as I know these old 30 pin SIMMs you allways have to fill a
bank completely. So in your case it would be a good idea to get
another 8 SIMMs (1 or 4 MB) so that you can fill all banks (a bank
consits of four slots so the 2x 6 slots represent 3 banks)

Greetings Martin WW

4048. Computer Atari Mega Ste 4 met Notator SL midi/notatie programma

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 09:08:26 UTC
From: wladypodsada@softhome.net
Message-ID: <1c5f10a9.0205070108.33fb4d80@posting.google.com>
Source record: 35244

Computer Atari Mega Ste 4, compleet met SM144 monitor, muis,
toetsenbord, met Notator SL midi sequence en muzieknotatieprogramma,
laatste versie voor Logic, compleet met dongle, handboek. Incl
floppy's, dtp-programma, diverse handleidingen en extra harddisk 56Mb.
Vraagprijs 250 Euro.

4049. Re: "1st word" free? magazine question

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 13:42:08 UTC
From: "Ralph E. Dodd" <redodd@comcast.net>
Message-ID: <QQQB8.36699$M7.4530860@bin7.nnrp.aus1.giganews.com>
Source record: 35245

"Steve Stupple" <Steve@atari.org> wrote in message
news:piRoxCEz8Z18Ew3G@atari.org.uk...
> In article <SJgB8.231$yy4.87968@newsfeed.slurp.net>, Edward S. Baiz Jr.
> <ebaiz@skyenet.net> writes
> >Hello,
> >
> >Firt Word has the distinction of being the first program to be ported
> >over to the PC from the ST. My copy came with my ST. I do also have
> >First Word Plus, but cannot remember where I downloaded it from. It may
> >have came with a disk attached to an Atari magazine. If I did not have
> >Papyrus, I would be using it.
> >
> >Edward S. Baiz Jr.
> > (Gamer)
>
> Hi
>
> As far as I know the original 'First Word' was released in the public
> domain, 'First Word Plus' was released on a ST review cover disk but NOT
> the latest version though.
>
> --
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>
Hello,

I have need for a copy of First Word Plus. I have a lot of STart magazine
disks. Is this the mag that had First Word Plus? If so, does someone know
what year and month it was? The labels don't list what progs are the disks.
Thanks a lot.

Ralph

4050. Re: aIRC web site vaporized

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 13:55:09 UTC
From: lp <gfa@basic.net>
Message-ID: <B8FD54FC.6C34%gfa@basic.net>
Source record: 35096

in article 1020749010.711074@pikachu, Mark Duckworth at
mduckworth@anti-spam.atari-source.com wrote on 5/7/02 1:23 AM:

> This is why you should host with atari-source ;-)

That's an idea but I got 5mb of space, seems a shame to not use it. ;-)
It appears to be back now, I just checked.
It had been down since approx. thursday night far as I could tell.
Would of been nice if they had informed their user base of the down time.

Lonny Pursell

4051. Re: aIRC web site vaporized

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 14:50:23 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <pQRB8.75$sO5.56359@newsfeed.slurp.net>
Source record: 35097

Hey Lonny, you should host your own site on the Hades now that you have cable... Or even make the TT a dedicated server ;)

Joshua.

"lp" <gfa@basic.net> wrote in message news:B8FD54FC.6C34%gfa@basic.net...
> in article 1020749010.711074@pikachu, Mark Duckworth at
> mduckworth@anti-spam.atari-source.com wrote on 5/7/02 1:23 AM:
>
> > This is why you should host with atari-source ;-)
>
> That's an idea but I got 5mb of space, seems a shame to not use it. ;-)
> It appears to be back now, I just checked.
> It had been down since approx. thursday night far as I could tell.
> Would of been nice if they had informed their user base of the down time.
>
> -------------
> Lonny Pursell
>
>

4052. PC To Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 15:06:40 UTC
From: Starlord <starlord@in>
Message-ID: <X4SB8.8741$Yz6.252788844@news.inreach.com>
Source record: 35098

I have a big PC power supply and want to use it to power up my Falcon, I was given the ulr for an article on doing it, but it's gone now, does anyone know the color code for the falcon power supply? Which lines are which amounts of volts?

remove the <*> for e-mail

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

4053. Re: Anodyne's SCSI ethernet offer

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 15:24:58 UTC
From: rs.mac@t-online.de
Message-ID: <1fbtn9n.rhgd1pfe0to2N%rs.mac@t-online.de>
Source record: 35099

rustynutt <rustynutt@hotmail.com> wrote:

Hi,

> Bone is back together with rods and screws. have one more week away
> from work. girl friend works all until next sunday.

Well, sounds not good. (But far from work, thats OK for a while) :)

> will try to put afterburner falcon back in rack case (hard with cast
> on arm). has MiNT and STiNG on harddisk, will test scsi adapter friday
> night?

Jep, something to do. One arm bandit ;)
Bad to fit some hardware. I hope scsi adapter works fine.
Waiting some reports :)

> say hi to dagmar and dahna

Done :)

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

4054. Re: [WEB] Aniplayer 2002 v2.20 - divx3/4 - ac3

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 15:32:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd7f3ecebdf0@madasafish.com>
Source record: 35022

Hi,

>> The latest version of Aniplayer is on my site, now it's possible to play
>> (all ?) divx3/4 AVI files with ac3/mp3 sound track, QuickTime divx3/4
>> with mp3 track and lot of new features like fullscreen with NVDI 5...
>
>Didier, you are bloody amazing. New releases allmost every week, tons of new
>stuff every time.

I second that!

>I only use it as an MP3 player (movies are a bit tought on my CT2 Falcon),
>but it's cool to know it's in all there.

...and if a super powerful accelerator, say with a PPC processor
was available, we'd have DIVx support straight away!
--
Lyndon Amsdon

4055. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 15:37:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020794286-72827AEicMi@gmx.net>
Source record: 35103

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Sun, 5 May 2002 17:21:27 -0500

>> Nothing to see, please move along.
>>
>Ok, now you just realized what MySQL offered over Phoenix, feeling
>embarassed somewhat?

Embarassed? Who? Me?....
I'm not the one claiming MySQL offers more, and I'm not the one claiming
it's available on this platform...
All I wanted was a database with or more less the same features as Phoenix
that in addition knows SQL... I never asked for what you're trying to
shove up my ****.

>You now have to throw some words like vapourware. Does that hurt that
>bad?

Uhm, but it *IS* vapourware !!!
The fact that it is on Vido's hard disk, doesn't really qualify it as
being available for download to the general public, does it? I thought
that this was one of the strong points of GNU licensed software, which
just goes to show...

>Get the src, openly available, then type ./configure
>then: make all
>There.

This is a joke right? It *must* be a joke...

So what do I do to make it GEM compatible?
type:
./lame mode
./make Atari friendly
./use Gem GUI
etc...

OK... fine, while I'm at it I'll convert Mozilla, Star office, Gimp etc
also, if anyone wants it, tell them it's on Dennis his hard disk. But they
better hurry up, chances are that it will be deleted very quickly to make
room for more interesting things, things that actually work.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \

/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4056. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 15:40:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020794288-73591AEicMi@gmx.net>
Source record: 35104

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Sun, 5 May 2002 17:28:12 -0500

Hi Frederic,

>MagiC users, please speak aloud, I know you have been reading this 'now'
>long thread about magic/cli/gem/gui/sql.
>None of you really dipped in it. Why is that?

Ever heard of the silent majority? :-)

>Do you consider Dennis the spokesman for you, being MagiC users?

I hope they don't....
The regular posters in this newsgroup are old, wise and articulate enough
to speak for themselves, they don't need someone to speak for them, and I
don't really consider myself to be anyones spokesman. Unlike you and some
others here I never use the word "we" in my postings.

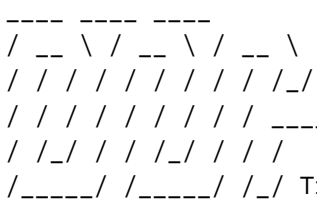
>I am just curious, because I know that there are MORE than 1 user (Dennis)
>here using MagiC.

I like to think so too.. If I'm the only MagiC user left then it's time to
put me inside a zoo (rare species). But then your logic isn't very logical,
since only a handfull MiNT users replied to this thread you better join me in
the zoo, I'll ask not to put us the same cage... <grin>
Since you are so curious, you might perhaps ask your fellow MiNT users why
they didn't reply to this thread. I can't imagine everyone being crazy about
your "vision for the future" either.
Aren't you a little curious why for example Henk Robbers spend all that time
and effort on XaAES which will be obsolete soon if you and your band have
their way ? Don't mind the people thanking him for XaAES, these are just
misleaded MiNT users who obviously haven't seen the light yet.
The future holds CLI apps and very rudimentary ported GNU apps, anyone here
who's considering buying a new mouse: *DON'T*, it's a waste of money, on
other platforms they use cordless mouses, well, on the Atari platform they
are going to get rid of the mouse all together....
Keep on dreaming...

>Yet none of you really said anything, speak up! :)

Perhaps it's because people following this thread realise that MagiC has
nothing to do with this. My replies have been pulled out of context and
turned into a MagiC vs MiNT thread. That's the beauty of quoting, one can
reply very selective to a post, and ignore the "tricky" questions, and you
truly are a master in pulling replies out of their context, in fact, you
refined it into an art form, congratulations..... what's next?

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4057. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 15:41:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020794292-74251AEicMi@gmx.net>
Source record: 35105

From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Date: Mon, 06 May 2002 16:04:26 +0200

Hi Jean-Luc,

>#_SLB 0 LAME_ENC.SLB <--------- Watch out! This line should *_not_*
>appear in magx.inf!! If so, the lame_enc.slb is declared used by
>another application when attempting to encode mp3s. After searching
>for a long time, I found that it was used by MagiC itself, although
>it really didn't use it :-/
>But, due to the fact that it was declared in the magx.inf, it was
>kind of reserved by magiC and so unavailable for AniPlayer :-(
>(I guess if I was understandable... :-|)

Understandable enough.... :-)
You are absolutely right. I never really tried to encode WAV or AIF into MP3's since it's so painstakingly slow (OOps, I shouldn't have said that, someone will come forward now accusing me of driving people away from this platform, and before we know it this is going to evolve in yet another long thread...), anyway, I didn't really had an idea .
Is it a bug in the SLB? none of the other SLB's behave like this... and is this only present since version 2.19 or did older versions suffer from it also?

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4058. Re: PC To Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 15:42:40 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <qBSB8.91$sO5.62811@newsfeed.slurp.net>
Source record: 35100

Red wires = +5V
Black wires = GND
Blue wire = +12V

Joshua.

"Starlord reach.com>" <starlord@in<*> wrote in message
news:X4SB8.8741$Yz6.252788844@news.inreach.com...
> I have a big PC power supply and want to use it to power up my Falcon, I
was
> given the ulr for an article on doing it, but it's gone now, does anyone
know
> the color code for the falcon power supply? Which lines are which amounts
of
> volts?
>
> remove the <*> for e-mail
>
>
> --
> 2,500,000 tons of steel, spining all alone
> in the Dark ... The Place is Babylon 5
>
> SIAR
> www.starlords.org
> Akumaizer Cattery
> http://akumaizer.united.net.kg
> Global Japanese Bobtail Club
> http://cathobbyist.com/gjbtc/
> Telescope Buyers FAQ
> http://home.inreach.com/starlord
>
>
>

4059. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 15:51:36 UTC
From: Chris Martin <hacked_up@excite.com>
Message-ID: <ab8sktdud1@tilde.itg.ti.com>
Source record: 35101

"Uwe Seimet" <us@seimet.de> wrote in message
news:3CD7613F.8080105@seimet.de...

> Please note that I can only provide HDDRIVER with a *German* manual.
>
That is fine. I have no problem reading German (speaking it is a different
story, but...).
The only problem is your site says (cash only). Believe it or not, I can
get my hands on
Euros, but sending it through the mail is something I would like to avoid.

I would prefer to buy from you, Uwe, since your price is ~ $32 where the
Atari Workshop
price (with the English manual) is ~ $44.

Thanks,
Chris

4060. atari mega st 4 - interested?

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 16:24:26 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <_cTB8.497576$f_4.83393@news.easynews.com>
Source record: 35102

Would anyone be interested in buying a modified Atari Mega ST 4, with a number of switches at the back, one for Cache, one for TOS version toggle, and another one for something else...ramdisk maybe... i cant remember. Also I think it has a 1.44 meg floppy drive.

UK only please - if interested please email spacedmonkeys@yahoo.co.uk with your offer

4061. Re: Email address of "Thing" author

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 17:15:42 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <EYTB8.119$sO5.75239@newsfeed.slurp.net>
Source record: 35107

You'll also find him lurking on IRC at channel #Atari.de under nick GRYF

Joshua.

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fbts6r.hotyjh49jafmN%northstar2010@_del_ete_yahoo.no...
> Diedrich Dirks <ddwhv@web.de> wrote:
>
> > Hallvard Tangeraas:
> >
> > > Anyone have the current email address of the author behind the "Thing"
> > > desktop?
> >
> > try <gryf@hrzpub.tu-darmstadt.de>, his last message was from 05.05.02 in
> > maus.computer.atari.software.
>
> Thanks (you too Edward S. Baiz Jr.). I've sent a new message to this
> address, and so far it hasn't bounced, which is a good sign ;-)
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

4062. Re: Atari TT -- One last try

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 17:22:54 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <udg3bhrqa1d0de@corp.supernews.com>
Source record: 35108

<snip>
I hope Robert does not kill
> me for that because the Doit hints&tips are not freeware ...
<snip>

Don't get into trouble on my account

Could there be something where once the bootstrap has been loaded the TT ram
is switched into a different mode such as burst mode or something?

I just can't see how the TT could test the memory, pass it and then crash
when it tries to use it.

Tim

4063. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 17:27:46 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnadg3d0.gr5.atari@core.preferuje.luzik.pl>
Source record: 35109

> Since you are so curious, you might perhaps ask your fellow MiNT users why
> they didn't reply to this thread. I can't imagine everyone being crazy about
> your "vision for the future" either.

I thought the topic was "Attention: MagiC Users." is it still?

> Aren't you a little curious why for example Henk Robbers spend all that time
> and effort on XaAES which will be obsolete soon if you and your band have
> their way ? Don't mind the people thanking him for XaAES, these are just
> misleaded MiNT users who obviously haven't seen the light yet.
> The future holds CLI apps and very rudimentary ported GNU apps, anyone here
> who's considering buying a new mouse: *DON'T*, it's a waste of money, on
> other platforms they use cordless mouses, well, on the Atari platform they
> are going to get rid of the mouse all together....
> Keep on dreaming...

We never told that CLI apps are better then GUI apps.
We just think that if app does not have GUI it does not decrease usability
of this app in our eyes.

Adam Klobukowski
atari@gabo.pl

4064. Re: Advice on Networking Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 18:28:02 UTC
From: David Wade <dave@dwade.freeserve.co.uk>
Message-ID: <S0VB8.40$xJ5.522380@cacnews.cac.cpqcorp.net>
Source record: 35110

Not sure if this will work, as I am posting from a funny place....

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3cd671f897c8d0@madasafish.com...
> Hi Dave,
>
> >I don't have MAGIC (but should I)....
>
> Well, what sort of applications d you run on your Atari? Have
> you ever needed to run two applications at the same time?
>

Well sometimes, but I don't actually use it that much.....

> >I am currently downloading the STING bits so I can try it out
> >and see how it
> >fits together.
>
> It can seem confusing, but I might be able to supply some
> scripts for it. Will you be using it to dialup to the internet,
> or just as network?

I was thinking of trying to use a serial<=> serial as some one else
described
just to see how it worked... But basically Internet only...

> --
> Lyndon Amsdon

4065. Re: Advice on Networking Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 18:32:10 UTC
From: David Wade <dave@~no~spam~Pleasedwade.freeserve.co.uk>
Message-ID: <K4VB8.41$qJ5.515157@cacnews.cac.cpqcorp.net>
Source record: 35111

<derryck@.NO~SPAM~cix.co.uk> wrote in message
news:1020705018-632438AEicMi@ntlworld.com...
> From: "Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
> Date: Mon, 6 May 2002 08:19:36 +0100
>
> >This is said to work with STinG, Mintnet or MagicNet, and as I am a
novice
> >in this area I was wondering which might be the best to try as a novice
> >user.
>
> Check you can get all the hardware needed for this before going further,
if
> this uses the Genius pocket adaptor they're not easy to find it seems!
>

Na, it uses "bog standard" NE2000 ISA cards. Only trick bit is making PCB's
and getting 74LS245 .....

> I like Magxnet because it's still being developed, transferring files is
> quite straightforward using Vassilis' port of the Samba client, but in
> return you will have to do some mysterious tinkering with config files
> (which you will also have to do with MiNT).
>

But will it work with MintNet drivers?

> Slated for the future is integrating Samba with Bnet, which will present
PC
> drives and printer on the Atari's desktop for true drag'n'drop
integration,
> but at the moment file transfer is from a ttp (not too difficult), or if
> working from the PC end via an FTP client (or from your browser) with an
FTP
> server installed on the Atari.
>
> STinG also works, and if you've already got this installed as your dial-up
> might be worth considering. You'd have to use FTP to transfer files, so I
> assume an FTP server running on each machine in the network would be
needed.
>

To transfer which files? I have ParPC so I can get files across to
bootstrap.
Other boxes can have FTP server.....

> Cheers
>
> Derryck
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

4066. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 19:21:25 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205072107001.37-100000@easymint>
Source record: 35113

On Tue, 7 May 2002, Dennis Vermeire wrote:

> You are absolutely right. I never really tried to encode WAV or AIF into
> MP3's since it's so painstakingly slow (OOps, I shouldn't have said that,

I did trie. I didn't use LAME_ENC.SLB but bladeenc, on my MiNT sytem.
I wanted to put my 68882 FPU, that finally arrived, to the test. I took a
little piece of 1 minute 11 seconds of piano music from a CD, and encoding
to a MP3 took about 1 hour and 50 minutes on my Falcon030/CT2b with FPU.

Personally I don't care. I don't stick to the Atari Platform for it's
speed. I don't like motor racing either, I prefer to keep healthy ;-)

Since a few years we have a nice new word in the Dutch language for this:
"onthaasten". I don't know how to translate it into English. But being
from Belgium you should know what I mean :-)

Martin Tarenskeen

4067. My Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 19:32:20 UTC
From: Starlord <starlord@in>
Message-ID: <j_VB8.8750$KQ6.253879333@news.inreach.com>
Source record: 35114

ok, I figured I'd better check out the machine before trying to hook that pc power supply into it and the following is what I found and what happens ...

1. all 3 red wires read as 5.00 volts, the Blue wire reads as 11.35 volts (all readings in VDC)

I found my Falcon to 1224 plug and hooked up the 1224 that's on my 1040ST and works fine.

Falcon NO DISPLAY, screen is BLANK, zulch, nothing. Machine just sits there, don't know if ide is booting or not.

Removed IDE drive, same same, nothing changes Does not seem to be accessing floppy or anything.

Video fryed???

if power supply is ok, then something else went down south when IDE drive was put in.

I don't know anyone that repairs them either.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

4068. Dirt Cheap Drives

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 20:10:15 UTC
From: michael.robillard@the-spa.com
Message-ID: <HwWB8.103432$v7.8517247@bin6.nnrp.aus1.giganews.com>
Source record: 35115

Has anybody ever ordered from dirtcheapdrives.com?

Did you have any problems?

Thank You
Mike

4069. Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 20:12:52 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3cd83542$0$29604$4c56ba96@master.news.zetnet.net>
Source record: 35116

Hi all!

For as long as I've been on the Net, I've used Newsie, currently v0.961.
What I'd like to know is what program/s do you recommend to use to replace
it?

Requirements:

a) must run under MagiC. I use v6.01.

b) must run under Stik and compatible stacks. I currently use Sting v1.26.

c) preferably freeware, but I'd accept shareware.

So what do you recommend and why you recommend them for:

a) email

b) Usenet news

c) FTP

Cheers!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derrcyk |
-------------------------------------------------------
```

4070. Re: Dirt Cheap Drives

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 20:43:42 UTC
From: Richard Rives <rives@gte.net>
Message-ID: <20XB8.6257$EY1.2314@nwrddc02.gnilink.net>
Source record: 35117

"Michael Robillard" <michael.robillard@the-spa.com> wrote in message
news:HwWB8.103432$v7.8517247@bin6.nnrp.aus1.giganews.com...
> Has anybody ever ordered from dirtcheapdrives.com?

yes
>
> Did you have any problems?

no but one time they were a little slow.
>
> Thank You
> Mike

Rich

4071. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 21:41:08 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205071625290.2261-100000@coazter.myip.org>
Source record: 35120

On Tue, 7 May 2002, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.myip.org>
> Date: Sun, 5 May 2002 17:28:12 -0500
>
> Hi Frederic,
>
> >MagiC users, please speak aloud, I know you have been reading this 'now'
> >long thread about magic/cli/gem/gui/sql.
> >None of you really dipped in it. Why is that?
>
> Ever heard of the silent majority? :-)

I see a clear difference between you (loud minority) and the others
(silent majority).

> >Do you consider Dennis the spokesman for you, being MagiC users?
>
> I hope they don't....
> "The regular posters in this newsgroup are old"

oh my! :)
heheheh me and my bad quoting habit.. (Just kidding, the rest is right
down below).

", wise and articulate enough
> to speak for themselves, they don't need someone to speak for them, and I
> don't really consider myself to be anyones spokesman. Unlike you and some
> others here I never use the word "we" in my postings."

lalalala, huh what? oh talking to me?

> Aren't you a little curious why for example Henk Robbers spend all that time
> and effort on XaAES which will be obsolete soon if you and your band have
> their way ? Don't mind the people thanking him for XaAES, these are just
> misleaded MiNT users who obviously haven't seen the light yet.
> The future holds CLI apps and very rudimentary ported GNU apps, anyone here
> who's considering buying a new mouse: *DON'T*, it's a waste of money, on
> other platforms they use cordless mouses, well, on the Atari platform they
> are going to get rid of the mouse all together....

ok you obviously just don't get it.
Should I draw you a picture?
Once again, and I HOPE for the last time:

I love GEM and the GUI and the cute little mouse and the colors, and the
nice fonts and all. HOWEVER when GEM lacks an application or the GEM

version just plain sucks, I look for alternative from another world (GNU).
If this application (GUI OR CLI) is better I would use it coz it fits my
needs, EVEN if it is not an atari native application.
Papyrus is a really good app, so I use it, WITH mouse and GUI and nice
resolution/depth under MiNT.
Is that any clearer? Would you like to me translate this message in
Walloon or Flemish for you?

PS: And this guy is doing the translation
for the technical/app docs (DDP)??
He can't even understand plain english.

4072. Re: [PUB] Organizer 0.47 available in english !

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 22:13:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ab9jif$p2q$1@thorium.cix.co.uk>
Source record: 35121

In message <1020706506-201467AEicMi@gmx.net>, dennis.vermeire@gmx.net said:

>In general it's not a good idea to put parts of the dialogs and/or strings
>in the program itself. It's a pain in the **** for the translators and the
>programmer has to maintain and compile different versions of the program
>each time there's an update...

Hi Dennis!

I agree with you 99.99%. The odd 0.01% is because at least one
alert has to remain in the program itself. Guess which one!

I have seen the problem in PixArt, where there are two! RSC files
but still alerts in the binary - and in addition parts of some of
these are reused in dialogs and so are position-dependent :-(
Furthermore some of the ST-Guide call strings are also used as
window titles. That may be 'efficient' programming, but as you
say a PITA for us translators!

Regards, /Peter/

4073. Re: Q: format existing diskette to be I

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 22:13:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ab9jif$p2p$1@thorium.cix.co.uk>
Source record: 35122

In message <1020376884.5191.0.nnrp-12.9e983130@news.demon.co.uk>,
mike@mbedford.demon.co.uk said:

>It's just two bytes in the boot sector. I think one is EA (hex value not
>position)
>
>They're easy to change, I used knifeST. All you need to do is look at the
>boot sector, I think the bytes to change are in the first ten, & note the
>differences between the bytes. Then change the ones on the Atari to match
>the PC's. I used this regularly.

Hi Mike!

IIRC, Later DOS formats had E9 00 4E for the first three bytes
(earlier, DOS 2.0 had EC 2C 90 and DOS 3.3 had EB 34 90).

>I think PC formatter will format the disk thereby losing your data.

I have a very old 7kB program called DISKMOD.TOS that writes a new
PC-style boot sector from a 512-byte file BLOCK0.DAT to the disk,
but leaves all other information intact. The first 3 bytes are
$EB $34 $90 followed by 8 bytes that spell out IBM 3.2 in ASCII.

Obviously it can't be used for booting or programs that have a
branch command in the boot sector, but this is unlikely to the the
case here.

Regards, /Peter/

4074. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 22:15:44 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3cd8520c$0$29611$4c56ba96@master.news.zetnet.net>
Source record: 35123

Hi Frederic,

On 5 May 2002 17:28:12 -, Frederic Fouche wrote:
>
>MagiC users, please speak aloud, I know you have been reading this 'now'
>long thread about magic/cli/gem/gui/sql.
>None of you really dipped in it. Why is that?
>
>I am just curious, because I know that there are MORE than 1 user (Dennis)
>here using MagiC.
>Yet none of you really said anything, speak up! :)

I can't be expected to read EVERY thread, that would take hours. I have a
life to live.

The subject said to me that it wasn't anything that I'm interested in. For
example why the heck would I want to use a CLI? That's going back to the
prehistoric age, before computers had GUI's. Maybe you need to use a CLI
in MiNT, but MagiC provides all the functionality I require from it's GUI,
eg Jinnee.

I'm saying that CLI's don't provide extra functionality such as parameter
passing easier, but hey, never heard of .TTP and .GTP programs?

I'm not saying that MagiC is better than MiNT, I have even thought about
trying it out. However MagiC is easier to install (painlessly) and use,
and once someone is used to something it's hard to change. This is why
there are loads more people using MagiC, they want something that's easy
to learn and use.

Cheers!

James


```
-------------------------------------------------------
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| .____.
| | // //|
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
|the Club's website: http://www.cix.co.uk/~derrcyk |
-------------------------------------------------------
```

4075. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 22:17:16 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205071651080.2261-100000@coazter.myip.org>
Source record: 35124

Thank you for your input.

On 7 May 2002, James Haslam wrote:

> Hi Frederic,
>
> On 5 May 2002 17:28:12 -, Frederic Fouche wrote:
> >
> >MagiC users, please speak aloud, I know you have been reading this 'now'
> >long thread about magic/cli/gem/gui/sql.
> >None of you really dipped in it. Why is that?
> >
> >I am just curious, because I know that there are MORE than 1 user (Dennis)
> >here using MagiC.
> >Yet none of you really said anything, speak up! :)
>
> I can't be expected to read EVERY thread, that would take hours. I have a
> life to live.
>
> The subject said to me that it wasn't anything that I'm interested in. For
> example why the heck would I want to use a CLI? That's going back to the
> prehistoric age, before computers had GUI's. Maybe you need to use a CLI
> in MiNT, but MagiC provides all the functionality I require from it's GUI,
> eg Jinnee.
>
> I'm saying that CLI's don't provide extra functionality such as parameter
> passing easier, but hey, never heard of .TTP and .GTP programs?
>
> I'm not saying that MagiC is better than MiNT, I have even thought about
> trying it out. However MagiC is easier to install (painlessly) and use,
> and once someone is used to something it's hard to change. This is why
> there are loads more people using MagiC, they want something that's easy
> to learn and use.
>
>
> Cheers!
>
>
>
> James
>
>
>
> ____
> | |

> |James Haslam Email: jfhaslam@zetnet.co.uk| .____.
> | | // //|
> |IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
> +---+ || ||/ _
> |Atari Pages: http://jfhaslam.atari.org | _/|| ||_ /|
> |Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| _|/
> +---+
> |Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
> |the Club's website: http://www.cix.co.uk/~derrcyk |
> --
>
>
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>
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~

http://mp3.com/coazter

4076. Re: Making a boot floppy disk

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 23:00:31 UTC
From: ebaiz@skyenet.net
Message-ID: <j0ZB8.93$ph6.46652@newsfeed.slurp.net>
Source record: 35125

On 7 May 2002 12:08:48 G, Hallvard Tangeraas wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
>> I assume you want just to access your hard drive if something happens
>> to your auto folder or any other programs on your boot partition.
>
>Yes.
>
>> Try
>> this. Boot up the computer with the hard drive turned off. Then turn on
>> your hard drive and then run AHDI.PRG.
>
>I can't do that with my Mega STe as the drive is built into the machine,
>so there's no separate power switch available.

ON my Hades I can boot off of the floopy if I hold down the "A" button.
Maybe that would work. Also, I try holding down the ctrl-shift buttons
or the ctrl-shift-alt buttons. That may do it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4077. Re: Dirt Cheap Drives

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 23:00:32 UTC
From: ebaiz@skyenet.net
Message-ID: <k0ZB8.94$ph6.46758@newsfeed.slurp.net>
Source record: 35126

On 7 May 2002 20:10:15 G, Michael Robillard wrote:
>Has anybody ever ordered from dirtcheapdrives.com?
>
>Did you have any problems?
>
>Thank You
>Mike

I had no problems with them.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4078. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 23:00:35 UTC
From: ebaiz@skyenet.net
Message-ID: <n0ZB8.95$ph6.46798@newsfeed.slurp.net>
Source record: 35127

For email I use MyMail and for FTP I use aFTP. I still use Newsie for
Newsgroups though MyMail is suppose to have this feature later. Newsie
is old, but it still has alot of nice features.

On 7 May 2002 20:12:52 G, James Haslam wrote:
>Hi all!
>
>For as long as I've been on the Net, I've used Newsie, currently v0.961.
>What I'd like to know is what program/s do you recommend to use to replace
>it?
>
>Requirements:
>
>a) must run under MagiC. I use v6.01.
>
>b) must run under Stik and compatible stacks. I currently use Sting v1.26.
>
>c) preferably freeware, but I'd accept shareware.
>
>
>So what do you recommend and why you recommend them for:
>
>a) email
>
>b) Usenet news
>
>c) FTP
>
>
>Cheers!
>
>
>
>James
>
>
>
>_____
>| |
>|James Haslam Email: jfhaslam@zetnet.co.uk| ._____.
>| | // //|
>|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |
>+---+ || ||/ _
>|Atari Pages: http://jfhaslam.atari.org | _/|| ||_ /|

>|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| _|/
>+---+
>|Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
>|the Club's website: http://www.cix.co.uk/~derrcyk |
>---
>
>
>
>
>.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4079. Re: Dirt Cheap Drives

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 23:09:42 UTC
From: swampfax@atlantic.net
Message-ID: <W8ZB8.111$9W4.68025@news1.atlantic.net>
Source record: 35128

On 7 May 2002 20:10:15 G, Michael Robillard wrote:
>Has anybody ever ordered from dirtcheapdrives.com?
>
>Did you have any problems?
>
>Thank You
>Mike
>.

4080. Re: Dirt Cheap Drives

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 23:11:32 UTC
From: swampfax@atlantic.net
Message-ID: <EaZB8.112$9W4.68105@news1.atlantic.net>
Source record: 35129

sorry for the accidental post.
My left hand does'nt know what my right hand is doing!
John G

On 7 May 2002 20:10:15 G, Michael Robillard wrote:
>Has anybody ever ordered from dirtcheapdrives.com?
>
>Did you have any problems?
>
>Thank You
>Mike
>.

4081. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-07 23:13:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1020878112.29308.0@eos.uk.clara.net>
Source record: 35144

Hi Stanislav

| > I choose not to try MiNT as there's very little that it can do *for me*
| > that MagiC doesn't already offer. I also suspect that MinT will make my
| > system run a little slower whilst it checks if I have permits for every
| > file that it loads.
|
| It is obvious that you are the user who never tried a thing that is
| complaining to.... :(

What are you pratting on about!!??..

| Sorry, this is only my pure opinion in this.
| If you would give it a try then you'll have live OS with open-source
| access. This means that if anyone drops it you can develop it further.
| And ASH will never publish the sources IMHO.

The sources are not ash's to publish, they may have distribution rights,
thats where it ends.

| Keep up the faith and pay for MagiC on. ;)

As will I.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 20/04/02

4082. Re: aIRC web site vaporized

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 00:52:19 UTC
From: lp <gfa@basic.net>
Message-ID: <B8FDEF03.6C76%gfa@basic.net>
Source record: 35130

in article pQRB8.75$sO5.56359@newsfeed.slurp.net, Joshua Kaijankoski at gaiyan@atari.org wrote on 5/7/02 10:50 AM:

> Hey Lonny, you should host your own site on the Hades now that you have
> cable... Or even make the TT a dedicated server ;)

That would me nice, but the summer brings with it many storms, it rarely ever just rains, it almost always has to thunder and lightening. In the event I did leave it run (my friend had his 8-bit system toasted) I'd be out quite a bit of money if I lost the Hades060. I'm very afraid to leave it run when I'm not at home. ;-)

They copied my site back to the new server so if anyone notices a problem with it let me know.

Lonny Pursell

4083. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 01:06:11 UTC
From: lp <gfa@basic.net>
Message-ID: <B8FDF243.6C77%gfa@basic.net>
Source record: 35131

Some idiot wrote:

>> Aren't you a little curious why for example Henk Robbers spend all that time
>> and effort on XaAES which will be obsolete soon if you and your band have
>> their way ? Don't mind the people thanking him for XaAES, these are just
>> misleaded MiNT users who obviously haven't seen the light yet.
>> The future holds CLI apps and very rudimentary ported GNU apps, anyone here
>> who's considering buying a new mouse: *DON'T*, it's a waste of money, on
>> other platforms they use cordless mouses, well, on the Atari platform they
>> are going to get rid of the mouse all together....
>> Keep on dreaming...

I don't know who originally wrote this paragraph, it was not quoted
properly. Doesn't matter, whoever it was is a dam retard. There is only
one freaking CLI that most people use and that is bash. Beyond that the
rest are text based unix apps, many have tried to explain the difference.
Apparently it's pointless to try to explain the simplest thing to an
absolute moron. Some of those GNU apps do 10 time what an GEM app is
capable of, some do what no GEM app can do.

Lonny Pursell

4084. Re: Dirt Cheap Drives

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 03:24:03 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <c74aba.75e.ln@speaker.rodsbooks.com>
Source record: 35132

[Posted and mailed]

In article <HwWB8.103432$v7.8517247@bin6.nnrp.aus1.giganews.com>,
michael.robillard@the-spa.com (Michael Robillard) writes:
> Has anybody ever ordered from dirtcheapdrives.com?
>
> Did you have any problems?

I've ordered from them in the past with no problems; however, the last
time I went looking, their prices weren't as good as they had been a few
years ago.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

4085. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 05:27:02 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <abacv6$4t7$1@tyfon.itea.ntnu.no>
Source record: 35133

James Haslam <jfhaslam@zetnet.co.uk> wrote:

> example why the heck would I want to use a CLI? That's going back to the
> prehistoric age, before computers had GUI's. Maybe you need to use a CLI

Such statements usually comes from people who have never used or atleast
learned to use scripts or even the command line itself. Lots of people
think manual gearboxes are prehistoric too, but why do almost every
sportscar have them?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4086. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 06:31:36 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CD8C648.5000304@seimet.de>
Source record: 35134

Chris Martin wrote:

> I would prefer to buy from you, Uwe, since your price is ~ $32 where the
> Atari Workshop
> price (with the English manual) is ~ $44.

Just in case you should think $44 is too expensive: Note that I do not
think that $44 is too expensive. It's only fair that Atari Workshop is
paid for translating the manual and also for doing support.
As far as payment from the states is concerned, I forgot to ask my bank
about PayPal.and whether there are any fees to be paid. I will check
this later today, please stay tuned.
As far as sending cash is concerned, there is no risk if a registered
letter is used. There have never been any problems.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4087. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 06:34:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd8c7ea579140@madasafish.com>
Source record: 34992

Reply to myself, I have now updated the archive to the latest
version ok Okami. get it here
http://hardware.atari.org/setup.zip

>>I just noticed you've include an old version of Okami (3-0 A5) in the
>>archive. The latest version of Okami is 3-0 A9. I recommend people to
>>use this version as lots of bugs common to A5 has been fixed in A9.
>
>Ah, didn't realise there was a new version out. I'll grab it,
>and update that archive. Thanks!

--
Lyndon Amsdon

4088. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 06:34:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd8c7563276e0@madasafish.com>
Source record: 34922

Hi Derryck

>From: "Lyndon Amsdon" <bindon@madasafish.com>
>Date: Wed, 08 May 2002 07:34:22 +0100 (BST)
>
>>>>http://hardware.atari.org/setup.zip
>
>Seems to be working now, one of those things!
>
>It's downloading as we speak.

OK, best to get a copy of my original post on how to set it up,
there are a couple of files to edit with text editor and set up
the programs. Most useful is o.inf, the config file for Okami.
Edit this to suit, look through and read all, takes some time
but is really worth it. O.prg is the main program btw, i would
have thought it would be called Okami.prg but thats the way it
is :)
--
Lyndon Amsdon

4089. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 06:34:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd8c752174b00@madasafish.com>
Source record: 34965

Hi Derryck

>>http://hardware.atari.org/setup.zip
>
>Um, that's odd as I double-clicked the URL you listed in Emailer, which
>passed it to CAB, which then produced a "404 - Not Found". It still brings
>up that error, whether I use upper- or lower- case.

Hmm, this is odd! It's working fine here, I doubleclicked, but
in Okami, which brought up CAB and it started the download. Can
anyone else have a go? Derryck, could you try copying and
pasting that URL in to CAB, do you have another computer to try
that on?
--
Lyndon Amsdon

4090. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 06:34:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd8c704141000@madasafish.com>
Source record: 34989

Hi Martin,

>I just discovered there is a new version of QED out.
>You can find the German version on
><URL:http://heinisoft.atari-users.net>

And, Rational Sounds went freeware, which I wasn't aware of. So
far, QED 5 is working great here.
--
Lyndon Amsdon

4091. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 06:34:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd8c704141001@madasafish.com>
Source record: 34990

Hi Martin,

>>I'm getting a "Wrong RSC version" message when I try this new QED version.
>>German or English RSC file, same story.
>
>
>Yes I noticed that too. A bugreport is on his way to the author.

Really? I am using it now, haven't seen this problem. I used
the config file from my old QED. I'm using the English RSC.
--
Lyndon Amsdon

4092. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 06:34:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd8c704141002@madasafish.com>
Source record: 34991

Hi Martin,

>I just noticed you've include an old version of Okami (3-0 A5) in the
>archive. The latest version of Okami is 3-0 A9. I recommend people to
>use this version as lots of bugs common to A5 has been fixed in A9.

Ah, didn't realise there was a new version out. I'll grab it,
and update that archive. Thanks!
--
Lyndon Amsdon

4093. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 06:47:49 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CD8CA15.7050306@seimet.de>
Source record: 35135

Uwe Seimet wrote:

> Chris Martin wrote:
>
>> I would prefer to buy from you, Uwe, since your price is ~ $32 where the
>> Atari Workshop
>> price (with the English manual) is ~ $44.
>
>
> Just in case you should think $44 is too expensive: Note that I do not
> think that $44 is too expensive. It's only fair that Atari Workshop is
> paid for translating the manual and also for doing support.
> As far as payment from the states is concerned, I forgot to ask my bank
> about PayPal.and whether there are any fees to be paid. I will check
> this later today, please stay tuned.
> As far as sending cash is concerned, there is no risk if a registered
> letter is used. There have never been any problems.

I've just checked the PayPal web pages again: PayPal takes a fee of
$1.50 for withdrawing money from an international acoount and it is not
possible to withdraw less than $25. Even without any fees I probably
would have to pay to my bank, the fact that it is impossible to withdraw
less than $25 means that PayPal is not useful for me. (Note that
PayPal's US withdraw regulations differ from the international ones.)

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4094. Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 07:22:15 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205072322.3ba09f0f@posting.google.com>
Source record: 35136
Cross-posted to: comp.os.os9,comp.sys.atari.advocacy,comp.sys.atari.st,comp.os.cpm,alt.aol-sucks

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CD6068E.9F8B194C@rogers.com>...
> sinclap@yahoo.com wrote:
>
> > James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CD31DEC.FC688C77@rogers.com>...
> > > sinclap@yahoo.com wrote:
> > >
>
> > >
> > > Hey plonker,
> > >
> > > how many times does everyone here hafta tell you beg borrow or buy a clue. Get your
fact straight for once in
> > > your life.
> >
> > Who is everyone? now resorting to name calling when reason is used...
> >
>
> Having trouble with Vocabulary again loser? Everyone is all the people you've ever run
into around here and other
> newsgroups you've mailbomed over the year. Btw, you are called a plonker cause you are a
plonker! Get over it.
>

Name calling and tantrums are signs of being beaten and losing.

> > > I've participated in the local user group for severa years. You harass and make a
laughing stock of
> > > yourself.
> >
> > Have particiapted in a UG as well. Whats your point? Harass whom?
> > Who is name calling?
> >
>
> You are harassing people, or attempting to. And your not doing a very good job of it.
Btw, your so called "user
> group participation" is just another one of your many lies over the years.

Really? How would you know?

Next you'll be starting up with that
> fiction that you're an "apple power rep" and a bogus non discloser agreement prevents you
from telling who you work

> for. Just another convinient excuse to cover up for the fact that your not an apple user and havent shown up at any
> mac related event, or mac dealer.

Was one, but no more. Airport equipped macs are the way to go.

> >
> > > I and many others who pop into this newsgroup and others know the facts when they see them.
> >
> > What facts are those? Only in your mind?
> >
>
> This lie again. Really sinplop you gormless twit. How many hundreds have times must you be told? You're a proven
> liar. You pretend to be an apple user when you're not. You post in amiga and atari groups to insult people when
> you haven't seen much less used either. Most laughable is looking up your previous posts (the ones you pretend you
> never wrote) shows you cant keep your story straight from one day to the next.

Ha ha ha....Where do you get this stuff? Do you have a crystal ball
or fantasizing?

> >
> > > You on
> > > the other hand describe yourself perfectly as "blowhard with nothing better to do". While I and everyone else
> > > here does have a life outside of laughing at you and your imaginary friend chunks.
> >
> > Your the one who takes all serious...Many are lughing at you and your
> > pathetic attempts of a response... Why do you make the claim everyone
> > else? You don't know all are thinking. If you do think, you are a
> > LIAR!
> > Chunks is making a mockery of you and than some. A VEEP who no
> > longers use the fuji gear for midi use. What deception.
> >
>
> I guess you've never seen that TT he's got set up at his place. The only mockery is you. You're pathetic attempts
> to show that the dunce hat on your pointy head are somehow a sign of "sinplop genius"

You admitt it...You are Chunks' partner and lover...Who gets to be on
top...-)So he uses the TT as a bookend?

> >
> > > This does not make myself or
> > > anyone else into "jihads". You've been babbling conspiracy theories about "atari jihads" which you foolishly
> > > think are "out to get you".
> >
> > Not my words, but your imagination.

> >
> > Not to mention all the amiga users you've tried to provoke over the
> > years.
> > >
> > > It comes down to this, many here have made valued contributions to the Atari scene, and the classic computer
> > > scene as a whole. Whereas you've given a few of us a pathetic example of a gormless kook.
> >
> > An opinion, not a fact. Stop using assumptions and stick with the
> > facts.
> >
>
> FACT is something that can be proven. Your lies cannot be proven yet you have spent a decade repeating them.
> Therefore you are a kook and a liar, end of story

Stop repeating yourself and quit making wrong assumptions.

> >
> > I must admit
> > > sporking you has been entertaining at times. But those times are coming to a close. Mainly cause you're too
> > > stupid to realize you've lost years ago and run out of original ways of showing yourself as a kook.
> >
> > Sounds like a repeated loser who makes assumptions alot. The heat
> > getting to ya?
>
> You are a repeated loser who makes assumptions. Thats one of the top signs of kookdom. For your sake I'll repeat
> the list one last time:
>
> The sure signs you're a kook:
>
> 1) You're only friend is imaginary. When challenged about this a kook will (a) not answer or (b) forge message
> headers for his sock puppets to attempt at showing they have imaginary friends

Nope, but you play the classic as a victim..

> 2) You spend time in newsgroups for topics where you have NO interest or knowledge trying to impress people with
> outrageous claims.

? You must have someone else in mind..

> 3) When kook lies are exposed. Repeat them many times, spreading them to an ever increasing number of newsgroups
> for which they are inappropriate.

Don't look at me. A mirror is needed for you to come clean..

> 4) When excuses for your lies are shot down in flames. Project your inadequacies on those who exposed you for a
> kook.

Just you..and your love- chunks..

> 5) Hope projecting causes everyone to forget your lies so you can repeat them over again. But since you're the
> only one who forgot the lies, you can't even keep your own story straight.

Assumptions again.

> Thats pretty much the top 5 signs of full blown kookdom. There's your raging homophobia of course but that hasn't
> come out for a while except under guise of your sockpuppets. Now heres what you can do about your kookery:

You have the problem with people social skills. You are the one that
is bent out of shape, gets a fussy when it does not go your way. How
does Chunks put up with you?

> 1) piss off and never return here. (you've never had any business here anyways).
>
> 2) admit yourself to the nearest psychiactric institution for immediate treatment. In severe cases such as yours
> rubber wallpaper and electro-convulsive therapy is customary.
>
> 3) compose an apology to all of the people you've attempted to insult here over the years. But don't bother sending
> it, after all nobody will believe you and you've attacked so many you wont live long enough to apologize to all of
> them. But then if you did you'd finally be noticed by your isp as a spammer and deleted. So there is an upside to
> this after all.
>
> 4) when venturing out of your basement once a week to stock up on mountain dew and chips. wear your shirt that says
> "warning: contains 1 kook. if it opens its mouth, then SPORK IMMEDIATELY!!!"
>
> 5) when you forget about (1) above remember this: don't come back here again. You're not wanted. You're not even
> original anymore.

Sounds like you have five issues boiling up. you and chunks need to
seek therapy to resolve tose nagging issues..

sinclap!

4095. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 09:00:03 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205081050090.88-100000@easymint>
Source record: 35137

On 7 May 2002, James Haslam wrote:

> Hi all!
>
> For as long as I've been on the Net, I've used Newsie, currently v0.961.
> What I'd like to know is what program/s do you recommend to use to replace
> it?
>
> Requirements:
>
> a) must run under MagiC. I use v6.01.
>
> b) must run under Stik and compatible stacks. I currently use Sting v1.26.
>
> c) preferably freeware, but I'd accept shareware.
>
>
> So what do you recommend and why you recommend them for:
>
> a) email
>
> b) Usenet news
>
> c) FTP
>
>

You could take a look at Okami in combination with Popwatch and Newswatch.
People who have managed to configure it properly say this is the best
solution for Mail and News.

MyMail and AMail are also worth trying. But MyMail will (hopefully)
support News only in a future version. AMail only supports News-reading. I
hope news posting will also be supported in the future. I use these
programs because I never managed to configure Okami correctly :(

For FTP I use Aftp. But I don't know if it runs with STiNG. I
use it with MiNTnet.

Martin Tarenskeen

4096. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 10:00:34 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1fbv3d4.4ytz721tb8o2gN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 35138

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
> Date: Mon, 06 May 2002 16:04:26 +0200
>
> Hi Jean-Luc,
>
> >#_SLB 0 LAME_ENC.SLB <--------- Watch out! This line should *_not_*
> >appear in magx.inf!! If so, the lame_enc.slb is declared used by
> >another application when attempting to encode mp3s. After searching
> >for a long time, I found that it was used by MagiC itself, although
> >it really didn't use it :-/
> >But, due to the fact that it was declared in the magx.inf, it was
> >kind of reserved by magiC and so unavailable for AniPlayer :-(
> >(I guess if I was understandable... :-|)
>
> Understandable enough.... :-)
> You are absolutely right. I never really tried to encode WAV or AIF into
> MP3's since it's so painstakingly slow (OOps, I shouldn't have said that,
> someone will come forward now accusing me of driving people away from this
> platform, and before we know it this is going to evolve in yet another long
> thread...), anyway, I didn't really had an idea .
> Is it a bug in the SLB? none of the other SLB's behave like this... and is

It's not a bug, because the unix lame library use globals variables and
this SLB is just the shared library version of this unix library, after
the first slb_open the SLB is locked for avoid crash or bad encoding. If
you put LAME_ENC.SLB inside MAGX.INF slb_open is called but the SLB
isn't used, after when Aniplayer use the system's call slb_open, the SLB
return than is already used. If you put all SLBs inside MAGX.INF the
main problem is also the saturation of the memory for librarys not used.
I think you must put only the AES/system extensions inside MAGX.INF, for
the others SLB it's different (like PC and DLLs). The GEMDOS function
slb_open use 3 ways for find the SLB directory:
- the path send to this function (here the directory of Aniplayer).
- the env variable SLBPATH.
- under MagiC, the XTENSION folder.
So for me there are no problems for found the SLB files.

> this only present since version 2.19 or did older versions suffer from it
> also?

Yes, there are no changes inside LAME_ENC.SLB since 2001 June.

About DivX, Aniplayer 2.20 arrive (some weeks/days for translations)
with another shared library AVCODEC.SLB, now it's possible to play all

AVI/MOV divx3 and divx4 files with mp3/ac3 track (ac3 decoding is slow)
and save all movies played inside Aniplayer in AVI/MOV divx3/divx4. It's
possible to play and save AC3/MP2 sound files. AVCODEC is used by ffmpeg
on the unix world "ffmpeg - hyper fast encoding" so under a 68060
MP2/AC3 enoding is fast. For exemple under MagiCMac and my iMac G3
500MHz it's possible to convert a 3mn audio track in MP2 during 1mn30.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4097. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 11:30:10 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CD90B98.F9AFA200@chello.nl>
Source record: 35139

Hi Dennis

Dennis Vermeire wrote:
>
> Aren't you a little curious why for example Henk Robbers spend all that time
> and effort on XaAES which will be obsolete soon if you and your band have
> their way ? Don't mind the people thanking him for XaAES, these are just
> misleaded MiNT users who obviously haven't seen the light yet.
>

Yes, I am a total GUI buff.
I dont like the CLI way of working with computers. It gives me a very
unhappy feeling of blindness. More important is that I cannot type more than
3 characters without a typo. I am a dystypic.
If there is no GUI app for a certain function I cannot use that function.

This does not mean that I detest CLI users or want to put obstacles on
their path or call them names.
In the very early stage of my work on XaAES I ensured that TosWin2 was
running properly.

Some people have sent me screenshots of their desktop.
Many of these desktops showed a TosWin2 window in which I could see
bash running. Which gave me much satisfaction.

I like hard working. I can look at it for hours. ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4098. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 13:28:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8750_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 35140

```
In uno strano messaggio del 08 May 02 joska@nvg.ntnu.no (2:333/608.1)
scrisse al povero All :
j> Such statements usually comes from people who have never used or
j> atleast learned to use scripts or even the command line itself. Lots of
j> people think manual gearboxes are prehistoric too, but why do almost
j> every sportscar have them?

Sportscar ? In fact I've never seen a car or any other motor vehicle without
a manual gearbox in my life, maybe it's because I'm in Italy, BTW this may
explain why I always have at least one cli installed, even on the Mac.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

4099. CT2b + SPP 3.2

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 14:06:21 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205081556400.37-100000@easymint>
Source record: 35141

I've got Score Perfect Pro 3.2 running on my Falcon030/CT2b in Turbomode now, and it really pays off ! Formatting scores is much faster and comfortable now. The trick was to find the right settings for the TT-Ram flags. Fastram flag has to be set for Prg only, NOT for Mem. Fastload flag has been set to.

Score Perfect Pro 4.0 is another story. On my Falcon it's virtually unusable. It crashes/hangs as soon as I try to load a SON file from the fileselector. Any of the very few SPP 4.0 owners having the same problem ?

Martin Tarenskeen

4100. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 15:07:28 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.9eb93b1d.51dc2222.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35145

Dans le message <Pine.MNT.4.31.0205081050090.88-100000@easymint>
Martin Tarenskeen a ï¿½crit:
>On 7 May 2002, James Haslam wrote:

>> Hi all!
>>

>You could take a look at Okami in combination with Popwatch and Newswatch.
>People who have managed to configure it properly say this is the best
>solution for Mail and News.

>MyMail and AMail are also worth trying. But MyMail will (hopefully)
>support News only in a future version. AMail only supports News-reading. I
>hope news posting will also be supported in the future. I use these
>programs because I never managed to configure Okami correctly :(

Nor did I :-(I thought I was alone in this case ;-)

>For FTP I use Aftp. But I don't know if it runs with STiNG. I
>use it with MiNTnet.

Runs fine With Sting

>Martin Tarenskeen

J.-Luc

4101. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 16:57:20 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <abbldgroh1@tyfon.itea.ntnu.no>
Source record: 35142

Mike De.Petris <mike@bbsgate.interware.r.e.m.o.v.e.t.o.r.e.p.l.y.it> wrote:

> Sportscar ? In fact I've never seen a car or any other motor vehicle without
> a manual gearbox in my life, maybe it's because I'm in Italy, BTW this may

Yes, that would probably explain it. Every italian I've met are nuts about
cars ;-)

> explain why I always have at least one cli installed, even on the Mac.

I also prefer to have a shell available, since many things can be done
more effeciciently with a cli than a GUI. And vice versa ofcourse.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4102. Help! Need an ATARI ST - Disc Converter for PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 17:07:42 UTC
From: "Matthias K." <v.ohr@ngi.de>
Message-ID: <abblrm$grrmc$1@ID-83369.news.dfncis.de>
Source record: 35143

Hi,
it's very important. I used my ST as a MIDI sequencer with CUBASE. Now
my Atari discdrive is broken.

So I decided to use my PC for running Cubase VST :) I am happy with
that. But I still have many Cubase-MIDI-files on Atari ST formatted
discs. The PC cannot read them.

Is there a possibility to convert the discs for PC?

Thanks a lot...its very urgent.
Greetings
Matthias

4103. Re: STOS Game Creator

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 17:22:19 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <ladC8.4211$iB4.11800@nntpserver.swip.net>
Source record: 35046

Try a www search. The program and it's sourcecode is free.

/Peter

"Andy" <andrew.booth3@ntlworld.com> wrote in message
news:3CD715F4.B1225758@ntlworld.com...
> Hi, Does anyone know where i can download STOS Game Creator for Atari ST
>
> Thanx
>
>

4104. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 17:39:28 UTC
From: BMaedicke@t-online.de
Message-ID: <1fbvpxv.1h8cgcp1jt0tneN%BMaedicke@t-online.de>
Source record: 35047

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> But MyMail will (hopefully)
> support News only in a future version.

What is with Firenews?
The source code is available at the Orphaned Projects Page

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

4105. Re: CT2b + SPP 3.2

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 18:23:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <abbqee$sg1$1@thorium.cix.co.uk>
Source record: 35049

In message <Pine.MNT.4.31.0205081556400.37-100000@easymint>, nospam@zonnet.nl said:

>Score Perfect Pro 4.0 is another story. On my Falcon it's virtually
>unusable. It crashes/hangs as soon as I try to load a SON file from the
>fileselector. Any of the very few SPP 4.0 owners having the same problem ?

Hi Martin!

What else do you have running n the Falcon? As I think I've said
before, I found with SPP 4.0 I had to disable COPS and LEDPANEL
for it to run. With them either the menu or the note input didn't
work and the computer froze. Without them it ran OK.

I have just tried loading a .SON from 2.0, which converted perfectly.
I then saved it in 4.0 format and reloaded it without problems.

So I suggest you try SPP 4.0 on a naked machine and see what happens.

Regards, /Peter/

4106. Re: CT2b + SPP 3.2

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 19:10:58 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205082107130.41-100000@easymint>
Source record: 35051

On Wed, 8 May 2002 xlator@cix.compulink.co.uk wrote:

> >Score Perfect Pro 4.0 is another story. On my Falcon it's virtually
> >unusable. It crashes/hangs as soon as I try to load a SON file from the
> >fileselector. Any of the very few SPP 4.0 owners having the same problem ?
>
> Hi Martin!
>
> What else do you have running n the Falcon? As I think I've said
> before, I found with SPP 4.0 I had to disable COPS and LEDPANEL
> for it to run. With them either the menu or the note input didn't
> work and the computer froze. Without them it ran OK.
>

Problem already solved. I simply re-installed the whole package, set the
TT-Ram flags the way I did with 3.2, and now everything works fine. Must
have been some missing or corrupted file somewhere.

Martin Tarenskeen

4107. Re: Help! Need an ATARI ST - Disc Converter for PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 19:13:53 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3cd96ae1@news.victoria.tc.ca>
Source record: 35048

Matthias K. (v.ohr@ngi.de) wrote:
: Hi,
: it's very important. I used my ST as a MIDI sequencer with CUBASE. Now
: my Atari discdrive is broken.

: So I decided to use my PC for running Cubase VST :) I am happy with
: that. But I still have many Cubase-MIDI-files on Atari ST formatted
: discs. The PC cannot read them.

: Is there a possibility to convert the discs for PC?

Yes it is possible. Some people have given me some info in a very recent
thread with the subject line
"Q: format existing diskette to be I..."

To modify the existing disk you need to edit a few bytes in the boot
sector. I have not had a chance to try anything yet, so I cannot say
more.

4108. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 20:28:50 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cd99c302dd7331@europe-shareware.org>
Source record: 35052

Hello,

in article <abbldgroh1@tyfon.itea.ntnu.no> (comp.sys.atari.st)
Jo Even Skarstein wrote on Wed 08-05-2002 16:57 (GMT):

> I also prefer to have a shell available, since many things can be done
> more effeciciently with a cli than a GUI. And vice versa ofcourse.

And probably Andreas Kromke think it's usefull too as there is one in
the MagiC package (MCMD.TOS). I use it from time to time.

Bye,
/Pascal/

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

4109. Re: "1st word" free? magazine question

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 20:54:55 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <WhpXxEIfCZ28EwpF@atari.org.uk>
Source record: 35053

On Tue, 7 May 2002 at 13:42:08 a message from Ralph E. Dodd was created
on the subject of "1st word" free? magazine question.
>Hello,
>
>I have need for a copy of First Word Plus. I have a lot of STart magazine
>disks. Is this the mag that had First Word Plus? If so, does someone know
>what year and month it was? The labels don't list what progs are the disks.
>Thanks a lot.
>
>Ralph

The magazine is ST Review and it is on a disk of it's own with the name
on it.

I dont know what issue is was off-hand. The magazine also had a spell
where they didnt even put on the disks which issue is was from.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4110. Re: CT2b + SPP 3.2

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 21:21:37 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <abc4pt$3sc$1@news1.xs4all.nl>
Source record: 35054

Martin Tarenskeen heeft geschreven in bericht ...
>I've got Score Perfect Pro 3.2 running on my Falcon030/CT2b in Turbomode
>now, and it really pays off ! Formatting scores is much faster and
>comfortable now. The trick was to find the right settings for the TT-Ram
>flags. Fastram flag has to be set for Prg only, NOT for Mem. Fastload flag
>has been set to.

Hello,

On a Milan 040 it is nearly too fast ! Printing a page of piano music in 10 sec and instant formatting of complicated scores. Also very stable on that machine.
>
>Score Perfect Pro 4.0 is another story. On my Falcon it's virtually
>unusable. It crashes/hangs as soon as I try to load a SON file from the
>fileselector. Any of the very few SPP 4.0 owners having the same problem ?

Loading SON files with SPP 3.1 and SPP 4.0 on my CLAB Falcon and on my standard Falcon always goes well. The software is as stable as can be. But as soon as I switch on the FX accelerator (on the standard Falcon) both versions of SPP crash constantly. SPP doesn't seem to like accelerators.

Cheers
Dan

4111. Re: CT2b + SPP 3.2

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 21:24:16 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <abc4rl$41d$1@news1.xs4all.nl>
Source record: 35055

Martin Tarenskeen heeft geschreven in bericht ...
>I've got Score Perfect Pro 3.2 running on my Falcon030/CT2b in Turbomode
>now, and it really pays off ! Formatting scores is much faster and
>comfortable now. The trick was to find the right settings for the TT-Ram
>flags. Fastram flag has to be set for Prg only, NOT for Mem. Fastload flag
>has been set to.

Hello,

On a Milan 040 it is nearly too fast ! Printing a page of piano music in 10 sec and instant formatting of complicated scores. Also very stable on that machine.
>
>Score Perfect Pro 4.0 is another story. On my Falcon it's virtually
>unusable. It crashes/hangs as soon as I try to load a SON file from the
>fileselector. Any of the very few SPP 4.0 owners having the same problem ?

Loading SON files with SPP 3.1 and SPP 4.0 on my CLAB Falcon and on my standard Falcon always goes well under TOS and MagiC. The software is as stable as can be. But
as soon as I switch on the FX accelerator (on the standard Falcon) both versions of SPP crash constantly.

Cheers
Dan

4112. Re: Help! Need an ATARI ST - Disc Converter

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 21:34:12 UTC
From: ebaiz@skyenet.net
Message-ID: <oRgC8.255$qM6.104624@newsfeed.slurp.net>
Source record: 35056

On 8 May 2002 19:07:42 +, "Matthias K." wrote:
>Hi,
>it's very important. I used my ST as a MIDI sequencer with CUBASE. Now
>my Atari discdrive is broken.
>
>So I decided to use my PC for running Cubase VST :) I am happy with
>that. But I still have many Cubase-MIDI-files on Atari ST formatted
>discs. The PC cannot read them.
>
>Is there a possibility to convert the discs for PC?

Yes, that is possible, but tricky to do. Too bad you do not know
someone with an Atari ST. Then you could have him/her copy the contents
to their hard drive, reformat the disk with a PC boot sector and then
copy them back onto the disk.

Another way would be to send the disks to a Atari users and have
him/her email the contents back to you.

You could try usng one of the many ST emulators and see if the disks
can be read.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4113. Re: Help! Need an ATARI ST - Disc Converter

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 21:52:10 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.c9cb6c6f.5d0a22e2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35058

Hello,

Dans le message <oRgC8.255$qM6.104624@newsfeed.slurp.net>
Edward S. Baiz Jr. a ï¿½crit:
>On 8 May 2002 19:07:42 +, "Matthias K." wrote:
>>Hi,
>>itï¿½s very important. I used my ST as a MIDI sequencer with CUBASE. Now
>>my Atari discdrive is broken.
>>
>>So I decided to use my PC for running Cubase VST :) I am happy with
>>that. But I still have many Cubase-MIDI-files on Atari ST formatted
>>discs. The PC cannot read them.
>>
>>Is there a possibility to convert the discs for PC?

>Yes, that is possible, but tricky to do. Too bad you do not know
>someone with an Atari ST. Then you could have him/her copy the contents
>to their hard drive, reformat the disk with a PC boot sector and then
>copy them back onto the disk.

>Another way would be to send the disks to a Atari users and have
>him/her email the contents back to you.

>You could try usng one of the many ST emulators and see if the disks
>can be read.

And why not trying and replace the dead FDD with a new one ?
You would of course have to cut your st's case, but... ;-)

J.-Luc

4114. Sinplop the dell user

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 22:02:31 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CD9A0A4.83756B99@rogers.com>
Source record: 35057
Cross-posted to: comp.sys.atari.advocacy,alt.usenet.kooks,comp.sys.atari.st

We've all heard the line about giving sinplop the troll the pushoff. I'm also thinking its a good idea. After all, it's been years that he's been around and still hasen't done anything useful for anyone. We all know he's a liar and second rate loon. Personally I'm tired of sporking him when all he does is come back with the same blatant lies over and over. I'm not even gonna bother mentioning them all, it would take too long. So lets just post him on that internet kook of the month site and have done.

4115. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 22:55:03 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0205081455.3302c5a3@posting.google.com>
Source record: 35059

Jo Even Skarstein <joska@nvg.ntnu.no> wrote ...
> > example why the heck would I want to use a CLI? That's going back to the
> > prehistoric age, before computers had GUI's. Maybe you need to use a CLI
>
> Such statements usually comes from people who have never used or atleast
> learned to use scripts or even the command line itself. Lots of people
> think manual gearboxes are prehistoric too, but why do almost every
> sportscar have them?

That's a truism as far as I'm concerned. I used to be anti-CLI until I started working with Linux seriously. There are a number of times I open a CLI window just because it's faster, much in the way that keyboard shortcuts are faster.

For example, I recently had about 50 GIFs in a temporary folder that also contained about 40 other files. To delete these GIFs via the desktop I would have had to have changed my sort to "Sort by Type", scrolled to the first GIF, clicked on it, scrolled to the last GIF, shift-clicked on it, and dragged the mass to the trash can. Instead I clicked on my CLI window (which I always leave open), typed "rm /temp/*.gif" and happily got back to work.

For those of you who dislike CLI, think about keyboard shortcuts. At first, you (and I) prefer using the mouse to select "Save" and "Copy", but after a while <Control-s> and <Control-c> become second nature because they are easier ... once you get used to them.

Galen

4116. CCAG 2002

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 22:59:20 UTC
From: James Krych <jwkrych@adelphia.net>
Message-ID: <c5iC8.2457$Ok3.1601272@news1.news.adelphia.net>
Source record: 35060

For Immediate Release to all Internet and related groups!

The Classic Computer And Gaming(CCAG) Show 2002 is on!

The Classic Computer And Gaming Show 2002 will be held
on May 25th, 2002 from 8AM till 2 PM. Vendor setup is on
the 24th from 5:30PM till 9PM, and from 6:30AM till 8AM on the
25th. Show location is at the St. John Lutheran Church,
11333 Granger Road, Garfield Hts. Ohio, 44125.

Here is our own site for more information and current status
of vendors and attendees.

www.ccagshow.com

Table rental is $5 this year, and admission is only $2.
The admission fee will also allow you to be eligeble for a
drawing at 1PM, the 25th, for an Arcade machine! (You will
need a way to take the machine home with you!)

The web site, www.ccagshow.com, has site info, table layouts,
map info, etc.

For you Atari fans, we have Nicholas Harlow of 16/32 Systems
showing up! And for the Astrocade fans, we have Adam Trionfo
of the Bally Alley site making his appearance! Lots of fun
for everyone!

We hope to see you there at the CCAG 2002!

4117. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 23:00:57 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0205081500.21c8a4ce@posting.google.com>
Source record: 35061

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0205072107001.37-100000@easymint>...
> On Tue, 7 May 2002, Dennis Vermeire wrote:
>
> > You are absolutely right. I never really tried to encode WAV or AIF into
> > MP3's since it's so painstakingly slow (OOps, I shouldn't have said that,
>
> I did trie. I didn't use LAME_ENC.SLB but bladeenc, on my MiNT sytem.
> I wanted to put my 68882 FPU, that finally arrived, to the test. I took a
> little piece of 1 minute 11 seconds of piano music from a CD, and encoding
> to a MP3 took about 1 hour and 50 minutes on my Falcon030/CT2b with FPU.

Actually, this isn't bad provided the front end allows for converting
a whole folder at a time. I would gladly let my Falcon convert away
from 10PM to 6PM while I am sleeping or at work!

I haven't actually attempted any encoding yet. Does the front end
allow for converting entire folders?

Galen

4118. Re: My Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 23:43:37 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0205081543.69ccbe2b@posting.google.com>
Source record: 35062

"Starlord" <starlord@in<*>reach.com> wrote in message
news:<j_VB8.8750$KQ6.253879333@news.inreach.com>...
> ok, I figured I'd better check out the machine before trying to hook that pc
> power supply into it and the following is what I found and what happens ...
>
> 1. all 3 red wires read as 5.00 volts, the Blue wire reads as 11.35 volts (all
> readings in VDC)
>
> I found my Falcon to 1224 plug and hooked up the 1224 that's on my 1040ST and
> works fine.
>
Starlord,

Lots of things can happen that will "kill" a Falcon. Fortunately,
most are repairable. Try to think through everything you did and post
it here.

I thought recently that I had killed my Falcon. After much testing
and prodding I noticed that I had put the RAM board on one pin out of
line! Seating it correctly solved my problems and the Falcon went
from dead to alive.

As for power supplies, the pin closest to the keyboard is +12V. Note
that on many PC supplies, blue is -12V and yellow is +12V. Get the
right one! The red are +5V and the black are grounds (returns).
Using two Compaq Deskpro connectors (at least I think they were for a
Deskpro -- anyhow, they fit the Falcon board perfectly, though there
are two unused pins), a power supply 12" extension cord and some extra
red and black wire I made a rather nice adapter cable from a ATX power
supply to the Falcon motherboard. Post if you want me to add detail
on how to do it.

Galen

4119. Re: PC To Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2002-05-08 23:50:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0205081550.47a5f8e4@posting.google.com>
Source record: 35063

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:<qBSB8.91$sO5.62811@newsfeed.slurp.net>...
> Red wires = +5V
> Black wires = GND
> Blue wire = +12V
>
Please note that many PC supplies use blue for -12V. This is not what
you want! Make sure you connect a +12V line there (it's often
yellow).

Galen

4120. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 01:14:53 UTC
From: Chris Martin <vlastaar@yahoo.com>
Message-ID: <h4kC8.1796$1B.348@rwcrnsc51.ops.asp.att.net>
Source record: 35064

> > Just in case you should think $44 is too expensive: Note that I do not
> > think that $44 is too expensive. It's only fair that Atari Workshop is
> > paid for translating the manual and also for doing support.

I agree. This does seem fair. Though, I can make due with the German docs
just fine, especially if it saves me a few dollars.

> I've just checked the PayPal web pages again: PayPal takes a fee of
> $1.50 for withdrawing money from an international acoount and it is not
> possible to withdraw less than $25. Even without any fees I probably
> would have to pay to my bank, the fact that it is impossible to withdraw
> less than $25 means that PayPal is not useful for me. (Note that
> PayPal's US withdraw regulations differ from the international ones.)

Hmmm, so $1.50 + $32 + (your bank fees) >= $33.50. So, the
question is how much are your bank fees and are you willing to
accept PayPal payments? If not, I guess paying $10 for an
English manual will not break me. Just thought I would ask.

Thanks,
Chris

4121. Jaguar to SC1435

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 03:34:33 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3CD9EEE0.E243028E@ataritimes.com>
Source record: 35065
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.classic,comp.sys.atari.st

I've got a K-Type Jaguar (American) and a SC1435 monitor which I've only ever used with my 1040STe. Everything works fine connected to the parts they should be connected to.

I just purchased a Jag to SC1435 cable from B&C. I hooked it up, and all I get is the annoying screen-flipping nonsense you get when the devices are out of sync. There is no way to adjust the monitor (via external controls) to fix this.

Question: I didn't think this would be a problem? I thought the Jag and SC1435 used the same sync? Does anyone know the fix for this (other than some soldering hack, which I won't do.)

Arrrggghhhh... I was all ready to enjoy my Jaguar games in crystal clear mode!

--
Gregory D. George

=-=-=-

4122. Re: Sinplop the dell user

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 03:42:06 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205081942.6a17d1c4@posting.google.com>
Source record: 35066
Cross-posted to: comp.sys.atari.advocacy,alt.usenet.kooks,comp.sys.atari.st

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CD9A0A4.83756B99@rogers.com>...
> We've all heard the line about giving sinplop the troll the pushoff. I'm also
> thinking its a good idea. After all, it's been years that he's been around
> and still hasen't done anything useful for anyone. We all know he's a liar and
> second rate loon. Personally I'm tired of sporking him when all he does is
> come back with the same blatant lies over and over. I'm not even gonna bother
> mentioning them all, it would take too long. So lets just post him on that
> internet kook of the month site and have done.

There you go again. Just deflecting that you and 'chunks ' are just
more than friends...

sinclap!

4123. Memory upgrade Manuals

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 03:57:46 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3CD9F3B9.7F557109@qnet.com>
Source record: 35067

I was think with all the people purchasing systems with memory upgrades or buying used memory upgrades without manuals it may be a good idea if someone starts collecting these manuals. I would be willing to collect the manuals and post them in a format that would be easy for everyone to view. So if anyone has a manual for a memory upgrade you can send it to me or you can scan it and send it to me and then I will post them and maintain a site for this information.

If theres a site that Im missing that alread does this can someone please let me know.

Don

4124. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 06:47:00 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CDA1B64.0@seimet.de>
Source record: 35068

Chris Martin wrote:

> Hmmm, so $1.50 + $32 + (your bank fees) >= $33.50. So, the
> question is how much are your bank fees and are you willing to
> accept PayPal payments? If not, I guess paying $10 for an
> English manual will not break me. Just thought I would ask.

Why don't you just send the money in cash in a registered letter? This is something that has worked well for years and is not expensive. And it will not take very long because as soon as I have received the money I will send you HDDRIVER by e-mail, so that you don't have to wait for the software longer as required. The manual I will send by regular mail, of course.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4125. Re: CT2b + SPP 3.2

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 06:57:46 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205090851250.90-100000@easymint>
Source record: 35069

On Wed, 8 May 2002, A.A.de Hulster wrote:

> Loading SON files with SPP 3.1 and SPP 4.0 on my CLAB Falcon and on my
> standard Falcon always goes well under TOS and MagiC. The software is as
> stable as can be. But
> as soon as I switch on the FX accelerator (on the standard Falcon) both
> versions of SPP crash constantly.
>
FX accelerator ? Never heard of it before. What is it ?

Both SPP 3.2 and 4.0 work well now on my accelerated Falcon030/CT2b with
NVDI. Doesn't run under MiNT I think. Does it run under MagiC with real
multitasking, or just in the Single mode (which MiNT doesn't have) ?

Martin Tarenskeen

4126. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 07:06:06 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205090859300.90-100000@easymint>
Source record: 35070

On 8 May 2002, Galen wrote:

> Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0205072107001.37-100000@easymint>...
> >
> > I did trie. I didn't use LAME_ENC.SLB but bladeenc, on my MiNT sytem.
> > I wanted to put my 68882 FPU, that finally arrived, to the test. I took a
> > little piece of 1 minute 11 seconds of piano music from a CD, and encoding
> > to a MP3 took about 1 hour and 50 minutes on my Falcon030/CT2b with FPU.
>
> Actually, this isn't bad provided the front end allows for converting
> a whole folder at a time. I would gladly let my Falcon convert away
> from 10PM to 6PM while I am sleeping or at work!
>
> I haven't actually attempted any encoding yet. Does the front end
> allow for converting entire folders?
>
> Galen
>

Frontend ? I run bladeenc under MiNT from the bash commandline. Converting entire folders shouldn't be a problem. I think it supports wildcards. Even converting files lying around in different folders is possible, when I'd write a little shell script for that purpose.

Martin Tarenskeen

4127. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 07:13:01 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205090909530.90-100000@easymint>
Source record: 35071

On 8 May 2002, Galen wrote:

> Jo Even Skarstein <joska@nvg.ntnu.no> wrote ...
> > > example why the heck would I want to use a CLI? That's going back to the
> > >
> > Such statements usually comes from people who have never used or atleast
> >
> That's a truism as far as I'm concerned. I used to be anti-CLI until
>

Funny how the same thread continues, each time under a different
"Subject:" name. :)

Martin Tarenskeen

4128. Re: CCAG 2002

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 07:27:09 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1020929229.526872@pikachu>
Source record: 35072

James Krych wrote:

> For Immediate Release to all Internet and related groups!
>
>
> The Classic Computer And Gaming(CCAG) Show 2002 is on!
>
>
> The Classic Computer And Gaming Show 2002 will be held
> on May 25th, 2002 from 8AM till 2 PM. Vendor setup is on
> the 24th from 5:30PM till 9PM, and from 6:30AM till 8AM on the
> 25th. Show location is at the St. John Lutheran Church,
> 11333 Granger Road, Garfield Hts. Ohio, 44125.
>
> Here is our own site for more information and current status
> of vendors and attendees.
>
> www.ccagshow.com
>
> Table rental is $5 this year, and admission is only $2.
> The admission fee will also allow you to be eligeble for a
> drawing at 1PM, the 25th, for an Arcade machine! (You will
> need a way to take the machine home with you!)
>
> The web site, www.ccagshow.com, has site info, table layouts,
> map info, etc.
>
> For you Atari fans, we have Nicholas Harlow of 16/32 Systems
> showing up! And for the Astrocade fans, we have Adam Trionfo
> of the Bally Alley site making his appearance! Lots of fun
> for everyone!
>
> We hope to see you there at the CCAG 2002!
>
>
>
>
>

Sniff sniff :'(

I'll be in Japan. I'm not sure which I want to go to more...
Anyone want to take care of atari-source.com for 2 weeks?

Mark
http://atari-source.com

4129. Re: Jaguar to SC1435

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 08:12:05 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <abdase$av3$1@pegasus.csx.cam.ac.uk>
Source record: 35073
Cross-posted to: rec.games.video.atari,alt.atari-jaguar.discussion,rec.games.video.classic,comp.sys.atari.st

"Gregory D. George" <greg@ataritimes.com> wrote in message
news:3CD9EEE0.E243028E@ataritimes.com...
> I've got a K-Type Jaguar (American) and a SC1435 monitor which I've
only
> ever used with my 1040STe. Everything works fine connected to the
parts
> they should be connected to.
>
> I just purchased a Jag to SC1435 cable from B&C. I hooked it up, and
all
> I get is the annoying screen-flipping nonsense you get when the
devices
> are out of sync. There is no way to adjust the monitor (via external
> controls) to fix this.
>
> Question: I didn't think this would be a problem? I thought the Jag
and
> SC1435 used the same sync? Does anyone know the fix for this (other
than
> some soldering hack, which I won't do.)
>
> Arrrggghhhh... I was all ready to enjoy my Jaguar games in crystal
clear
> mode!

IIRC the SC1435 is a fairly standard colour monitor and therefore
probably similar to the Phillips 8833 I use for my ST with connection
to the monitor via a SCART socket and that what you have purchsed is
the standard Jaguar to Scart cable.
If this is correct then you are probably having the same problem that
I had (video not syncing), this is due to the fact that the standard
Jag to SCART cable is wired up for Audio and Composite Video only and
not to the full scart specification (sepperate connections for RGB,
L/R Audio and H/V sync), also my monitors Composite video input also
doubles as something else IIRC it is one of the Sync inputs and can be
used as one or the other but not both so check your monitors manual.

My solution? - I explained the problem to the company I purchsed it
from (Telegames UK) and stated that the cable need to be wired to the
full SCART specification and they re-wired it to my monitors pin
connections free of charge, which I though was very good customer
service.
From what I have heard B&C's customer service is also quite good and
so if you mention your problem to them they might (should) offer you

the same service.

Stephen Moss

4130. Re: STOS Game Creator

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 08:23:10 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <abdbh8bmm1@pegasus.csx.cam.ac.uk>
Source record: 35074

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:ladC8.4211$iB4.11800@nntpserver.swip.net...
> Try a www search. The program and it's sourcecode is free.
>
> /Peter

Although being e-mail or downloading free copies of software is cheap
you could try supporting the few remaining Atari stockist/second hand
dealers by purchasing from them instead!.

Stephen Moss

4131. Magic Error 69! w/Emagic

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 09:33:56 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <abdfq4$j7o$1@news.hawaii.edu>
Source record: 35076

Greetings,

I finally got Emagic Sounddiver. Now I'm trying to run it with Logic under Magic. Michael Haydn (Sounddiver's author) says it should work...

So, I run Logic 2.5, then run Sounddiver 2 - and get a 68000 exception - Error 69. Anyone know what this means?

I'm running a lean installation on a TT with 4meg ST-Ram, 64meg TT-Ram, Nvdi5, and Magic6.

Any hints or tips would be greatly appreciated.

Thanks!

4132. Falcon Upgrade

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 09:41:52 UTC
From: Antares <antares@c2i.net>
Message-ID: <3cda37de@news.broadpark.no>
Source record: 35075

I look for the following stuff and info for the Falcon:
I have a basic Falcon 030 4 mb ram and no internal hard drive.

How can I move the Falcon over to a tower? where do I get the parts etc?

Im also looking for "Cubase Audio Falcon" , anyone selling?

how to upgrade to 14mb ram.. (where do I get the parts) and is it possible to get even more than 14?

What is MagiC all about... and who make it?

Where is Papyrus located on the web, and did they ever make Norwegian spell checker?

If anyone have audio hardware addons for the falcon.. like adat.. spdif, or jam 8 pro etc..for sale.. contact me asap.

How to speed up the machine.. Afterburner..who made it , and are they still selling?

Was there ever made something called Barracuda to speed up the atari falcon?

I have a nice audio studio already, but I want to make a record antirely on the Falcon..
And Im getting tired of surfing the web for hours without finding any answers..

If you have any info please respond.

4133. Re: Advice on Networking Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 10:21:38 UTC
From: <>
Message-ID: <1021018414-175710AEicMi@ntlworld.com>
Source record: 35009

From: "David Wade" <dave@~no~spam~Pleasedwade.freeserve.co.uk>
Date: Tue, 07 May 2002 18:32:10 GMT

>> Check you can get all the hardware needed for this before going further,

>Na, it uses "bog standard" NE2000 ISA cards. Only trick bit is making PCB's
>and getting 74LS245 .....

Right, I'm sure that you can solve both those problems.

>> I like Magxnet because it's still being developed,

>But will it work with MintNet drivers?

No idea, but why would you want to?

>> STinG also works, and if you've already got this installed as your dial-up
>> might be worth considering. You'd have to use FTP to transfer files, so I

>To transfer which files? I have ParPC so I can get files across to
>bootstrap.

<Confused>

Why bother with ethernet if you aren't going to use it for networking your
computers?

Cheers

Derryck

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4134. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 10:51:24 UTC
From: <>
Message-ID: <1021018416-176006AEicMi@ntlworld.com>
Source record: 35010

From: ekaljuma@mtsac.edu (Galen)
Date: 8 May 2002 15:55:03 -0700

>For example, I recently had about 50 GIFs in a temporary folder that
>also contained about 40 other files. To delete these GIFs via the
>desktop I would have had to have changed my sort to "Sort by Type",
>scrolled to the first GIF, clicked on it, scrolled to the last GIF,
>shift-clicked on it, and dragged the mass to the trash can. Instead I
>clicked on my CLI window (which I always leave open), typed "rm
>/temp/*.gif" and happily got back to work.

All I do in jinnee is open the directory, type "*.gif" to select all matching
files, then thump [CTRL]+[DEL]

All done via the keyboard.

Cheers

Derryck

--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4135. Re: Falcon Upgrade

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 10:59:45 UTC
From: yves.rogne@free.fr
Message-ID: <3cda56a0$0$11108$626a54ce@news.free.fr>
Source record: 35077

Hello Antares,

�How can I move the Falcon over to a tower? where do I get the parts etc?
�how to upgrade to 14mb ram.. (where do I get the parts) and is it possible
�to get even more than 14?
�What is MagiC all about... and who make it?
�Where is Papyrus located on the web, and did they ever make Norwegian spell
�checker?
�How to speed up the machine.. Afterburner..who made it , and are they still
�selling?
�Was there ever made something called Barracuda to speed up the atari falcon?

All that stuff will cost you a lots of modey isn't it ?
If you want a fast computer, Cubase, midi, and a lots of ram ... maybe you
should look for a TT or an Had�s for the same price. You will get a clearer
config.

Regards

4136. Re: Help! Need an ATARI ST - Disc Converter

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 11:03:46 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.18e3bd47.50ee25a2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 35078

Dans le message <1fbw6nn.1k9xdqk15c2osgN%northstar2010@_del_ete_yahoo.no>
Hallvard Tangeraas a ï¿½crit:
>CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:

>> And why not trying and replace the dead FDD with a new one ?
>> You would of course have to cut your st's case, but... ;-)

>That's bollocks.
Really need to be rude ?

>You don't necessarily have to cut the ST's casing if you decide to
>replace it with a drive that can take the existing Atari faceplate (or
This is, of course, the best solution. But I think - and maybe am I
wrong - that the only drives that can accept the Atari faceplate are
the Epson ones...

>modify the drive/faceplate slightly so it will fit. I've done this
>several times and would never dream of cutting my ST's case.
Uuuh! that must take a lot of time!..

>Hallvard
>--

J.-Luc

4137. Re: "1st word" free? magazine question - found link

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 12:00:17 UTC
From: "Ralph E. Dodd" <redodd@comcast.net>
Message-ID: <lxtC8.126814$N8.10201415@bin5.nnrp.aus1.giganews.com>
Source record: 35079

"Steve Stupple" <Steve@steverosie.demon.co.uk> wrote in message
news:WhpXxEIfCZ28EwpF@atari.org.uk...
> On Tue, 7 May 2002 at 13:42:08 a message from Ralph E. Dodd was created
> on the subject of "1st word" free? magazine question.
> >Hello,
> >
> >I have need for a copy of First Word Plus. I have a lot of STart magazine
> >disks. Is this the mag that had First Word Plus? If so, does someone
know
> >what year and month it was? The labels don't list what progs are the
disks.
> >Thanks a lot.
> >
> >Ralph
>
> The magazine is ST Review and it is on a disk of it's own with the name
> on it.
>
> I dont know what issue is was off-hand. The magazine also had a spell
> where they didnt even put on the disks which issue is was from.
>
> --
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>
Steve,

Thanks for the info. I have 50 or 60 disks from various ST mags (eBay) and
going through them would have taken a long time. None of them is ST Review
though. I found a link for 1st Word Plus and a lot of other useful
programs.
http://www.geocities.com/dahstra/atariarc.html

Ralph

4138. PayBax BBS

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 14:30:45 UTC
From: jlensbo@aol.com
Message-ID: <20020509103045.04427.00011928@mb-fi.aol.com>
Source record: 35080

PayBax BBS first went online on May 12, 1988.

It will be 14 years old next week!

I had planned to pull the plug on it, and I may still do it, but why not wait for 15 years??

302-454-7797. Run on an Atari ST with FoReM software (thanx Matt!)

Give it a call to keep it alive!!

4139. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 15:25:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020971204-73803AEicMi@gmx.net>
Source record: 35090

From: Stanislav Opichal <stop@systinet.com>
Date: Mon, 06 May 2002 21:02:02 +0200

>If you would give it a try then you'll have live OS with open-source
>access. This means that if anyone drops it you can develop it further.

SingleTOS hasn't seen any developent for nearly 10 years now and it's still being used by a lot of people running the latest software on it. It doesn't mean because development stops, that the OS or the apps stop running. Not everyone is obssessed by the OS, far more important are the apps that run on it, even if the development on MagiC is dropped then that doesn't mean that it will become unusable the next day....
ATM both MagiC and freeMiNT already stress the potential of most of the Atari computers, develop and add more bells and whistles to it and it will become unusable for most of the users. Even today there are already people which prefer not to use the OS's because of memory restrictions.

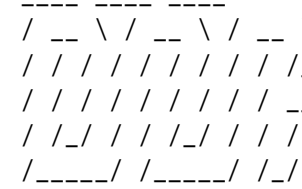
>And ASH will never publish the sources IMHO.

Ofcourse not, they still sell it and development continues... but why would anyone want the source? I've been told repeatedly here that it sucks, the same goes for CAB, that's another app which seems to suck according to a couple of people here... weird reasoning :-/

>Keep up the faith and pay for MagiC on. ;)

This is misleading propaganda...
N.AES costs nearly as much as MagiC and even if you use the free XaAES then you still need Thing or Jinnee which both cost money. Face it, ATM there's no such thing as a complety free OS on this platform except for SingleTOS which came with your computer, but then some people will argue that SingleTOS isn't really free either...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4140. Re: Translation...

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 15:25:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020971200-73079AEicMi@gmx.net>
Source record: 35089

From: Raoul Teulings <rt@xs4all.nl>
Date: Fri, 03 May 2002 19:55:30 +0200

Hi Raoul,

>Has anybody ever tried to translate Phoenix database
>from ASH? I think not but I am not sure anymore...(If
>it would have been it sure was a h*** of a job...)

I've started work on the manager a while ago, but since the complete dialog
and text strings are embedded in the program itself, this is indeed a hell
of a job :-(
At the moment there's roughly 40% of the code translated, but it will take
at least a couple of more months before this baby is ready to be released
to the general public... once that the manager is finished, I'll tackle the
designer and the online help files also, but don't hold your breath...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4141. Re: SLB

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 15:25:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020971198-72399AEicMi@gmx.net>
Source record: 35088

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Tue, 7 May 2002 21:21:25 +0200

Hi Martin,

>> You are absolutely right. I never really tried to encode WAV or AIF into
>> MP3's since it's so painstakingly slow (OOps, I shouldn't have said
>>that,
>
>I did trie. I didn't use LAME_ENC.SLB but bladeenc, on my MiNT sytem.
>I wanted to put my 68882 FPU, that finally arrived, to the test. I took a
>little piece of 1 minute 11 seconds of piano music from a CD, and encoding
>to a MP3 took about 1 hour and 50 minutes on my Falcon030/CT2b with FPU.

In the example you've used a rather short 76 seconds song which needed 6600
secs to encode, that's a ratio of 1:87. But on a 68030/33 Mhz TT with FPU,
encoding that same song will take roughly 3 hours that's a ratio of 1:140.
Meaning if I would want to convert a typical average 3' song then I would
have to be patient for nearly 8 hours, and encoding an audio cd will need
at least 100 hours, that's more then 4 days...

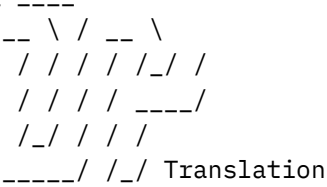
>Personally I don't care. I don't stick to the Atari Platform for it's
>speed. I don't like motor racing either, I prefer to keep healthy ;-)

I don't care that much about speed either but then there are certain limits
to a man's patience, when it comes down to MP3 encoding on a Atari we're
faced with certain hardware limits which even a 68060 expansion wont solve.
BTW: Unlike you I like motor racing and I'm (still) healthy :-)

>Since a few years we have a nice new word in the Dutch language for this:
>"onthaasten". I don't know how to translate it into English. But being
>from Belgium you should know what I mean :-)

Yes I know the expression, AFAIK there's no English equivalent for it, but
it's a label which doesn't fit me... I like to feel the adrenaline pumping
and stress is something which affects anyone except me :-)
To me "quality time" equals Atari time...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4142. [WEB] Aniplayer 2002 v2.20 - divx3/4 - ac3

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 15:39:55 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1fbxfgw.bz8y9z1bxuxmoN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 35081

Hi,

The latest version of Aniplayer is on my site, now it's possible to play
(all ?) divx3/4 AVI files with ac3/mp3 sound track, QuickTime divx3/4
with mp3 track and lot of new features like fullscreen with NVDI 5...

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4143. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 15:46:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020971192-71555AEicMi@gmx.net>
Source record: 35087

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Tue, 7 May 2002 16:41:08 -0500

Hi Frederic,

>>on other platforms they use cordless mouses, well, on the Atari platform
>>they are going to get rid of the mouse all together....
>
>ok you obviously just don't get it.
>Should I draw you a picture?

<grin>
With what? the cursor keys?
In what? Gimp? please save it in IMG or GIF... oh sorry, I forgot that Gimp
can't handle these formats
</grin>

>Is that any clearer? Would you like to me translate this message in
>Walloon or Flemish for you?

Flemish please...
BTW: Did you know that there's also a small community in Belgium which speaks
German? (Bastogne-Eupen region)

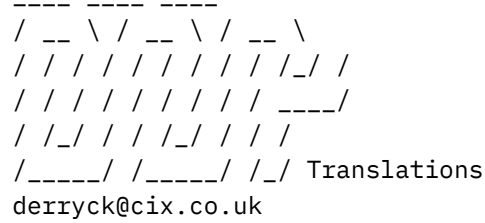
>Papyrus is a really good app, so I use it, WITH mouse and GUI and nice
>resolution/depth under MiNT.

Oh boy.... this is food for another long thread. Does it surprise you one
little bit to hear that I think that Papyrus sucks?

>PS: And this guy is doing the translation
>for the technical/app docs (DDP)??
>He can't even understand plain english.

Derryck and Peter are the brains behind DDP, I'm the clown who entertains the
public :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4144. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 15:47:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020971208-74439AEicMi@gmx.net>
Source record: 35091

From: lp <gfa@basic.net>
Date: Tue, 07 May 2002 21:06:11 -0400

Hi Lonny,

>Some idiot wrote:

You're killfile worked this time !! :-)

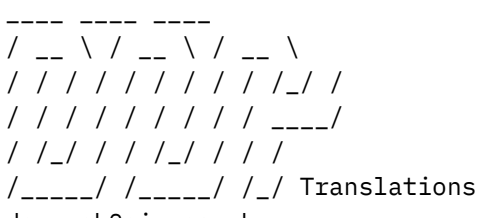
>I don't know who originally wrote this paragraph, it was not quoted
>properly. Doesn't matter, whoever it was is a dam retard.

Me ofcourse... there's only one retarded moron here that is capable of
writing such proza...

>Apparently it's pointless to try to explain the simplest thing to an
>absolute moron. Some of those GNU apps do 10 time what an GEM app is
>capable of, some do what no GEM app can do.

Yes we know that these apps can do what no GEM app can do... like not
being capable of running under SingleTOS and MagiC. Some don't even run
under freeMinT because the user has "only" a standard Atari. So yes it's
pointless.... how do you explain to a moron how a GNU app that doesn't
run on his OS and/or computer is better ;-)

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4145. Re: PC To Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 16:32:36 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8FFF31F.21E98%nameerf@flash.net>
Source record: 35083

> I have a big PC power supply and want to use it to power up my Falcon, I was
> given the ulr for an article on doing it, but it's gone now, does anyone know
> the color code for the falcon power supply? Which lines are which amounts of
> volts?

I assume you are soldering your normal Falcon PSU connector to the PC PSU's wiring, as I did. All the colors are the same voltage and polarity except that the blue wire on the Falcon side should be connected to the yellow wire on the PC side. If you connect the blue wire to the PC's blue wire, the voltages are the same, but the polarities are switched. I made this mistake and blew out a transistor in my Falcon's audio system. It wasn't difficult to replace, but was an embarrassing and frightening mistake. I turned on the machine before casing it back up, I saw a small explosion, and half of the transistor hit the wall on the opposite side of the room with quite a bit of force. Anyway, connect blue to yellow, and everything will be ok...

Mike Freeman
nameerf@flash.net

4146. Re: Falcon Upgrade

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 17:24:40 UTC
From: Antares <antares@c2i.net>
Message-ID: <3cdaa456$1@news.broadpark.no>
Source record: 35082

Actually I have a 1.8 ghz pentium 1 gig rambus--> Cubase 5.1 in my studio
at the moment..
so I dont really need to get the falcon up and running .. But.. I want to do
a record on the falcon anyway.
just for the fun of it.. and it must be my very own falcon 030, anything
else would just be wrong for this project.
I have used this Falcon since it was released.. but never for Cubase audio..
only midi sequencing.
If it really can handle 8 tracks.. I only need the Cubase Audio Falcon
soft.. and perhaps spdif.. + 14mb , and possibly another hard drive.

thanx for your reply :)

----- Original Message -----
From: "M,gamodeste" <yves.rogne@free.fr>
Newsgroups: comp.sys.atari.st
Sent: Thursday, May 09, 2002 11:59 AM
Subject: Re: Falcon Upgrade

> Hello Antares,
>
> •How can I move the Falcon over to a tower? where do I get the parts etc?
> •how to upgrade to 14mb ram.. (where do I get the parts) and is it
possible
> •to get even more than 14?
> •What is MagiC all about... and who make it?
> •Where is Papyrus located on the web, and did they ever make Norwegian
spell
> •checker?
> •How to speed up the machine.. Afterburner..who made it , and are they
still
> •selling?
> •Was there ever made something called Barracuda to speed up the atari
falcon?
>
> All that stuff will cost you a lots of modey isn't it ?
> If you want a fast computer, Cubase, midi, and a lots of ram ... maybe you
> should look for a TT or an HadSs for the same price. You will get a
clearer
> config.
>
> Regards

"M,gamodeste" <yves.rogne@free.fr> wrote in message
news:3cda56a0$0$11108$626a54ce@news.free.fr...

> Hello Antares,
>
> ?How can I move the Falcon over to a tower? where do I get the parts etc?
> ?how to upgrade to 14mb ram.. (where do I get the parts) and is it
possible
> ?to get even more than 14?
> ?What is MagiC all about... and who make it?
> ?Where is Papyrus located on the web, and did they ever make Norwegian
spell
> ?checker?
> ?How to speed up the machine.. Afterburner..who made it , and are they
still
> ?selling?
> ?Was there ever made something called Barracuda to speed up the atari
falcon?
>
> All that stuff will cost you a lots of modey isn't it ?
> If you want a fast computer, Cubase, midi, and a lots of ram ... maybe you
> should look for a TT or an HadSs for the same price. You will get a
clearer
> config.
>
> Regards

4147. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 17:38:04 UTC
From: <>
Message-ID: <1021018416-176298AEicMi@ntlworld.com>
Source record: 35011

From: "Lyndon Amsdon" <bindon@madasafish.com>
Date: Sun, 05 May 2002 18:23:22 +0100 (BST)

>I have created a zip of my Okami, and Pop/Newswatch setup. Grab
>the 700kbye file here: http://hardware.atari.org/setup.zip

"Not Found"

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4148. programs wanted

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 17:40:24 UTC
From: fried@achilles.net
Message-ID: <751b0ec4.0205090940.5d49fd55@posting.google.com>
Source record: 35084

Hi there, I would REALLY like to get "ART for Kids" for the Falcon.
I have tried to find for purchase, but no luck.
If any one has it could they get in touch with me?
I am also looking for the Softgee programs, such as Expand, Pretty,
Audio to Mid, etc. Does any one know where these can be found?
Thanks, Mark Friedman

4149. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 18:23:31 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <abeer3chn1@tyfon.itea.ntnu.no>
Source record: 35092

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Actually, Jinnee is quite useful in that respect. I open the
> folder, type *.gif on keyboard and "delete key", hit return and

Thing works like this too, and I use it a lot. However, it's often faster
and more efficient to just use a shell when copying/moving/deleting files
as long as I know where they are and where they're going. Moving the mouse
around, opening, moving and scrolling directory windows can be quite slow
and tedious when the alternative is a shell with auto-completion.

> they're gone. But I know what you mean about command lines,
> there are examples that I can't remember, where a CLI is more
> useful. They usually come useful, as you say when you have
> hundreds of files.

Indeed. E.g. this morning I had to search through about 200 compressed
textfiles for a lost password. It took me about 15 seconds:

```
cat lest-post.*gz|gunzip|grep passord
```

("passord" means "password" in Norwegian)

I don't have any tool with a GUI that could have done this just as simple
and efficient. OTOH I usually prefer PureC and it's efficient GUI instead
of gcc/make. So it goes both ways.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

4150. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 18:25:14 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <abeeuachn2@tyfon.itea.ntnu.no>
Source record: 35093

Pascal Ricard <pascal@europe-shareware(dot)org.invalid> wrote:

> And probably Andreas Kromke think it's usefull too as there is one in
> the MagiC package (MCMD.TOS). I use it from time to time.

Yes, I remember that shell. It's pretty basic though, lacking some of the
things that makes e.g. bash a fast and efficient tool for the skilled
user.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4151. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 18:32:45 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnadlfu6.v2.atari@core.preferuje.luzik.pl>
Source record: 35094

> ATM both MagiC and freeMiNT already stress the potential of most of the
> Atari computers, develop and add more bells and whistles to it and it will
> become unusable for most of the users. Even today there are already people
> which prefer not to use the OS's because of memory restrictions.

I don't think tht FreeMiNT becomed slower during the years of developement.
His memory requirements are bigger, yes, but lots of it is for I/O caches to
actually spedup the system.

> Ofcourse not, they still sell it and development continues... but why would
> anyone want the source? I've been told repeatedly here that it sucks, the
> same goes for CAB, that's another app which seems to suck according to a
> couple of people here... weird reasoning :-/

CAB defienietly does not suck. At this point I agree with you Dennis.

But let me explain why relasing sources ALWAYS helps. Lets take FreeMiNT
sources. They are not well documented, but even as lousy programmer as I can
understand it. FreeMiNT was lacking support for my beloved polish
characters, so I polish characters in filenames of files created on PC's
were unredable (FreeMiNT putted '?' there). Along with help of few friends
(Frank Naumann and Konrad Kokoszkiewicz) i mandged to create code to support
polish national characters. This code is even better than only adding
support for polish characters, but any characters from any freaky ;)
language/alphabet may be recognized :)

On the other hand MagiC does not allows to use polish characers, and I doubt
it will, maybe if developers will add solution similar to FreeMiNT's then it
will.

The facts: kernel grow bigger about 0.5KB (estimated), kernel grow slower: 0%.

> This is misleading propaganda...
> N.AES costs nearly as much as MagiC and even if you use the free XaAES then
> you still need Thing or Jinnee which both cost money. Face it, ATM there's
> no such thing as a complety free OS on this platform except for SingleTOS
> which came with your computer, but then some people will argue that
> SingleTOS isn't really free either...

You can use FreeMiNT with AES 4.0 or 4.1 from Atari. It includes desktop.

Adam Klobukowski
atari@gabo.pl

4152. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 18:33:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <abefe0chn3@tyfon.itea.ntnu.no>
Source record: 35095

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> SingleTOS hasn't seen any developent for nearly 10 years now and it's still

Hmm, the TOS on my Milan was updated in August IIRC...

> you still need Thing or Jinnee which both cost money. Face it, ATM there's
> no such thing as a complety free OS on this platform except for SingleTOS
> which came with your computer, but then some people will argue that
> SingleTOS isn't really free either...

Hehe, I was just about to point this out ;-) Ofcourse TOS isn't free, you
paid for it when you bought the computer.

Another thing is that "free" doesn't necessary just means "free of
charge". E.g. MiNT would have died back in 1992 if Eric Smith hadn't
released the sources to the public under the GPL license. The same applies
to XaAES.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4153. Re: Help! Need an ATARI ST - Disc Converter

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 18:39:02 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.3f3d9a99.59c22682.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34997

Hello,

Dans le message <1fbx8io.1kgtt3m1rx3700N%northstar2010@_del_ete_yahoo.no>
Hallvard Tangeraas a ï¿½crit:
>CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:

>> >That's bollocks.
>> Really need to be rude ?

>I'm sorry. I wasn't trying to be rude.
No matter ;-)

>> >You don't necessarily have to cut the ST's casing if you decide to
>> >replace it with a drive that can take the existing Atari faceplate (or
>> This is, of course, the best solution. But I think - and maybe am I
>> wrong - that the only drives that can accept the Atari faceplate are
>> the Epson ones...

>I got Sony drives to work just fine, but with a little modification.
Is it possible to find a description, for instance on your site ?

>
>> >modify the drive/faceplate slightly so it will fit. I've done this
>> >several times and would never dream of cutting my ST's case.
>> Uuuh! that must take a lot of time!..

>Now *you're* the one being rude!
Er... really don't see how... might the sentence I wrote mean
something else ?
Actually, I meant : ï¿½modifying a faceplate from a xyz drive so as it
perfectly fits the ST case musn't be easyï¿½.
I have both in front of me, and I really can't see how to do this.
And I didn't intend to criticize you, as we aren't there to bash at
one another, but to help each other, aren't we ?

>I only meant that I personally wouldn't want to ruin the case and make
>it look "home made". Only my opinion of course.
That I perfectly share. But, on the other hand, I modified a friend's
TT's case to make a Sony drive fit in. I don't know how long it takes
for modifying a falate, but I personally spent 45 mn to achieve it.
But, the great satisfaction is that someone who hasn't been accustomed
to atari cases can't guess it was made :-)

>Hallvard

J.-Luc

4154. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 18:40:45 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205091335340.4853-100000@coazter.myip.org>
Source record: 34998

On Thu, 9 May 2002, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.myip.org>
> Date: Tue, 7 May 2002 16:41:08 -0500
>
> Hi Frederic,
>
> >>on other platforms they use cordless mouses, well, on the Atari platform
> >>they are going to get rid of the mouse all together....
> > >
> > >ok you obviously just don't get it.
> > >Should I draw you a picture?
> >
> > <grin>
> > With what? the cursor keys?
> > In what? Gimp? please save it in IMG or GIF... oh sorry, I forgot that Gimp
> > can't handle these formats
> > </grin>

hmm
gif not supported by gimp?
image formats are used via the form of plugins.
Gimp version on unix comes WITH GIF support (with transparency and all).
And gimp on Windows, you need to download an extra GIF plugin (they don't
want to bundle it with it because of Unisys licence thing on GIF format).

2) you should change "Can't handle these format" to "does not handle these
formats", as in it totally can. Just 1 extra step to install the plugin.

As far as IMG. Could you tell me why it would be any good to support IMG?
Even on a 100% TOS world. Why would you choose IMG? can't support JPG? or
gif, or tga? tiff? or PNG?
Those offer advantages over IMG format.
Please explain yourself as why you would like to work/store your images in
IMG?

> > >PS: And this guy is doing the translation
> > >for the technical/app docs (DDP)??
> > >He can't even understand plain english.
> >
> > Derryck and Peter are the brains behind DDP, I'm the clown who entertains the
> > public :-)

Ah, that explains it. Okay, it makes sense now.

4155. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 18:47:48 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CDAC484.4EC0EBCA@rogers.com>
Source record: 34996

Hi Dennis

Dennis Vermeire wrote:

> From: Stanislav Opichal <stop@systinet.com>
> Date: Mon, 06 May 2002 21:02:02 +0200
>
> >If you would give it a try then you'll have live OS with open-source
> >access. This means that if anyone drops it you can develop it further.
>
> SingleTOS hasn't seen any developent for nearly 10 years now and it's still
> being used by a lot of people running the latest software on it. It doesn't
> mean because development stops, that the OS or the apps stop running. Not
> everyone is obssessed by the OS, far more important are the apps that run
> on it, even if the development on MagiC is dropped then that doesn't mean
> that it will become unusable the next day....
> ATM both MagiC and freeMiNT already stress the potential of most of the
> Atari computers, develop and add more bells and whistles to it and it will
> become unusable for most of the users. Even today there are already people
> which prefer not to use the OS's because of memory restrictions.

I'm only replying to this bit at the moment since its what gets my attention. It's also something I agree with. Manhy of the remaining atari users taht are local to me do use regular tos including myself. And I should note that very few of them venture in here to participate in this debate. Lately I've had neodesk running on my TT that I got last year and it works fine with most things except for freemint. One thing that gave me hiccups with freemint is I couldn't figure out how to get it working with neodesk. But then I only really needed it for large partitions for recording cd's. Instead I had to use bigdos to get things going.

I'm not against freemint or the other variations of mint, I even have the old Command! CLI that I occasionally use. but thats only occasional use and mostly for handling file operations like changing a group of files from read-only to read-write for example. not something I do a lot of. Cli's do come in handy on occasion but primarily I'm a gui user. In fact a number of the programs I use are older programs that I got used from other atari users. There is a very good reason for this, those programs suit my needs perfectly. So do I bash newer programs that I dont need? not on your life. Heck I wont even take potshots at mint just cause I had a problem with it running on my TT but then I dont have to use it either since I found other software to meet my needs.

As for this argument about porting open source applications and keeping them "original" or creating a gem-like shell to be able to use them in a gui environment. Take a look at whats going on with the large part of the linux community is doing. Those people are strong advocates of open source

software, but they're certainly not part of the gui vs. cli debate. Fact is nearly all of the devlepments in the linux arena in the past while have been Gui applications. I really don't think we should even be having this argument really. We've cli tools for the very few tasks that need that, and we've got several choices for our other needs on our atari computers. In the end the choice of what software / OS we use should be made by ourselves, not by others. After all if any of us for a second believed that there should only be one OS that we all "must use" we'd be in the same boat as windows users.

4156. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 19:43:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200205092143.a29071@su2.maus.de>
Source record: 35039

Hi Hallvard,

HT>The US$ 1.50 however is probably used to cover whatever PayPal uses to
HT>transfer money from the States to their Norway branch (in my case).
what do you think does the transfer of a couple of bytes cost?

Sorry, but I think all the banks want to earn a lot of money by
transferring a couple of dollars or euros or... from one country to
another.

Even inside the common (European) market, even worse, inside the
eurozone they are too expensive!!!

Und TTschï¿½
ps

4157. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 22:59:18 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cdb12404d42031@europe-shareware.org>
Source record: 35000

Hello,

in article <abeeuachn2@tyfon.itea.ntnu.no> (comp.sys.atari.st)
Jo Even Skarstein wrote on Thu 09-05-2002 18:25 (GMT):

[MCMD]

> Yes, I remember that shell. It's pretty basic though, lacking some of the
> things that makes e.g. bash a fast and efficient tool for the skilled
> user.

That's right. Which one would you, or somebody else, advise to use with
MagiC ?

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

4158. Re: Help! Need an ATARI ST - Disc Converter

Newsgroup: comp.sys.atari.st
Date: 2002-05-09 23:20:50 UTC
From: "Matthias K." <v.ohr@ngi.de>
Message-ID: <abf03b$ht0f0$1@ID-83369.news.dfncis.de>
Source record: 34999

Thanks for all your answers...

Where can I get an ATARI emulator for PC? I think I first try it that way. I am sorry, that noone can explain how to change the boot sector of the disc. I think that would be the best solution...

I wonder if there isnt any tool for that. Normally there is a tool for everything :) Where can I find such stuff?

Greetings
matthias

4159. Converting "Notator/Logic" MIDI files to Digital Performer

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 00:16:22 UTC
From: bradstanfield@yahoo.com
Message-ID: <39ede7ac.0205091616.ae5d056@posting.google.com>
Source record: 35001

H E L P ! ! ! - I have several songs sequenced Notator/Logic MIDI files that I need to convert to Digital Performer so I can continue sequencing and assigning sounds in order to finish a project that was started by another composer originally on Notator/Logic.

I have DP 2.2 on my Mac, but do not have the Notator/Logic application necessary to open and covert the original Notator MIDI files to be able to continue work on them.

SO --- Does anyone out there have a Notator/Logic application that I can borrow/rent/buy cheap or that you can e-mail to me (I have DSL and FTP) so I can open the Notator MIDI files I have on my Mac hard drive and convert/import into Digital Performer?

-OR- If you're in the L.A. area I can bring the floppies of the Notator MIDI files to you and convert them to DP there or whatever makes sense?

Please advise ASAP. Thank you very much!
-Brad Stanfield (818-752-2212)

4160. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 00:17:04 UTC
From: DSF <dsf@abc.com>
Message-ID: <4kEC8.10188$eb.4723@nwrddc02.gnilink.net>
Source record: 35002
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Yes, they are available at www.atariage.com

Here's the link for the pictures:

http://www.atariage.com/images/misc/dg/

There's also been a price drop from $49.95 to $29.95.

And the Demolition Man - lost Jaguar video CD (as I like to refer to it) is going to be $14.95. Also contains 5 short clips from work on the Jaguar game Commander Blood (very short video clips with no audio). This Demo Man CD was work I did at piecing together still-frame RGB pictures in RAW RGB format and RAW audio recordings. I was able to piece all the files together and match the audio up and make Quicktime videos and then convert them in Jaguar Cinepak movie format. No game code has been found yet, but I thought a video CD would at least give people a feel for what the game may have been like.

People think that this Jaguar video CD was done by Jaguar developers. It's actually the work of me of putting all the raw footage and audio together into a format that could be viewed. And putting it onto a Jaguar CD so people could enjoy it on the system it was being developed for.

Later,
Glenn

"Luc" <xLucienen@hotmail.com> wrote in message
news:3cd69517$1@news.microsoft.com...
> Wow, didn't know daemon's gate ever was remotely finished. Any
screenshots?
>
> "Glenn" <glenn.bruner@verizon.net> wrote in message
> news:4s0y8.10781$d96.9566@nwrddc04.gnilink.net...
> > New Lynx Daemon's Gate $49.95
> >
> > Tons of new items ready or soon to be ready to ship.
> > Ready now!! Lynx Daemon's Gate Test Cartridge. This appears to be a
> complete
> > working Deamon's Gate for the Lynx. It is a Role Playing Game by
Imagitec,
> > the same people who did Viking's Child. No instructions yet. I will post
> > instructions as you the role players E-mail them to me. Now shipping at
> > $49.95 S&H. Call today. Coming soon. Demolition Man Video sequences for
> the
> > Jaguar on Un-encrypted CDROM. My first batch of 30 had a bug from the

> > duplicator and did not work. Hope to be shipping in a week for the
initial
> > price of $30. This is 20 minute of video sequences made for the game but
> do
> > not include any of the actual game play. Also it requires one of our new
> CD
> > Bypass cart, or Jagfree, or Protector SE, or Battlesphere Gold, or CD R,
> or
> > a DEV System to run this un-encrypted CD ROM. Shipping next week our new
> CD
> > Bypass cart at $39.95 allows you to run Un-encrypted programs on your
> > Jaguar CD-ROM System. Also we plan to start shipping Charles Barkley
Shut
> Up
> > & Jam for the Jaguar in May. We have 5 more CD-ROMs in the works that
> will
> > be IBM compatible with developer stuff from Atari Engineering. Hope to
> sell
> > these at $14.95. First one is RAW digital and sounds souces for
Demolition
> > Man and another is Jaguar Artwork files in EPS, TIF & Gif format and
> another
> > Leonard Tramiels TT hard drive backup, and anotherST & TT Atari Archives
> and
> > another??? Watch for details.
> >
> > http://www.myatari.com/
> >
> >
> > B & C ComputerVisions/ Atari Sales & Service/ www.myatari.com
> > sales@myatari.com/ (530) 295-9270/FAX 9271 Bruce & Cathy
> > 2600, 7800, 5200, Lynx, Jaguar, 800, XL, XE, ST, Falcon, Portfolio
> > Stacy, TT, Megat STE, joysticks, mice, power supplies, Monitors, ETC,
> > https://www.paypal.com/affil/pal=B5A4JCDVR5WTA
> >
> >
> >
> >
>
>

4161. Networking options on TT030

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 00:21:27 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <boEC8.10220$eb.2756@nwrddc02.gnilink.net>
Source record: 35003

Need help in understanding the various options that exist in connecting a TT030 to a LAN.

What hardware/software exist to use the TT030 LAN port?

Appletalk drivers to file share with a Mac?

Parallel Port?

Serial Port?

Thanks in advance for any information that can help me understand better.

Glenn

4162. Re: Help! Need an ATARI ST - Disc Converter

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 00:46:30 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0205091646.28bd2b3d@posting.google.com>
Source record: 35004

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<oRgC8.255$qM6.104624@newsfeed.slurp.net>...
> >Is there a possibility to convert the discs for PC?
>
> Yes, that is possible, but tricky to do. Too bad you do not know
> someone with an Atari ST. Then you could have him/her copy the contents
> to their hard drive, reformat the disk with a PC boot sector and then
> copy them back onto the disk.
>
It's not that hard to read the disks with Gemulator Explorer
(http://www.emulators.com/explorer.htm). You could then copy them to
the hard drive of your PC.

Galen

4163. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 00:57:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205091751400.4772-100000@shell1.aracnet.com>
Source record: 35005
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've moved from my old Internet Provider to aracnet.com! Everything should be forwarded by my old Internet Provider. Such as E-Mail and Web Links. Since I've moved, I've just bought out another Atari Dealer and I need to make room for NEW Inventory. So now I'm Currently offering a 25% Discount on All Games/SoftWare and Books/References for Classic 8 Bit and Atari ST Computer Lines! So come spend your Tax Refund at my shop, at Bravo Sierra Computers! Check WebLink below for more details on discounts!
http://www.aracnet.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new ST Games & HardWare. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4164. CCAG 2002

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 02:07:22 UTC
From: James Krych <jwkrych@adelphia.net>
Message-ID: <uXFC8.2969$Ok3.1936482@news1.news.adelphia.net>
Source record: 35006

For Immediate Release to all Internet and related groups!

The Classic Computer And Gaming(CCAG) Show 2002 is on!

The Classic Computer And Gaming Show 2002 will be held
on May 25th, 2002 from 8AM till 2 PM. Vendor setup is on
the 24th from 5:30PM till 9PM, and from 6:30AM till 8AM on the
25th. Show location is at the St. John Lutheran Church,
11333 Granger Road, Garfield Hts. Ohio, 44125.

Here is our own site for more information and current status
of vendors and attendees.

www.ccagshow.com

Table rental is $5 this year, and admission is only $2.
The admission fee will also allow you to be eligeble for a
drawing at 1PM, the 25th, for an Arcade machine! (You will
need a way to take the machine home with you!)
We have it confirmed that the arcade machine will indeed be Klax!!!
You can also purchase more tickets to better your chances!

The web site, www.ccagshow.com, has site info, table layouts,
map info, etc.

For you Atari fans, we have Nicholas Harlow of 16/32 Systems
showing up! And for the Astrocade fans, we have Adam Trionfo
of the Bally Alley site making his appearance! Lots of fun
for everyone!

Okay! We are having a CCAG release. The older one was pulled.
Please check out the site for more info:
www.geocities.com/gameagain_2000/ccag.html

We hope to see you there at the CCAG 2002!

4165. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 04:50:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200205100650.a31085@wun.maus.de>
Source record: 35023

Hi Pascal!

D>That's right. Which one would you, or somebody else, advise to use with
D>MagiC ?

Mupfel 1.A1 beta by Julian Reschke.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

4166. Re: Networking options on TT030

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 05:04:39 UTC
From: yves.rogne@free.fr
Message-ID: <3cdb54e6$0$15601$626a54ce@news.free.fr>
Source record: 35007

> What hardware/software exist to use the TT030 LAN port?

Duet : link 2 Ataris via Lan and enjoy to access each other HD.
2xTT=230400 bps

> Parallel Port?

Ghostlink (with a pc), parallelcopy (2 Ataris)

> Serial Port?

So many softwares that I can't recall all of them, but one of the best (the best ?) is the Starcall Suite.

Regards

4167. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 06:01:22 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CDB6232.60203@seimet.de>
Source record: 35008

Hallvard Tangeraas wrote:

> As for the US$ 25 minimum.... Why not just wait till several people have
> bought HDdriver from you? That way you'll save the transaction charge as
> well.

Remember that this is the Atari market we are talking about ;-). Waiting
for several people would take months. There are hardly any people buying
something.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4168. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 09:59:19 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205101145510.109-100000@easymint>
Source record: 35045

On Thu, 9 May 2002, Frederic Fouche wrote:

> On Thu, 9 May 2002, Dennis Vermeire wrote:
> > <grin>
> > With what? the cursor keys?
> > In what? Gimp? please save it in IMG or GIF... oh sorry, I forgot that Gimp
> > can't handle these formats
> > </grin>
>
> hmm
> gif not supported by gimp?
> image formats are used via the form of plugins.
> Gimp version on unix comes WITH GIF support (with transparency and all).
> And gimp on Windows, you need to download an extra GIF plugin (they don't
> want to bundle it with it because of Unisys licence thing on GIF format).
>
> 2) you should change "Can't handle these format" to "does not handle these
> formats", as in it totally can. Just 1 extra step to install the plugin.
>
> As far as IMG. Could you tell me why it would be any good to support IMG?
> Even on a 100% TOS world. Why would you choose IMG? can't support JPG? or
> gif, or tga? tiff? or PNG?
> Those offer advantages over IMG format.
> Please explain yourself as why you would like to work/store your images in
> IMG?
>

I still use IMG format very often. Lots of older Atari software can
import and/or export only this format. For example: Wordplus, Score
Perfect Pro. Also the background of my THiNG desktop is an IMG picture.

And why can't some Atari programmer add IMG support to Gimp, and other
Linux image processing software like ImageMagick and XView ? That's what
Open Source is meant for. If you don't like it, change it. IMO that's the
essence of "Free" software: the sources are freely available. That you
don't have to pay for it is just a bonus. If you read the GNU Public
Licence carefully you'll find that too.

Martin Tarenskeen.

4169. Re: Advice on Networking Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 10:03:08 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <abg5st$e0e$1@newsg1.svr.pol.co.uk>
Source record: 35012

<derryck@.NOT~THIS~cix.co.uk> wrote in message
news:1021018414-175710AEicMi@ntlworld.com...
> From: "David Wade" <dave@~no~spam~Pleasedwade.freeserve.co.uk>
> Date: Tue, 07 May 2002 18:32:10 GMT
>
> >> Check you can get all the hardware needed for this before going
further,
>
> >Na, it uses "bog standard" NE2000 ISA cards. Only trick bit is making
PCB's
> >and getting 74LS245 .....
>
> Right, I'm sure that you can solve both those problems.
>
> >> I like Magxnet because it's still being developed,
>
> >But will it work with MintNet drivers?
>
> No idea, but why would you want to?
>

Sorry Derek. Will it work with one of the drivers I have for
Sting/MintNet/MagicC
As you say so long as I have a driver.

> >> STinG also works, and if you've already got this installed as your
dial-up
> >> might be worth considering. You'd have to use FTP to transfer files, so
I
>
> >To transfer which files? I have ParPC so I can get files across to
> >bootstrap.
>
> <Confused>
>
> Why bother with ethernet if you aren't going to use it for networking your
> computers?

Well I would like to reduce the number of devices that use the parrellel
port on my PC.
I am sure a proper network would be faster.
I also would like to move files between ST's

>
> Cheers

>
> Derryck
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

4170. picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 10:06:02 UTC
From: Oracle <No.Return@go.away>
Message-ID: <ISMC8.7344$b5.25026@newsfeeds.bigpond.com>
Source record: 35013

I've aquired a new unsold stock SLM605 for $5

Unfortunatly, im missing the paper tray and the controller. but it has a brand new drumkit, developer and even toner cartridge.

Also in my collection is an SLM805. can i use the controller off this or should i just purchase one second hand ?

4171. Re: picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 11:47:51 UTC
From: Oracle <No.Return@go.away>
Message-ID: <8mOC8.7410$b5.25231@newsfeeds.bigpond.com>
Source record: 35014

In answer to my own question, Yes, You can use the SLMC 804 to connect the SLM 605 to the atari computer. I tried it out and it works perfectly. although, using your hands as a paper tray is tricky. i will have to find a paper tray off the equivilent Epson laser printer..

"Oracle" <No.Return@go.away> wrote in message news:ISMC8.7344$b5.25026@newsfeeds.bigpond.com...
> I've aquired a new unsold stock SLM605 for $5
>
> Unfortunatly, im missing the paper tray and the controller. but it has a
> brand new drumkit, developer and even toner cartridge.
>
> Also in my collection is an SLM805. can i use the controller off this or
> should i just purchase one second hand ?
>
>
>
>

4172. TOS error-codes?

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 12:04:42 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020510.12044233@mis.configured.host>
Source record: 35015

What does TOS error-code 35 stand for? With that, where can I find a list
of these TOS error-codes?

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

4173. Re: Translation...

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 14:45:40 UTC
From: <>
Message-ID: <1021043522-628866AEicMi@ntlworld.com>
Source record: 35019

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Thu, 09 May 2002 17:25:40 +0200

>>Has anybody ever tried to translate Phoenix database

>I've started work on the manager a while ago, but since the complete dialog
>and text strings are embedded in the program itself, this is indeed a hell
>of a job :-(

EED...

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4174. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 14:48:12 UTC
From: <>
Message-ID: <1021043522-629186AEicMi@ntlworld.com>
Source record: 35020

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Thu, 09 May 2002 17:46:40 +0200

>>PS: And this guy is doing the translation
>>for the technical/app docs (DDP)??
>>He can't even understand plain english.
>
>Derryck and Peter are the brains behind DDP, I'm the clown who entertains the
>public :-)

Don't hide your light under the bushel Dennis! :-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4175. Re: [WEB] Aniplayer 2002 v2.20 - divx3/4 - ac3

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 14:50:14 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <P7RC8.4338$iB4.12378@nntpserver.swip.net>
Source record: 35017

Hi,

> The latest version of Aniplayer is on my site, now it's possible to play
> (all ?) divx3/4 AVI files with ac3/mp3 sound track, QuickTime divx3/4
> with mp3 track and lot of new features like fullscreen with NVDI 5...

Didier, you are bloody amazing. New releases allmost every week, tons of new
stuff every time.

I only use it as an MP3 player (movies are a bit tought on my CT2 Falcon),
but it's cool to know it's in all there.

Thankyou.

Best regards

/Peter

4176. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 15:09:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <abgnrsisf1@tyfon.itea.ntnu.no>
Source record: 35018

Pascal Ricard <pascal@europe-shareware(dot)org.invalid> wrote:

> That's right. Which one would you, or somebody else, advise to use with
> MagiC ?

I don't know really, as I only use MagiC for testing purposes on my TT and
don't use a shell there. I think mupfel would be a good choice, IIRC that
was a neat little shell.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4177. Re: STOS Game Creator

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 17:07:41 UTC
From: Steve Stupple <Steve@the-asx.co.uk>
Message-ID: <0kJPwgFd5$28EwsR@atari.org.uk>
Source record: 35021

On Thu, 9 May 2002 at 09:23:10 a message from Stephen Moss was created
on the subject of STOS Game Creator.
>Although being e-mail or downloading free copies of software is cheap
>you could try supporting the few remaining Atari stockist/second hand
>dealers by purchasing from them instead!.
>
>Stephen Moss

:)))

And you usually get a nice box and reference manual and the full disks
to go with it:))))

--
-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *
Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4178. Re: Help! Need an ATARI ST - Disc Converter for PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 17:41:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <abh0ob$43g$1@thorium.cix.co.uk>
Source record: 35025

In message <abblrm$grrmc$1@ID-83369.news.dfncis.de>, v.ohr@ngi.de said:

>it's very important. I used my ST as a MIDI sequencer with CUBASE. Now
>my Atari discdrive is broken.
>
>So I decided to use my PC for running Cubase VST :) I am happy with
>that. But I still have many Cubase-MIDI-files on Atari ST formatted
>discs. The PC cannot read them.
>
>Is there a possibility to convert the discs for PC?

I don't know of a PC program that does this and since it won't
read it you can't use a hex editor to change the first three bytes
either :-(. On the Atari there is a small program to write a new
PC-style boot sector to double-sided disks (only!) without
touching the data on the disk.

I think your best bet is to buy and fit a replacement drive to the
Atari - it's easy and quite cheap to use some PC drives. Or find
someone with an Atari: I could then mail you the very small
program for converting the disks to PC-readable on it.

Regards, /Peter/

4179. Re: Help! Need an ATARI ST - Disc Converter for PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 17:41:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <abh0oc$43h$1@thorium.cix.co.uk>
Source record: 35024

In message <3cd96ae1@news.victoria.tc.ca>, yf110@vtn1.victoria.tc.ca said:
>
>Matthias K. (v.ohr@ngi.de) wrote:
>: Is there a possibility to convert the discs for PC?
>
>Yes it is possible. Some people have given me some info in a very recent
>thread with the subject line
> "Q: format existing diskette to be I..."
>
>To modify the existing disk you need to edit a few bytes in the boot
>sector. I have not had a chance to try anything yet, so I cannot say
>more.

Yes, but since the PC won't read the disk, I don't think either of
you can access it with a hex editor :-(As I wrote to Matthias,
he'll need to find someone with an Atari, or fit a replacement
drive to his.

Regards, /Peter/

4180. Re: TOS error-codes?

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 17:42:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cdc1e0c20d22c0@pandora.be>
Source record: 35026

on Fri 10-05-2002 12:04 Reizla wrote:

>What does TOS error-code 35 stand for? With that, where can I find a list
>of these TOS error-codes?

You can find a hypertext explaining the TOS error code on the Belgian
ftp-server:
ftp://chapelie.rma.ac.be/atari/docs/hypertext/toserror.hyp.

Anyway that what that HYP says about TOS Error #35:

TOS Error #35

TOS Error #35, probably the most common error alert that is not self
explanatory, happens when a program you are trying to run has somehow
been corrupted. What it means is that TOS can not find some magic
numbers it expects to find either at the beginning or at the end of
the program file. This error is usually attributable to operator error
(as in trying to execute an archive or text file as a program), or to
bit rot.

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4181. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 17:57:43 UTC
From: vdjole@EUnet.yu
Message-ID: <abh1mm$n6g$1@news.eunet.yu>
Source record: 35029

On 9 May 2002 18:47:48 G, James Alexander wrote:
>I even have the old Command! CLI that I occasionally use.

Btw. (and off-topic, sorry), is that the one CLI which could work as an accessory as well- and then in a window? If so, I would love to have its- IIRC I tried a restricted demo once and it seemed nice. What is its status now (free or otherwise)- and is it perhaps available somewhere for download?

Regards;

4182. Re: Software Registration

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 17:57:47 UTC
From: vdjole@EUnet.yu
Message-ID: <abh1mp$n6g$2@news.eunet.yu>
Source record: 35030

On 5 May 2002 17:21:27 -, Frederic Fouche wrote:

>Ok, now you just realized what MySQL offered
>
>Get the src, openly available

Hi, Frederic;

Would you, please, save me some time on the 'net and point to an URL of a good mySQL site- I am sure there are several, but I am afraid that any attempt with a search engine would give me hundreds of references and I would then have to be examine a lot of them one by one. (btw. I am also inteested in mySQL souces for other OSes- e.g. VMS, etc.)

Regards;

4183. Re: Help! Need an ATARI ST - Disc Conve

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 17:57:50 UTC
From: vdjole@EUnet.yu
Message-ID: <abh1ms$n6g$3@news.eunet.yu>
Source record: 35031

On 9 May 2002 13:03:46 +, CECCOLI Jean-Luc wrote:

>>> And why not trying and replace the dead FDD with a new one ?
>>> You would of course have to cut your st's case, but... ;-)

>>You don't necessarily have to cut the ST's casing if you decide to
>>replace it with a drive that can take the existing Atari faceplate

Btw. if one IS going to cut through the ST's casing to fit a generic
floppy drive, it helps to have a template for making a rectangular
hole that will exactly fit around the drive's faceplate. Several
yers ago, when I changed the drive nu my Mega to a HD one, I found
that one can assemble four pieces from an old Meccano set to get
a rectangle with an opening of EXACTLY the right dimensions. If this
is clamped in appropriate position onto the ST case before one starts
cutting and filing, there is a very small chance that one can go wrong,
and a nice hole with ideally straight edges is obtained.

(I think that "Meccano" is the generic name, those are kid's "construction"
sets of metal rods and plates with holes at 1/2 inch raster; I stole some
items form my son's noname set).

cu;

4184. Re: PC To Falcon Power Supply

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 17:57:53 UTC
From: vdjole@EUnet.yu
Message-ID: <abh1mv$n6g$4@news.eunet.yu>
Source record: 35032

On 9 May 2002 16:32:36 G, Michael and Nicole Freeman wrote:

>I assume you are soldering your normal Falcon PSU connector to the PC PSU's
>wiring, as I did. All the colors are the same voltage and polarity except
>that the blue wire on the Falcon side should be connected to the yellow wire
>on the PC side. If you connect the blue wire to the PC's blue wire, the
>voltages are the same, but the polarities are switched.

This sounds almost like poetry :) but I really would not advise anyone
to try replacing a PSU without first checking the voltages and polarities
with a voltmeter- colours or no colours.

cu;

4185. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 18:18:40 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cdc1e0c20d22c1@pandora.be>
Source record: 35027
Cross-posted to: comp.sys.atari.st,fr.comps.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-220.zip
(1.935.335 bytes): a media player. It can decode QuickTime (MOV),
Video For Windows (AVI), Autodesk Animator (FLI/FLC/FLH), MPEG 1/2 (MPG),
QuickTime VR (MOV with mouse control), Audio Visual Research (AVR),
Microsoft RIFF-WAVE (WAV), Apple Interchange File Format (AIF),
DVSM Falcon Winrec (DVS), Real Audio (RA 14.4K and 28.8K),
MPEG 1/2 Audio Layer 1,2,3 (MP1/2/3), AC3 Dolby Digital (AC3),
Ogg Vorbis (OGG), JPEG images.

**data-base**
ftp://chapelie.rma.ac.be/atari/data-base/movie.zip
(227.979 bytes): Demo of an old movie database system. German only.

ftp://chapelie.rma.ac.be/atari/data-base/thatsadress.zip
(431.110 bytes): Demo version of That's Address, a address database system. German only.

**editors**
ftp://chapelie.rma.ac.be/atari/editors/filemon.zip
(21.253 bytes): Old file editor. German only.

ftp://chapelie.rma.ac.be/atari/editors/filemon2.zip
(26.716 bytes): Old file editor but this one comes with a GEM interface. German only.

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/stad_demo.zip
(312.135 bytes): Demo version of STad. German only.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/harlekin.zip
(335.161 bytes): Old multifunctional acc. German only.
```

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4186. Gnu C-Compiler

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 18:32:21 UTC
From: Jörg Hahn <hahnjoerg@web.de>
Message-ID: <sm3hba.ms1.ln@hajoe.myfqdn.de>
Source record: 35028

Moin Allerseits

In der g++ FAQ habe ich gelesen, daï¿œ es den gcc auch fï¿œr den Atari geben soll. Dieser soll unter ftp://atari.archive.umich.edu/atari/Gnustuff/Tos gefunden werden kï¿œnnen. Ich habs versucht, und bin gescheitert. Hat jemand hier eine URL fï¿œr mich, damit ich den gcc runterladen kann?

Die Nachrichten bitte an hahnjoerg@web.de, da ich die Gruppe nicht lese.
Ich danke fï¿œr brauchbare Hinweise.

und dann

george

4187. Re: TOS error-codes?

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 18:36:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200205102036.a29695@su2.maus.de>
Source record: 34958

Hi Alex,

R>What does TOS error-code 35 stand for?
An executable file is not executable, e.g. a binary (TOS, PRG,...) has
been corrupted. Throw it into the waste paper bskaet and get a copy
from your recent backup!

R>With that, where can I find a list of these TOS error-codes?
Profibuch (German only).

Und TTschï¿½
ps

4188. Re: picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 18:48:14 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CDC161E.A04DC4B1@rogers.com>
Source record: 35033

I've had a similar experience with an SLM605 (see below)

Oracle wrote:

> In answer to my own question, Yes, You can use the SLMC 804 to connect the
> SLM 605 to the atari computer. I tried it out and it works perfectly.
> although, using your hands as a paper tray is tricky. i will have to find a
> paper tray off the equivilent Epson laser printer..

thats the setup similar to mine, the 804 controller but the 605 laser printer. Except mine came with old mostly worn out drum that I need to replace. My problem is I haven't found an equivalent non-atari brand drum that will work with that printer. I've asked around and had 14 different, and contradictory, answers from different people I've talked to.

4189. Command! cli WAS Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 18:54:53 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CDC17AC.DF6928EE@rogers.com>
Source record: 35034

Hi Djordje

Djordje Vukovic wrote:

> On 9 May 2002 18:47:48 G, James Alexander wrote:
> >I even have the old Command! CLI that I occasionally use.
>
> Btw. (and off-topic, sorry), is that the one CLI which could work as an
> accessory as well- and then in a window? If so, I would love to have its-
> IIRC I tried a restricted demo once and it seemed nice. What is its status
> now (free or otherwise)- and is it perhaps available somewhere for download?
>
> Regards;

Yes it can work as accessory or program and gives you a cli in a window. I'm not sure what the legal status of it is. I got my copy of it at a user group flea market here in toronto back in 1992 or 93 I think. The programs authour (he ran Intrinsic software here in toronto) was abandoning the ST to go over to the OS/2 market (huge mistake on his part, but thats another story). I also got his Laser C stuff as well which I use regularly. Thats more than I can say for command!, for a CLI its pretty good but in reality I don't use it very often. in the near decade that I've had it, I've never needed it (or any cli) more than half a dozen times, on my ST. It would only be of use to someone using some ancient TTP software like that old metacomco pascal package thats been sitting in my garage for years.

4190. Re: WANTED : Iso of Sentry

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 21:20:52 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <abhe0h$g7j$1@newsreaderm1.core.theplanet.net>
Source record: 35035

Hello

Iso's web-site is http://wallpapers.intimate.org/index2.htm

Hope this helps!

Grz/PHF
http://phf.atari.org

"M&#65533;gamodeste" <yves.rogne@free.fr> wrote in message
news:3ccc3eef$0$4999$626a54ce@news.free.fr...
> Hello,
>
> I'm never fed up of listening the great songs of Iso of Sentry,
>
> I wonder if I could use some of his songs into a game and if he released
MIDI
> or MODs of them.
>
> If you know how to reach him, and Frak van Espen (xms.ttp player) I
would be
> thanksfull.
>
> Regards
>
> M&#65533;gamodeste

4191. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 21:40:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1021102975.92262.0@demeter.uk.clara.net>
Source record: 34948

Hi Uwe

| > As for the US$ 25 minimum.... Why not just wait till several people have
| > bought HDdriver from you? That way you'll save the transaction charge as
| > well.
|
| Remember that this is the Atari market we are talking about ;-). Waiting
| for several people would take months. There are hardly any people buying
| something.

I remember this system of waiting for multiple users being used for Jemail,
Semper and LED, they died long ago.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.361 / Virus Database: 199 - Release Date: 07/05/02

4192. Re: Memory upgrade Manuals

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 21:42:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1021102981.92262.1@demeter.uk.clara.net>
Source record: 34949

Hi Don

"Don Schoengarth" <atari@qnet.com> wrote in message
news:3CD9F3B9.7F557109@qnet.com...
| I was think with all the people purchasing systems with memory
| upgrades or buying used memory upgrades without manuals it may be a good
| idea if someone starts collecting these manuals. I would be willing to
| collect the manuals and post them in a format that would be easy for
| everyone to view. So if anyone has a manual for a memory upgrade you
| can send it to me or you can scan it and send it to me and then I will
| post them and maintain a site for this information.

Beware that this information is copyrighted.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.361 / Virus Database: 199 - Release Date: 07/05/02

4193. Re: picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 22:02:17 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <abhg19$99c$1@reader1.panix.com>
Source record: 35036

James Alexander <james-m-alexander@rogers.com> writes:

: I've had a similar experience with an SLM605 (see below)

: thats the setup similar to mine, the 804 controller but the 605 laser :
printer. Except mine came with old mostly worn out drum that I need to :
replace. My problem is I haven't found an equivalent non-atari brand drum
that : will work with that printer. I've asked around and had 14
different, and : contradictory, answers from different people I've talked
to.

Well, then, have another. It may not be the drum. For an SLM804 with a
pretty large drum, by way of suggestion from the one Atari user (maybe)
left in Australia, I learned that my problem was a yellowed wiper blade.

To confirm this, I pulled out the wiper blade, and rubbed its end against
a flat file, and put it back in. Success! But not for long.

I got a newer one with a support made of metal, borrowed a vise, used a
large hammer to beat the wiper blade part to a 90 degree angle, then used
two pairs of pliers to bend it back up by exactly 15 degrees. Then I used
a dremel tool to cut away everything that did not fit, and drilled holes
too mount what was left. The tricky part to know before you start is that
the mounting point needs to be a half inch, almost exactly, horizontally,
from the wiping edge. Once I got that right, with large slotted holes, my
printer is happy once again.

So try that file trick first. Then, one of those people must surely
remember the model number of mechanism that is in that thing. I suspect
Canon 1000. Or, an office supply store that can find you a toner
cartridge that matches probably has a list of old printers it fits, and
your mech will be on it.

This is free advice to try something that does not cost anything,so
you do get what you pay for.
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4194. Re: TOS error-codes?

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 22:12:06 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020510.22120649@mis.configured.host>
Source record: 35037

Op 10-05-2002, 19:42:48, schreef "Martin \"Nightowl\" Byttebier"
<tos4ever@pandora.be> over het thema Re: TOS error-codes?:

> on Fri 10-05-2002 12:04 Reizla wrote:

> >What does TOS error-code 35 stand for? With that, where can I find a
list
> >of these TOS error-codes?

> You can find a hypertext explaining the TOS error code on the Belgian
> ftp-server:
> ftp://chapelie.rma.ac.be/atari/docs/hypertext/toserror.hyp.

Do you also know of any non-Mac compressed file? I'm running Windows, and
don't know how to read the .hyp file...

> Anyway that what that HYP says about TOS Error #35:

> TOS Error #35

> TOS Error #35, probably the most common error alert that is not self
> explanatory, happens when a program you are trying to run has somehow
> been corrupted. What it means is that TOS can not find some magic
> numbers it expects to find either at the beginning or at the end of
> the program file. This error is usually attributable to operator error
> (as in trying to execute an archive or text file as a program), or to
> bit rot.

This is fine! Just like the 'General read-error' on DOS machines.
Basically everything we don't know about and is concerned with (hard)disk
I/O will be dropped under this one... ;-)

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

4195. Re: TOS error-codes?

Newsgroup: comp.sys.atari.st
Date: 2002-05-10 22:20:58 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3CDC471B.C6638BDF@chello.nl>
Source record: 35038

Reizla wrote:
>
>
> Do you also know of any non-Mac compressed file? I'm running Windows, and
> don't know how to read the .hyp file...
>
>
You can read .hyp files on your beloved Arari by using st-guide.acc
It wouldnt surprise me if that program can be found on the same ftp directory.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4196. Re: picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 00:43:58 UTC
From: Oracle <No.Return@go.away>
Message-ID: <MJZC8.7718$b5.26601@newsfeeds.bigpond.com>
Source record: 35040

that was me, im a canon service man, and also an atari enthusiast, shame
they didnt use canon engined machines, i can get everything dirt cheap..

"Jim DeClercq" <jimd@panix2.panix.com> wrote in message
news:abhg19$99c$1@reader1.panix.com...
> James Alexander <james-m-alexander@rogers.com> writes:
>
> : I've had a similar experience with an SLM605 (see below)
>
>
> : thats the setup similar to mine, the 804 controller but the 605 laser :
> printer. Except mine came with old mostly worn out drum that I need to :
> replace. My problem is I haven't found an equivalent non-atari brand drum
> that : will work with that printer. I've asked around and had 14
> different, and : contradictory, answers from different people I've talked
> to.
>
> Well, then, have another. It may not be the drum. For an SLM804 with a
> pretty large drum, by way of suggestion from the one Atari user (maybe)
> left in Australia, I learned that my problem was a yellowed wiper blade.
>
> To confirm this, I pulled out the wiper blade, and rubbed its end against
> a flat file, and put it back in. Success! But not for long.
>
> I got a newer one with a support made of metal, borrowed a vise, used a
> large hammer to beat the wiper blade part to a 90 degree angle, then used
> two pairs of pliers to bend it back up by exactly 15 degrees. Then I used
> a dremel tool to cut away everything that did not fit, and drilled holes
> too mount what was left. The tricky part to know before you start is that
> the mounting point needs to be a half inch, almost exactly, horizontally,
> from the wiping edge. Once I got that right, with large slotted holes, my
> printer is happy once again.
>
> So try that file trick first. Then, one of those people must surely
> remember the model number of mechanism that is in that thing. I suspect
> Canon 1000. Or, an office supply store that can find you a toner
> cartridge that matches probably has a list of old printers it fits, and
> your mech will be on it.
>
> This is free advice to try something that does not cost anything,so
> you do get what you pay for.
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA

> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

4197. Re: picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 00:45:50 UTC
From: Oracle <No.Return@go.away>
Message-ID: <vLZC8.7719$b5.26492@newsfeeds.bigpond.com>
Source record: 35041

Theres no problem getting a drum and toner for the SLM 605, infact, i can
get all new parts to even repair the machine from my epson wholesaler.

Ring up a toner supplyer, and say you have an Epson EPL 6000, its the same
thing, ask for what ever you need.

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3CDC161E.A04DC4B1@rogers.com...
> I've had a similar experience with an SLM605 (see below)
>
> Oracle wrote:
>
> > In answer to my own question, Yes, You can use the SLMC 804 to connect
the
> > SLM 605 to the atari computer. I tried it out and it works perfectly.
> > although, using your hands as a paper tray is tricky. i will have to
find a
> > paper tray off the equivilent Epson laser printer..
>
> thats the setup similar to mine, the 804 controller but the 605 laser
> printer. Except mine came with old mostly worn out drum that I need to
> replace. My problem is I haven't found an equivalent non-atari brand drum
that
> will work with that printer. I've asked around and had 14 different, and
> contradictory, answers from different people I've talked to.
>

4198. Re: picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 01:19:44 UTC
From: Oracle <No.Return@go.away>
Message-ID: <hf_C8.7739$b5.26710@newsfeeds.bigpond.com>
Source record: 35042

By the way if you can get hold of a used Epson EPL 6000 (slm605) drum kit, you can take out the wiper blade and peel off the rubber and glue it in place of the original rubber on the SLM 804 wiper blade. they are both TEC engines, but the bastards moved the screw holes 1cm apart between each model and i think the rubber is a bit longer, apart from that they are very similar.

PS. if there was any demand for these SLM 804 drum kits in australia i could fabricate them to better than OEM spec with new parts. but no one seems to be left in australia..

"Jim DeClercq" <jimd@panix2.panix.com> wrote in message news:abhg19$99c$1@reader1.panix.com...
> James Alexander <james-m-alexander@rogers.com> writes:
>
> : I've had a similar experience with an SLM605 (see below)
>
>
> : thats the setup similar to mine, the 804 controller but the 605 laser :
> printer. Except mine came with old mostly worn out drum that I need to :
> replace. My problem is I haven't found an equivalent non-atari brand drum
> that : will work with that printer. I've asked around and had 14
> different, and : contradictory, answers from different people I've talked
> to.
>
> Well, then, have another. It may not be the drum. For an SLM804 with a
> pretty large drum, by way of suggestion from the one Atari user (maybe)
> left in Australia, I learned that my problem was a yellowed wiper blade.
>
> To confirm this, I pulled out the wiper blade, and rubbed its end against
> a flat file, and put it back in. Success! But not for long.
>
> I got a newer one with a support made of metal, borrowed a vise, used a
> large hammer to beat the wiper blade part to a 90 degree angle, then used
> two pairs of pliers to bend it back up by exactly 15 degrees. Then I used
> a dremel tool to cut away everything that did not fit, and drilled holes
> too mount what was left. The tricky part to know before you start is that
> the mounting point needs to be a half inch, almost exactly, horizontally,
> from the wiping edge. Once I got that right, with large slotted holes, my
> printer is happy once again.
>
> So try that file trick first. Then, one of those people must surely
> remember the model number of mechanism that is in that thing. I suspect
> Canon 1000. Or, an office supply store that can find you a toner
> cartridge that matches probably has a list of old printers it fits, and

> your mech will be on it.
>
> This is free advice to try something that does not cost anything,so
> you do get what you pay for.
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

4199. MagiC 2.0

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 02:34:48 UTC
From: <>
Message-ID: <cr%C8.2965$wz.54575172@newssvr16.news.prodigy.com>
Source record: 35043

I have an old version of MagiC (2.0). I don't suppose this can be upgraded with the 6.2 files on the ASH site? Is there an upgrade path for a version this old?

4200. Re: picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 02:43:14 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CDC8572.FC7642AF@rogers.com>
Source record: 35044

Hi Jim

Jim DeClercq wrote:

> James Alexander <james-m-alexander@rogers.com> writes:
>
> :Well, then, have another. It may not be the drum. For an SLM804 with a
> pretty large drum, by way of suggestion from the one Atari user (maybe)
> left in Australia, I learned that my problem was a yellowed wiper blade.
>
> To confirm this, I pulled out the wiper blade, and rubbed its end against
> a flat file, and put it back in. Success! But not for long.
>
> I got a newer one with a support made of metal, borrowed a vise, used a
> large hammer to beat the wiper blade part to a 90 degree angle, then used
> two pairs of pliers to bend it back up by exactly 15 degrees. Then I used
> a dremel tool to cut away everything that did not fit, and drilled holes
> too mount what was left. The tricky part to know before you start is that
> the mounting point needs to be a half inch, almost exactly, horizontally,
> from the wiping edge. Once I got that right, with large slotted holes, my
> printer is happy once again.
>
> So try that file trick first. Then, one of those people must surely
> remember the model number of mechanism that is in that thing. I suspect
> Canon 1000. Or, an office supply store that can find you a toner
> cartridge that matches probably has a list of old printers it fits, and
> your mech will be on it.
>
> This is free advice to try something that does not cost anything,so
> you do get what you pay for.

That sounds like it might work but not for long. Its possible from the
excessive toner on the page it could be the wiper. But I'm looking for
something thats a proper match for the SLM605, not something that needs to be
beaten into shape with a hammer, after which it may or may not work.

4201. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 05:06:49 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnadp9fn.5m7.atari@core.preferuje.luzik.pl>
Source record: 34947

> And why can't some Atari programmer add IMG support to Gimp, and other
> Linux image processing software like ImageMagick and XView ? That's what
> Open Source is meant for. If you don't like it, change it. IMO that's the
> essence of "Free" software: the sources are freely available. That you
> don't have to pay for it is just a bonus. If you read the GNU Public
> Licence carefully you'll find that too.

Xnview supports IMG IIRC.

Adam Klobukowski
atari@gabo.pl

4202. Any one want a SCSI ethernet adaptor?

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 05:41:14 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <488.896T700T4014757optimus@canit.se>
Source record: 34946

I have two Dayna SCSI/Link adaptors, the BNC kind. They are untested with Anodyne's drivers (I don't have any SCSI Atari), but neither I nor the author of the drivers see any reason why it wouldn't work, since the only thing that should separate it from the "T" version is the BNC connector as opposed to the RJ45 connector of the model T.
If anyone in Sweden/Scandinavia wants one, mail me and we'll work out how to get it to you. You need only pay postage.

--
En ligne avec Thor 2.6a.

4203. Re: picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 09:08:16 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <abimqjrjh1@thorium.cix.co.uk>
Source record: 34950

I have some 605 drums....

http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Atari_Laser_62.html

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

4204. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 11:04:58 UTC
From: <>
Message-ID: <1021193038-401109AEicMi@ntlworld.com>
Source record: 34961

From: "Lyndon Amsdon" <bindon@madasafish.com>
Date: Tue, 07 May 2002 05:48:36 +0100 (BST)

>>>the 700kbye file here: http://hardware.atari.org/setup.zip
>>
>>"Not Found"
>
>Sorry, the new server is case sensitive, as it runs from Unix I
>think. Anyway, it's fixed, this works
>http://hardware.atari.org/setup.zip

Um, that's odd as I double-clicked the URL you listed in Emailer, which passed it to CAB, which then produced a "404 - Not Found". It still brings up that error, whether I use upper- or lower- case.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4205. Re: Networking options on TT030

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 15:13:29 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <udqcqgelm7hia6@corp.supernews.com>
Source record: 34951

Check out the Sting Drivers for a Dayna Link T SCSI<>Ethernet adaptor from Anodyne Software http://www.anodynesoftware.com/
You can find the Dayna Link on Ebay. MacVision is listing one now.. http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2022191198 They have had one on Ebay for the past few weeks, so keep an eye out.

Rob
webmaster@atari-users.net
http://www.atari-users.net

"Glenn Bruner" <glenn.bruner@verizon.net> wrote in message news:boEC8.10220$eb.2756@nwrddc02.gnilink.net...
> Need help in understanding the various options that exist in connecting a
> TT030 to a LAN.
>
> What hardware/software exist to use the TT030 LAN port?
>
> Appletalk drivers to file share with a Mac?
>
> Parallel Port?
>
> Serial Port?
>
> Thanks in advance for any information that can help me understand better.
>
> Glenn
>
>
>
>

4206. Steinberg Timelock

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 17:42:53 UTC
From: "news.home.nl" <FMunniksma@home.nl>
Message-ID: <iNcD8.219974$oI.14998127@zwoll1.home.nl>
Source record: 34952

Hi all,

i just got a vintage 1987 Steinberg Timelock synchronizer for Atari in the mail and of course tried to hook it up. I use it with a Falcon and CAF 206 in combination with a Tascam 488 8 track on cassette. The Tascam has sync in/out connections i hooked up to the SMPTE in/out of the Timelock. The Timelock i plugged into the printer port of the Falcon and the cable from the Timelock i plugged into the joystick port.
After some experimenting i got it to work. CAF recognized the hardware (thank god i already had an MROS driver) and generated the SMPTE code via the SMPTE out of the Timelock. I recorded 5 minutes of SMPTE code on track 8 of the Tascam, which is the sync track. No DBX of course. I set the CAF sync dialog : SMPTE sync- Timelock. Tempo sync- internal. Sync button on. It worked! I could even fast forward the tape and CAF would pick it up from there.
I decided it was time for an experiment. I recorded the stereo audio mix of the module (Roland JV 1080) on track 1 and 2 while CAF was syncing to the SMPTE on track 8. When playing back and comparing the timing of the recorded tracks to the "realtime" playback of CAF, there was a slight timing difference which got worse further on up the song. After a pause or a fast forward or a rewind there was a big timing difference like a delay effect.
Does anyone remember how this stuff worked back in the late 80ies?

Thanks,

Freek.

4207. Re: Help! Need an ATARI ST - Disc Converter

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 18:59:43 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1021196933.77902.2@demeter.uk.clara.net>
Source record: 34963

Hi CECCOLI Jean-Luc

| I don't know how long it takes for modifying a falate, but I personally
spent 45 mn

Thats a lot of money, i'd have done it for one million!!.

| to achieve it. But, the great satisfaction is that someone who hasn't been
accustomed
| to atari cases can't guess it was made :-)

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.361 / Virus Database: 199 - Release Date: 07/05/02

4208. Re: MagiC 2.0

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 19:27:10 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B902BF0A.21EF5%nameerf@flash.net>
Source record: 34953

in article cr%C8.2965$wz.54575172@newssvr16.news.prodigy.com,
jdplace@prodigy.net (Joseph D. Place) at nospam wrote on 5/10/02 6:34 PM:

> I have an old version of MagiC (2.0). I don't suppose this can be upgraded
> with the 6.2 files on the ASH site? Is there an upgrade path for a version
> this old?

Unfortunately, the 6.2 upgrade is only for version 6.1. Even version 6.01
users have to pay (about $50 US) for any upgrades. I'm not sure what 2.0
users would have to pay.

Mike Freeman
nameerf@flash.net

4209. Re: Memory upgrade Manuals

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 21:24:50 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3CDD8C22.3D6B82A5@qnet.com>
Source record: 34954

Steve,

Steve Sweet wrote:

> Hi Don
>
> "Don Schoengarth" <atari@qnet.com> wrote in message
> news:3CD9F3B9.7F557109@qnet.com...
> | I was think with all the people purchasing systems with memory
> | upgrades or buying used memory upgrades without manuals it may be a good
> | idea if someone starts collecting these manuals. I would be willing to
> | collect the manuals and post them in a format that would be easy for
> | everyone to view. So if anyone has a manual for a memory upgrade you
> | can send it to me or you can scan it and send it to me and then I will
> | post them and maintain a site for this information.
>
> Beware that this information is copyrighted.
>

Yeah, I know. Ive thought about that but, I figure its to help people out
that have the upgrades and Im not making money off it. Hopefully the
copyright holders wont have a problem.

Don

4210. CAF Hardware Setup Dialog Question

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 21:38:40 UTC
From: nurmix@spam-free.com
Message-ID: <3cdd8d11.6060367@news-server.socal.rr.com>
Source record: 34955

I must be losing my mind, but I can't find this in my Cubase Audio Manual, and while it's not extremely important, it's bugging me just the same.
;-|

In the Hardware Setup Dialog box, under A/D Input and next to the L/R clip indicators, there is a "SYNC" checkbox. What does this function do/control? And, is it only used when recording through the Falcon's input? (I only record through the FDI).

Thanks,

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4211. Cubase Audio version differences

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 21:41:45 UTC
From: nurmix@spam-free.com
Message-ID: <3cdd8f43.6622745@news-server.socal.rr.com>
Source record: 34956

Does anyone remember what was changed between version 2.03 and version 2.06 (the final release) of Cubase Audio Falcon?

I was testing both versions yesterday for stability in audio recording, and I was having more success with version 2.03. I just wondered what I might be missing by using that older version.

Thanks,

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4212. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-05-11 22:23:50 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <342.896T2500T14035973optimus@canit.se>
Source record: 34957

Martin \"Nightowl\" Byttebier skrev:

> **utilities**
>ftp://chapelie.rma.ac.be/atari/utilities/harlekin.zip
> (335.161 bytes): Old multifunctional acc. German only.

Wasn't this commercial (Maxon?)? Has it been released for free?

--
En ligne avec Thor 2.6a.

War is Peace
Slaver is Freedom
Backspace is Delete

4213. Atari Online News, Etc. #04-19

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 01:36:27 UTC
From: danap8@aol.com
Message-ID: <20020511213627.00393.00009583@mb-mj.aol.com>
Source record: 34959

```
A-ONE #0419 05/10/02

~ Judge Wants "Modular"! ~ People Are Talking! ~ EU To Levy Taxes!
~ Russian Case Is A Go! ~ Judge Bruises Microsoft ~ States Screw Up!
~ No ID, No Video Game?! ~ iChat To Work With AOL ~ Red Hat 7.3 Out!
~ Privacy Bill Unveiled! ~ States Cancel Win Demo! ~ MS Case Nears End?

-* New Playstation In The Works *-
-* Two Classic Atari Books On The Web! *-
-* Rejected "Virtual" Child Porn Law Revisited *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4214. Midi Network with Sting

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 01:47:25 UTC
From: <>
Message-ID: <NQjD8.3543$Lw5.93688202@newssvr16.news.prodigy.com>
Source record: 34960

Can anyone direct me to a web page with detailed instructions for setting up a MIDI network with Sting?

4215. Re: [WEB] Aniplayer 2002 v2.20 - divx3/4 - ac3

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 09:36:58 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1fc1epu.w5b6101q0fin0N%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 34962

Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:

Hi Peter,

> > The latest version of Aniplayer is on my site, now it's possible to play
> > (all ?) divx3/4 AVI files with ac3/mp3 sound track, QuickTime divx3/4
> > with mp3 track and lot of new features like fullscreen with NVDI 5...
>
> Didier, you are bloody amazing. New releases allmost every week, tons of new
> stuff every time.
>
> I only use it as an MP3 player (movies are a bit tought on my CT2 Falcon),

I cannot use DSP for latest video codecs (Cinepak was fast with the DSP)
because lastest codecs like divx need memory, MP3 is a maximum for the
DSP. And rewrite divx in assembler 68K isn't a good solution, there are
a new version after 3 months (I need 2 years for obtain maybe 20 or 50%
faster), so I use unix library compiled with Gcc...
But you can convert the file in AVI/MOV with codecs RLE or YUV.

> but it's cool to know it's in all there.

> Thankyou.

Thanks :-)

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4216. Re: [WEB] Aniplayer 2002 v2.20 - divx3/4 - ac3

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 10:46:01 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <UKrD8.4469$iB4.12807@nntpserver.swip.net>
Source record: 34964

Hi,

> I cannot use DSP for latest video codecs (Cinepak was fast with the DSP)
> because lastest codecs like divx need memory, MP3 is a maximum for the
> DSP. And rewrite divx in assembler 68K isn't a good solution, there are
> a new version after 3 months (I need 2 years for obtain maybe 20 or 50%
> faster), so I use unix library compiled with Gcc...

Fully understandable.

> But you can convert the file in AVI/MOV with codecs RLE or YUV.

Gosh - I did not think of this! SOO cool! I must try this.

/Peter

4217. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 10:53:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1021205858-85891AEicMi@gmx.net>
Source record: 34966

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Thu, 9 May 2002 13:40:45 -0500

Hi Frederic,

>hmm
>gif not supported by gimp?
>image formats are used via the form of plugins.
>Gimp version on unix comes WITH GIF support (with transparency and all).
>And gimp on Windows, you need to download an extra GIF plugin (they don't
>want to bundle it with it because of Unisys licence thing on GIF format).

In Gimp version 1.2.3 for Linux and Windows these plugins are not included.
The docs don't mention them and don't give an URL either, furthermore is it
legal to add that plugin?

>As far as IMG. Could you tell me why it would be any good to support IMG?
>Even on a 100% TOS world. Why would you choose IMG? can't support JPG? or
>gif, or tga? tiff? or PNG?
>Those offer advantages over IMG format.

Are you serious?
Just in case you forgot: this is the Atari platform, IMG has established itself
over the years as a standard. All of our graphic apps support it, people who
are crazy about a "cute looking desktop" need this format since both Thing and
Jinnee only support IMG. All the Atari OCR apps work with IMG, and people who
edit/construct icons need IMG as well.
When you advice me Gimp as an app which is "just as good or better" then what
commercial Atari apps offer, well, then I expect it to support *at least* the
popular Atari formats.

>Please explain yourself as why you would like to work/store your images in
>IMG?

Because I'm a *real* Atari user... you probably haven't noticed but there still
are quite a lot of users here using a 68000/4Mb monochrome system. For these
people IMG is a blessing, even a large monochrome IMG loads very fast, they can
edit and/or print the pics with almost any graphic app, and almost every word-
processor, DTP, spreadsheet or productivity app supports the format.
Converting a GIF, TIF, JPEG or whatever isn't really all that easy either, there
are only a few apps available which can convert to IMG, and preserve the correct
colour palette....

Cheers from Belgium
Dennis
--

---- ---- ----

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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4218. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 10:53:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1021205882-90795AEicMi@gmx.net>
Source record: 34968

From: Adam Klobukowski <atari@gabo.pl>
Date: Thu, 9 May 2002 18:32:45 +0000 (UTC)

Hi Adam,

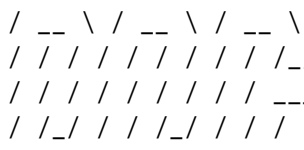
>> ATM both MagiC and freeMiNT already stress the potential of most of the
>> Atari computers, develop and add more bells and whistles to it and it will
>> become unusable for most of the users. Even today there are already people
>> which prefer not to use the OS's because of memory restrictions.
>
>I don't think tht FreeMiNT becomed slower during the years of developement.
>His memory requirements are bigger, yes, but lots of it is for I/O caches to
>actually spedup the system.

I know that both freeMiNT and MagiC didn't get slower over the years, MagiC 6.2
is 0.1% faster then the previous version, but they both need much more memory
then the first versions.
Also over the years we've became more demanding: NVDI, colour graphics, hard
disk driver, caches, CD-R driver, Acc's, a decent desktop program etc... all
these *must have* utilities consume memory... Someone with a 4MB configuration
wanting to run either freeMiNT or MagiC will find himself struggling constantly
with memory limitations. Isn't the point of multitasking to run/keep several
apps at once in memory? I've always advocated that people should upgrade their
outdated machines and replace it with at least a Falcon or TT, but the reality
is that the majority of the Atari users didn't, ignoring these users is equal
to ignoring at least 50% of the existing users base. That's one of the reasons
why I constanly nag here about apps that should be GEM compatible and run under
SingleTOS...

>On the other hand MagiC does not allows to use polish characers, and I doubt
>it will, maybe if developers will add solution similar to FreeMiNT's then it
>will.

In Flemish (my native lingo) there aren't any special characters but Finnish,
Spanish and Turkish pose no problem under MagiC and these languages do contain
some special characters . A proper keyboard sys file is needed and in magx.inf
one has to assign the proper TTF fonts...

Cheers from Belgium
Dennis
--



/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4219. Re: Translation...

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 10:53:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1021205864-86887AEicMi@gmx.net>
Source record: 34967

From: <derryck@.NOT~THIS~cix.co.uk>
Date: Fri, 10 May 2002 14:45:40 -0000

Hi Derryck,

>>I've started work on the manager a while ago, but since the complete dialog
>>and text strings are embedded in the program itself, this is indeed a hell
>>of a job :-(
>
>EED...

Unfortunately not, the recompiled binary exits with an error 65 (header not executable), I've contacted Richard Gordon Faika but EED is on the bottom of his "to do" list, so in the mean time I'm tackling Phoenix Manager with that blasted hex editor...

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4220. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 14:06:18 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ablssq$e34$1@thorium.cix.co.uk>
Source record: 34970

In message <926a9946.0205081455.3302c5a3@posting.google.com>, ekaljuma@mtsac.edu said:

>For example, I recently had about 50 GIFs in a temporary folder that
>also contained about 40 other files. To delete these GIFs via the
>desktop I would have had to have changed my sort to "Sort by Type",
>scrolled to the first GIF, clicked on it, scrolled to the last GIF,
>shift-clicked on it, and dragged the mass to the trash can. Instead I
>clicked on my CLI window (which I always leave open), typed "rm
>/temp/*.gif" and happily got back to work.

Hi Galen!

With Thing you would have just needed to hit CTL-E to bring up the
Mask dialog preloaded with all extensions in the open window,
choose *.GIF then Ctrl-A to select the lot and hit Del (with
jinnee it's even easier!). All right, not quite as fast
as your CLI, but it does let you check what you are doing.

Personally, I only use a CLI when I have to with a TTP, but don't
like having to type in more than the partition name. With HCP you
don't have much option, but remembering all the switches and
typing them in correctly in the right order isn't easy. If there
was as GUI alternative, I'd use it. That's why I used 2-in-1 for
de/archiving, though have changed recently to Arcview. No CLI, no
GEM dialogs - just drag-and-drop.

Regards, /Peter/

4221. Re: "1st word" free? magazine question - found link

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 14:06:18 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ablssq$e35$1@thorium.cix.co.uk>
Source record: 34972

In message <lxtC8.126814$N8.10201415@bin5.nnrp.aus1.giganews.com>, redodd@comcast.net said:

>Thanks for the info. I have 50 or 60 disks from various ST mags (eBay) and
>going through them would have taken a long time. None of them is ST Review
>though. I found a link for 1st Word Plus and a lot of other useful
>programs.
>http://www.geocities.com/dahstra/atariarc.html

For what it's worth, 1st Word was on the ST User coverdisk 7/92,
while 1st Word Plus (V3.15 IIRC) was on ST Review #5 9/92 Disk 1.

Regards, /Peter/

4222. Re: Help! Need an ATARI ST - Disc Converter

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 14:06:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ablssr$e37$1@thorium.cix.co.uk>
Source record: 34969

In message <abf03b$ht0f0$1@ID-83369.news.dfncis.de>, v.ohr@ngi.de said:
>
>Where can I get an ATARI emulator for PC? I think I first try it that
>way. I am sorry, that noone can explain how to change the boot sector of
>the disc. I think that would be the best solution...
>
>I wonder if there isnt any tool for that. Normally there is a tool for
>everything :) Where can I find such stuff?

Hi matthias!

My guess is that you are missing the point. If the PC can't read the disk, then I doubt that either an Atari emulator or any other tool can help - and you can't even change the boot sector as the disk won't be recognized! You need an Atari - usually they can be bought very cheaply, and you don't need anything more than a basic 520STFM. Then run DISKMOD.TOS with BLOCK0.DAT in the same directory to write an IBM-style boot sector on the floppy without affecting the rest of the data. Make sure the Atari has a double-sided drive in it (720 KB) because DISKMOD won't work with single-sided disks and the modern PC can't read them anyway!

Regards, /Peter/

4223. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 14:06:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ablssr$e36$1@thorium.cix.co.uk>
Source record: 34971

In message <Pine.SGI.4.10.10205091335340.4853-100000@coazter.myip.org>,
g213778@coazter.myip.org said:

>As far as IMG. Could you tell me why it would be any good to support IMG?
>Even on a 100% TOS world. Why would you choose IMG? can't support JPG? or
>gif, or tga? tiff? or PNG?
>Those offer advantages over IMG format.

For monochrome images, IMG with RLE compression is one of the
most compact lossless file formats. To some extent this it true
with colour XIMG too, though TIFF is probably better. GIFs tend
to be very large. JPG is OK if you don't want to do any furthr
work or image processing - but it is lossy so you lose some
quality.

If you are compiling HYP files then ST-Guide (or rather HCP) only
accepts IMG, ICN and IFF - the latter in 16 colours preferably. So
I for one use IMG for mono and IFF for colour screenshots.

Regards, /Peter/

4224. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 15:14:23 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnadt1es.ah9.atari@core.preferuje.luzik.pl>
Source record: 34973

>>hmm
>>gif not supported by gimp?
>>image formats are used via the form of plugins.
>>Gimp version on unix comes WITH GIF support (with transparency and all).
>>And gimp on Windows, you need to download an extra GIF plugin (they don't
>>want to bundle it with it because of Unisys licence thing on GIF format).
>
> In Gimp version 1.2.3 for Linux and Windows these plugins are not included.
> The docs don't mention them and don't give an URL either, furthermore is it
> legal to add that plugin?

They may be included or not (depends on the distribution) becouse of legal
reasons (GIF is patented) see www.gnu.org/gif

>>Please explain yourself as why you would like to work/store your images in
>>IMG?
>
> Because I'm a *real* Atari user... you probably haven't noticed but there still
> are quite a lot of users here using a 68000/4Mb monochrome system. For these
> people IMG is a blessing, even a large monochrome IMG loads very fast, they can
> edit and/or print the pics with almost any graphic app, and almost every word-
> processor, DTP, spreadsheet or productivity app supports the format.
> Converting a GIF, TIF, JPEG or whatever isn't really all that easy either, there
> are only a few apps available which can convert to IMG, and preserve the correct
> colour palette....

This has nothing to do with beeing real Atari user.

Yes there some some data formats that are binded to our platform (RSC for
example) but as for image format IMG is just one of very much formats. They
are formats that are much more atari related like PIx, NEO, SPC.

> Cheers from Belgium

Belgium does not exist! http://zapatopi.net/belgium.html Explain yourself! ;)

Adam Klobukowski
atari@gabo.pl

4225. Re: Help! Need an ATARI ST - Disc Conve

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 15:17:04 UTC
From: ebaiz@skyenet.net
Message-ID: <QHvD8.106$i3.66808@newsfeed.slurp.net>
Source record: 34974

On 10 May 2002 01:20:50 , "Matthias K." wrote:
>Thanks for all your answers...
>
>Where can I get an ATARI emulator for PC? I think I first try it that
>way. I am sorry, that noone can explain how to change the boot sector of
>the disc. I think that would be the best solution...
>
>I wonder if there isnt any tool for that. Normally there is a tool for
>everything :) Where can I find such stuff?

The one I have used and like is Pacifist. Just do a search on Yahoo and
you will find it. Works great....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4226. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 15:19:59 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnadt1pa.ah9.atari@core.preferuje.luzik.pl>
Source record: 34975

```
>>On the other hand MagiC does not allows to use polish characers, and I doubt
>>it will, maybe if developers will add solution similar to FreeMiNT's then it
>>will.
>
> In Flemish (my native lingo) there aren't any special characters but Finnish,
> Spanish and Turkish pose no problem under MagiC and these languages do contain
> some special characters . A proper keyboard sys file is needed and in magx.inf
> one has to assign the proper TTF fonts...

This is not only keyboard/fonts problem (this can be solved easily) but vfat
filenames problem as thy use Unicode and MagiC lacks machanism to update the
translation table to support aditional characters, ie. I cannot use my nice
polish letter in filenames under MagiC.

Adam Klobukowski
atari@gabo.pl
```

4227. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 15:48:04 UTC
From: tos4ever@pandora.be
Message-ID: <1fc2zdp.vcanjj4l1pkuN%tos4ever@pandora.be>
Source record: 34976

Iggy Drougge <optimus@canit.se> wrote:

> Martin \"Nightowl\" Byttebier skrev:
>
> > **utilities**
> >ftp://chapelie.rma.ac.be/atari/utilities/harlekin.zip
> > (335.161 bytes): Old multifunctional acc. German only.
>
> Wasn't this commercial (Maxon?)? Has it been released for free?

Hmm, it seems you're right. I didn't upload that archive myself. I
usualy check the archive in the incoming dir but this time, due some
lack of time I didn't.
To avoid problems I've deleted the archive in question.

CU,
Martin

4228. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 15:48:05 UTC
From: tos4ever@pandora.be
Message-ID: <1fc2zy5.2m1j731oj9un2N%tos4ever@pandora.be>
Source record: 34977

<derryck@.NOT~THIS~cix.co.uk> wrote:

> From: "Lyndon Amsdon" <bindon@madasafish.com>
> Date: Tue, 07 May 2002 05:48:36 +0100 (BST)
>

> >Sorry, the new server is case sensitive, as it runs from Unix I
> >think. Anyway, it's fixed, this works
> >http://hardware.atari.org/setup.zip
>
> Um, that's odd as I double-clicked the URL you listed in Emailer, which
> passed it to CAB, which then produced a "404 - Not Found". It still brings
> up that error, whether I use upper- or lower- case.

Using Okami/Cab/ no problems to retrieve that archive.

TTFN,
Martin

4229. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 15:48:05 UTC
From: tos4ever@pandora.be
Message-ID: <1fc2zmc.7mb0cf1lec3wgN%tos4ever@pandora.be>
Source record: 34978

<xlator@cix.compulink.co.uk> wrote:

> In message <926a9946.0205081455.3302c5a3@posting.google.com>,
> ekaljuma@mtsac.edu said:
>
> >For example, I recently had about 50 GIFs in a temporary folder that also
> >contained about 40 other files. To delete these GIFs via the desktop I
> >would have had to have changed my sort to "Sort by Type", scrolled to the
> >first GIF, clicked on it, scrolled to the last GIF, shift-clicked on it,
> >and dragged the mass to the trash can. Instead I clicked on my CLI
> >window (which I always leave open), typed "rm /temp/*.gif" and happily
> >got back to work.
>
> Hi Galen!
>
> With Thing you would have just needed to hit CTL-E to bring up the
> Mask dialog preloaded with all extensions in the open window,
> choose *.GIF then Ctrl-A to select the lot and hit Del (with
> jinnee it's even easier!). All right, not quite as fast
> as your CLI, but it does let you check what you are doing.

Not totaly true. With Thing 1.27b all you've to do is type *.GIF and
hite the delete key.

TTFN,
Martin

4230. New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 16:32:16 UTC
From: tos4ever@pandora.be
Message-ID: <1fc321k.1cvuym1t3riuwN%tos4ever@pandora.be>
Source record: 34979

Hello,

I just discovered there is a new version of QED out.
You can find the German version on
<URL:http://heinisoft.atari-users.net>

CU,
Martin

4231. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 16:34:06 UTC
From: tos4ever@pandora.be
Message-ID: <1fc3278.5fo8dar72bnkN%tos4ever@pandora.be>
Source record: 34980

Martin Byttebier <tos4ever@pandora.be> wrote:

> Hello,
>
> I just discovered there is a new version of QED out.
> You can find the German version on
> <URL:http://heinisoft.atari-users.net>

To reply to myself. On the same site you can find the English RSC of the
newer QED

4232. Re: Midi Network with Sting

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 17:18:59 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3CDEA350.BB325B20@village.uunet.be>
Source record: 34981

howdy,

jdplace@ prodigy.net (Joseph D. Place) wrote:
>
> Can anyone direct me to a web page with detailed instructions for setting
> up a MIDI network with Sting?

You'll find a couple of links on this page :

http://gallery.uunet.be/saka/atari/lan/index.htm

Especially the page of olivier boolage is very good...

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4233. [FT] disk drive

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 18:16:48 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.7f84da20.54303282.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34982

Hello,

I own an Epson SMD-300 HD drive, with Atari faceplate, which I would
trade for a TEAC one.
Offers in bal.
Thank-you,

J.-Luc

4234. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 18:22:52 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205122020020.201-100000@easymint>
Source record: 34983

On Sun, 12 May 2002, Martin Byttebier wrote:

> Hello,
>
> I just discovered there is a new version of QED out.
> You can find the German version on
> <URL:http://heinisoft.atari-users.net>
>

I'm getting a "Wrong RSC version" message when I try this new QED version.
German or English RSC file, same story.

Martin Tarenskeen.

4235. Re: Help! Need an ATARI ST - Disc Converter

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 18:23:58 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.1d73b8d7.55fa3282.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34994

Dans le message <1021196933.77902.2@demeter.uk.clara.net>
Steve Sweet a ï¿½crit:
>Hi CECCOLI Jean-Luc

>| I don't know how long it takes for modifying a falate, but I personally
>spent 45 mn
^^
Short for "minutes" :-|

>Thats a lot of money, i'd have done it for one million!!.

>| to achieve it. But, the great satisfaction is that someone who hasn't been
>accustomed
>| to atari cases can't guess it was made :-)

>--

>Steve. S.

>---
>Outgoing mail is certified Virus Free.
>Checked by AVG anti-virus system (http://www.grisoft.com).
>Version: 6.0.361 / Virus Database: 199 - Release Date: 07/05/02

4236. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 18:47:06 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cdec6e428302f1@pandora.be>
Source record: 34984

on Sun 12-05-2002 20:22 Martin Tarenskeen wrote:

>On Sun, 12 May 2002, Martin Byttebier wrote:
>
>> Hello,
>>
>> I just discovered there is a new version of QED out.
>> You can find the German version on
>> <URL:http://heinisoft.atari-users.net>
>>
>
>I'm getting a "Wrong RSC version" message when I try this new QED version.
>German or English RSC file, same story.

Yes I noticed that too. A bugreport is on his way to the author.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4237. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 18:57:46 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cdec9402a07f30@pandora.be>
Source record: 34985

on Tue 07-05-2002 05:48 Lyndon Amsdon wrote:

>Hi Derryck
>
>>From: "Lyndon Amsdon" <bindon@madasafish.com>
>>Date: Sun, 05 May 2002 18:23:22 +0100 (BST)

>Sorry, the new server is case sensitive, as it runs from Unix I
>think. Anyway, it's fixed, this works
>http://hardware.atari.org/setup.zip

I just noticed you've include an old version of Okami (3-0 A5) in the
archive. The latest version of Okami is 3-0 A9. I recommend people to
use this version as lots of bugs common to A5 has been fixed in A9.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4238. FS: Abacus Atari ST series books

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 19:13:47 UTC
From: "George G." <screw.you.spammer.b9pjnc001@sneakemail.com>
Message-ID: <Xns920C9D4424799b9pjnc001sneakemailc@66.40.56.91>
Source record: 34988

I have the following paperback books:

0 - Presenting the Atari ST
1 - The Atari ST for Beginners
2 - Atari ST Internals - Third revision inludes blitter chip information
3 - Atari GEM Programmers Reference
4 - Atari ST Machine Language
5 - Atari ST Trick & Tips
7 - Atari ST LOGO User's Guide
9 - Atari ST BASIC Training Guide
10 - Atari ST Introduction to MIDI Programming
11 - Atari ST BASIC to C
12 - Atari ST 3D Graphics
13 - ST Disk Drives: Inside and Out

All in excellent condition.

Take one or take them all at US$5 flat per shipment, plus actual postage.

I'm located in central Canada.

Email me if you are interested. (remove the obvious words from the address)

George.

4239. Using PC Keyboard with Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 19:19:32 UTC
From: nurmix@spam-free.com
Message-ID: <3cdebfa9.1448045@news-server.socal.rr.com>
Source record: 34986

I know there used to be a couple different devices that allowed you to use a standard PC keyboard with a Falcon, but what's still available, and what's the best solution?

If it makes a difference, I'm in the USA, so if you know of a North American vendor that carries these devices, that would be helpful.

Thanks,

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4240. Re: Help! Need an ATARI ST - Disc Converter for PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 19:27:43 UTC
From: "Matthias K." <v.ohr@ngi.de>
Message-ID: <abmfi2$j9ra9$1@ID-83369.news.dfncis.de>
Source record: 34987

Thanks all again,

I'll try the Gemulator...sounds fine to me. Lets see if its working. I will report.

Greetings
Matthias

4241. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 19:46:44 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205121439340.8609-100000@coazter.myip.org>
Source record: 34995

The original example was not very good.

What if you have:

my_folder/day1/pictures in here
my_folder/day2/pictures in here
...
my_folder/day9/pictures in here
etc.

Then you need to delete all the gif files and leave all other format
intact.
But you only want to delete the ones that were taken from day 2 to day 7
as it was a really rainy week.

How would you do that elegantly in jinnee or thing or whatever desktop
without using a CLI?

One command in bash and I am done.
Meanwhile, you'd be opening each folder manually (and if there's a bunch,
you can spend a good hour).
Very efficient to your eyes?

On Sun, 12 May 2002 xlator@cix.compulink.co.uk wrote:

> In message <926a9946.0205081455.3302c5a3@posting.google.com>, ekaljuma@mtsac.edu said:
>
> >For example, I recently had about 50 GIFs in a temporary folder that
> >also contained about 40 other files. To delete these GIFs via the
> >desktop I would have had to have changed my sort to "Sort by Type",
> >scrolled to the first GIF, clicked on it, scrolled to the last GIF,
> >shift-clicked on it, and dragged the mass to the trash can. Instead I
> >clicked on my CLI window (which I always leave open), typed "rm
> >/temp/*.gif" and happily got back to work.
>
> Hi Galen!
>
> With Thing you would have just needed to hit CTL-E to bring up the
> Mask dialog preloaded with all extensions in the open window,
> choose *.GIF then Ctrl-A to select the lot and hit Del (with
> jinnee it's even easier!). All right, not quite as fast
> as your CLI, but it does let you check what you are doing.
>
> Personally, I only use a CLI when I have to with a TTP, but don't
> like having to type in more than the partition name. With HCP you
> don't have much option, but remembering all the switches and

> typing them in correctly in the right order isn't easy. If there
> was as GUI alternative, I'd use it. That's why I used 2-in-1 for
> de/archiving, though have changed recently to Arcview. No CLI, no
> GEM dialogs - just drag-and-drop.
>
> Regards, /Peter/
>
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter

4242. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 20:04:44 UTC
From: tos4ever@pandora.be
Message-ID: <1fc3bvb.1tjwvgd1lxuzpuN%tos4ever@pandora.be>
Source record: 34993

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Hi Martin,
>
> >>I'm getting a "Wrong RSC version" message when I try this new QED version.
> >>German or English RSC file, same story.
> >
> >
> >Yes I noticed that too. A bugreport is on his way to the author.
>
> Really? I am using it now, haven't seen this problem. I used
> the config file from my old QED. I'm using the English RSC.

The problem Martin Tarenskeen and I have seems to be related to the
system we use. We both use FreeMiNT. Under plain TOS it works.

CU,
Martin

4243. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 20:54:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <abmkpolfj1@tyfon.itea.ntnu.no>
Source record: 34896

Martin Byttebier <tos4ever@pandora.be> wrote:

> The problem Martin Tarenskeen and I have seems to be related to the
> system we use. We both use FreeMiNT. Under plain TOS it works.

I'm using MiNT/N.AES myself, and QED 5 works fine here. I'm using the
English RSC.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

4244. Re: Making a boot floppy disk

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 21:17:18 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3cdedbda$0$29609$4c56ba96@master.news.zetnet.net>
Source record: 34897

On 9 May 2002 01:21:17 G, Hallvard Tangeraas wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
>> ON my Hades I can boot off of the floopy if I hold down the "A" button.
>
>Yup, this is what I use when using a boot-disk that has HDdriver on it
>(inside its AUTO folder). This makes makes the computer boot from drive
>A (floppy disk drive) instead of the usual drive C (hard disk).
>
>If the boot-floppy has AHDI however I need to press and hold down <ALT>
>while booting.
>
>
>> Maybe that would work. Also, I try holding down the ctrl-shift buttons
>> or the ctrl-shift-alt buttons. That may do it.
>
>Tried all of this, but data from the hard disk is still read into the
>machine as soon as the hard disk driver has been loaded. I find this
>very strange. There must be a way I can bypass this and *only* read
>whatever is on the floppy disk.

Hi, Hallvard: I quote from my manual -

Switch on. When the power light comes on, immediately hold down ALT.
As sson as the floppy drive busy light comes on, release ALT. Wait
several seconds, then press any key. After short delay the desktop
displays, containing three icons (A and B and Trash) and a menu bar.

The three important words are "immediately", "release" and "press".

>For some uknown reason, whenever the harddisk driver is loaded from the
>boot floppy, the harddisk takes over, loading the desktop (NEWDESK.INF)
>file and ACcessories (but apparently not the AUTO programs).

It will load an .INF file and AUTO folder on the floppy. It won't load
those on the HD, which won't be recognised. BTW, you need to have either
AHDI or HDDriver *not* in the floppy's AUTO, but elsewhere on the disk,
so that you can run it independantly when you are ready.

Regards,
Charles.

4245. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 21:26:00 UTC
From: tos4ever@pandora.be
Message-ID: <1fc3fns.16iy0hyx3xoiwN%tos4ever@pandora.be>
Source record: 34898

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> Martin Byttebier <tos4ever@pandora.be> wrote:
>
> > The problem Martin Tarenskeen and I have seems to be related to the
> > system we use. We both use FreeMiNT. Under plain TOS it works.
>
> I'm using MiNT/N.AES myself, and QED 5 works fine here. I'm using the
> English RSC.

Strange it is. I've tried everything such as renaming the qed files in
lower cases but alas I always get "wrong rsc"

Do you use Qed on a VFAT partition?

TTFN,
Martin

4246. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 21:45:45 UTC
From: tos4ever@pandora.be
Message-ID: <1fc3gg5.34ndra8otlz4N%tos4ever@pandora.be>
Source record: 34899

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> Martin Byttebier <tos4ever@pandora.be> wrote:
>
> > The problem Martin Tarenskeen and I have seems to be related to the
> > system we use. We both use FreeMiNT. Under plain TOS it works.
>
> I'm using MiNT/N.AES myself, and QED 5 works fine here. I'm using the
> English RSC.

I've it working now. I have two Qed version on the same partition:
/qed v4.53) and /qed-beta. If I rename /qed/qed.rsc into /qed/qed.rf.
the beta version will work.

CU,
Martin

4247. A new tool for translators

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 22:44:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <abmr8g$t4s$1@thorium.cix.co.uk>
Source record: 34900

Hi!

R G Faika (Luna, Arthur...) has made available an invaluable tool for translators who are having problems finding the exact keywords in the program file that call the relevant page in ST-Guide. (OK, I was :-) but others should also find it useful.)

It's called St-Guide-Trojan and can be downloaded from
http://www.rgfsoft.com
The archive contains both English and German versions.

The problem it solves is due to the fact that in many programs these calling keywords are also used for other purposes, such as window titles and/or in dialogs, so they *have* to be translated, usually with a hex editor. But the (English) translation is often shorter than the (German) original, leaving spaces between the keywords. Afterwards it is almost impossible to tell which space(s) belong to which keyword. And at times it is not obvious just what the relevant keyword for a function is.

To use the Trojan, disable the real ST-Guide by renaming .ACC to say .ACR (for 'real' - not ACX!) and unload it, rename the Trojan to ST-Guide.ACC and either start it with a double-click (under Magic etc) or reboot. After this every call for an ST-Guide page from using Help buttons in dialogs, or in some programs Ctrl-clicking on a menu entry or icon (as in PixArt), brings up a small alert showing both the name of the HYP file and the page reference called. Both are enclosed in quote marks so that you can see any leading or trailing spaces clearly. It's useful for checking whether some items don't have a link, too.

After use, disable the Trojan again and unload it, then rename .ACR to .ACC (or ACX) and restart the real ST-Guide.

I was most impressed with rgf's work. I mailed him about the problem I had been having with a certain multi-page program, and he ran this up on the spot in 20 minutes so I had it the same day! Many thanks!

Regards, /Peter/

4248. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-12 22:45:49 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205130031530.39-100000@easymint>
Source record: 34901

On Sun, 12 May 2002, Martin Byttebier wrote:

> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
> > Martin Byttebier <tos4ever@pandora.be> wrote:
> >
> > > The problem Martin Tarenskeen and I have seems to be related to the
> > > system we use. We both use FreeMiNT. Under plain TOS it works.
> >
> > I'm using MiNT/N.AES myself, and QED 5 works fine here. I'm using the
> > English RSC.
>
> I've it working now. I have two Qed version on the same partition:
> /qed v4.53) and /qed-beta. If I rename /qed/qed.rsc into /qed/qed.rf.
> the beta version will work.
>

I also have it working now. My analysis of the problem:
I had an environment variable set with

export QED="D:\QED\"

in my xaaes configuration file. When testing the new QED version, QED
looked for the rsc file in the directory of the old QED.

This is not a bug, it's a feature that makes it easier for me to call QED
from the bash, or as an external editor for some unix apps. (On my setup
/usr/bin/qed is a symbolic link to /d/QED/QED.APP.)

Martin Tarenskeen.

4249. Re: Making a boot floppy disk

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 02:03:36 UTC
From: albee <albee@qwest.net>
Message-ID: <3CDF1EF8.9010804@qwest.net>
Source record: 34902

If I remember, you need to hold down the ALT, SHIFT, and CTRL keys to
bypass the hard drive
auto boot. Worth a try anyway.
Al

Hallvard Tangeraas wrote:

>It's been a while, so I might have forgotten something fairly obvious
>here...
>
>I want to make a boot floppy disk to use in emergency situations, or
>situations where I need a very basic setup for software that's very
>particular about things.
>
>I've created a floppy disk with AHDI.PRG in the /AUTO/ folder. The idea
>is to have this driver mount the harddisk drive of my Mega STe instead
>of using the harddisk's own driver (which is HDdriver).
>
>(I'm doing some work with a "Discovery" cartridge and I've been
>recommended to use AHDI as newer harddisk drivers can prove to cause
>problems with it).
>
>
>Now, here comes the problem...
>For some reason, when the ACSI ID shows up during the boot sequence and
>after the ACCessories/Auto programs from the floppy disk have finished
>loading, stuff from the Mega STe harddisk is loaded!
>When it's done I can see that the desktop, icons and even CPX modules
>have been loaded. Why?
>
>I don't want anything loading from the harddisk, and I really can't
>understand why this is happening.
>
>I've done this sort of thing before, and remember when saving the
>desktop, it was saved to the *floppy*. What gives?
>
>
>Oh... just to avoid any further confusion I re-installed AHDI on the
>harddisk as well, but this didn't change anything.
>
>
>
>Hallvard
>

4250. Re: Falcon Upgrade

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 02:23:37 UTC
From: lallen@swin.edu.au
Message-ID: <2c5b844f.0205121823.1320f5ca@posting.google.com>
Source record: 34903

Let me offer you my complete Falcon Studio with a Centurbo II Falcon running at 50 Mhz,78 Meg of ram,multitasking O.S,Cubase Audio fully installed with ADAT and FDI digital interfaces plus a ton of audio/video and other software....Make me an offer.

4251. Re: Any one want a SCSI ethernet adaptor?

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 02:30:05 UTC
From: lallen@swin.edu.au
Message-ID: <2c5b844f.0205121830.360cbedb@posting.google.com>
Source record: 34904

Absolutely...I'll have one please,I have been looking for ages with no luck please email me back if you still have one

4252. Cubase Audio Studio Module Wanted

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 02:58:39 UTC
From: lallen@swin.edu.au
Message-ID: <2c5b844f.0205121858.49ef5f3@posting.google.com>
Source record: 34905

Can anybody help me out here ?
I have had no luck with Steinberg at all

TIA

4253. Re: Translation

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 06:52:30 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1021277114-443344AEicMi@xs4all.nl>
Source record: 34907

Hi Dennis,

Thanks for your answer.
>At the moment there's roughly 40% of the code
translated, but it will take
>at least a couple of more months before this baby is
ready to be released
>to the general public...

Respect! (Maybe I've seen to much Ali G. clips lately
but it's meant by heart) I can wait, until now even
the good old Twist II works fine for me but Phoenix
has some fingerlicking features and is so darn
fast....You want to work with it either.

>once that the manager is finished, I'll tackle the
>designer and the online help files also, but don't
hold your breath...

No and especially not when the air starts to smell so
good because of the start of spring..

>Does it surprise you one
>little bit to hear that I think that Papyrus sucks?

Which reminds me: is there any news from Tempus Word?
If I get in touch with the programmer I don't get a
reply.....

See you,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4254. Re: Help! Need an ATARI ST - Disc Converter

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 06:57:58 UTC
From: glenzabr@xmission.com
Message-ID: <abno5t$d8p$1@news.xmission.com>
Source record: 34906

In article <ablssr$e37$1@thorium.cix.co.uk>, xlator@cix.compulink.co.uk wrote:
>In message <abf03b$ht0f0$1@ID-83369.news.dfncis.de>, v.ohr@ngi.de said:
>>
>>Where can I get an ATARI emulator for PC? I think I first try it that
>>way. I am sorry, that noone can explain how to change the boot sector of
>>the disc. I think that would be the best solution...
>>
>>I wonder if there isnt any tool for that. Normally there is a tool for
>>everything :) Where can I find such stuff?
>
>Hi matthias!
>
>My guess is that you are missing the point. If the PC can't read the
>disk, then I doubt that either an Atari emulator or any other tool can
>help - and you can't even change the boot sector as the disk won't be
>recognized! You need an Atari - usually they can be bought very
>cheaply, and you don't need anything more than a basic 520STFM. Then
>run DISKMOD.TOS with BLOCK0.DAT in the same directory to write an
>IBM-style boot sector on the floppy without affecting the rest of the
>data. Make sure the Atari has a double-sided drive in it (720 KB)
>because DISKMOD won't work with single-sided disks and the modern PC
>can't read them anyway!
>
>Regards, /Peter/
>
The following is an MS-DOS program that allows conversion of old ST disks to
make them readable by a PC. Do NOT use it with executable boot sector disks
(ie: games) and if possible, only use it on a copy of the disk. This program
messes around with the disk's boot sector, and if anything goes wrong, chances
are your data will be lost.

ST2DOS.EXE
ftp://sunsite.doc.ic.ac.uk/packages/atari/umich/Misc/st2dos10.zip

4255. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 08:58:24 UTC
From: tos4ever@pandora.be
Message-ID: <1fc45ho.v21fpe1c8x9w0N%tos4ever@pandora.be>
Source record: 34912

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> On Sun, 12 May 2002, Martin Byttebier wrote:

>
> I also have it working now. My analysis of the problem:
> I had an environment variable set with
>
> export QED="D:\QED\"
>
> in my xaaes configuration file. When testing the new QED version, QED
> looked for the rsc file in the directory of the old QED.

Aha, this was the culprit indeed. I also had an env var $DED set in
n_aes.cnf.

TTFN,
Martin

4256. Re: Translation...

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 09:11:40 UTC
From: <>
Message-ID: <1021278586-783657AEicMi@ntlworld.com>
Source record: 34908

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Sun, 12 May 2002 12:53:48 +0200

Hi Dennis,

>>>I've started work on the manager a while ago, but since the complete dialog
>>>and text strings are embedded in the program itself, this is indeed a hell
>>>of a job :-(
>>
>>EED...
>
>Unfortunately not, the recompiled binary exits with an error 65 (header not
>executable), I've contacted Richard Gordon Faika but EED is on the bottom of

That's pretty bizarre. TBH I didn't go beyond seeing if the strings could be
extracted.

>his "to do" list, so in the mean time I'm tackling Phoenix Manager with that
>blasted hex editor...

I started on that too a long while back - but got bogged down :-(

Look'n'See and the text extractor module will be useful...

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4257. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 09:15:00 UTC
From: <>
Message-ID: <1021278588-784021AEicMi@ntlworld.com>
Source record: 34909

From: xlator@cix.compulink.co.uk
Date: Sun, 12 May 2002 14:06:18 +0000 (UTC)

>was as GUI alternative, I'd use it. That's why I used 2-in-1 for
>de/archiving, though have changed recently to Arcview. No CLI, no
>GEM dialogs - just drag-and-drop.

I rate ArcView strongly too, but it does have problems deleting individual files from within archives (ZIPs tested) under MagiC 6.10 and 6.20. TBH this is probably more a problem with the actual TTP that does the work than the shell itself...

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4258. Re: A new tool for translators

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 09:22:02 UTC
From: <>
Message-ID: <1021278588-784357AEicMi@ntlworld.com>
Source record: 34910

From: xlator@cix.compulink.co.uk
Date: Sun, 12 May 2002 22:44:32 +0000 (UTC)

Hi Peter,

>I was most impressed with rgf's work. I mailed him about the
>problem I had been having with a certain multi-page program, and
>he ran this up on the spot in 20 minutes so I had it the same day!

If you can get RGF to weave the same magic over EED then that will also be gratefully received (see thread re the Pheonix database translation). Email me for explicit details :-)

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4259. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 09:26:42 UTC
From: <>
Message-ID: <1021278590-784757AEicMi@ntlworld.com>
Source record: 34911

From: "Lyndon Amsdon" <bindon@madasafish.com>
Date: Wed, 08 May 2002 07:34:22 +0100 (BST)

>>>http://hardware.atari.org/setup.zip
>>
>>Um, that's odd as I double-clicked the URL you listed in Emailer, which
>>passed it to CAB, which then produced a "404 - Not Found". It still brings

>Hmm, this is odd! It's working fine here, I doubleclicked, but
>in Okami, which brought up CAB and it started the download. Can

Seems to be working now, one of those things!

It's downloading as we speak.

Cheers!

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4260. Re: picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 10:16:03 UTC
From: Oracle <No.Return@go.away>
Message-ID: <2iMD8.9411$b5.32158@newsfeeds.bigpond.com>
Source record: 34913

I just found that in certain country's the Epson EPL 6000 wasnt even released, including my own. looks like i spoke too soon about getting anything for it. Epson USA supports them, possibly an American toner company can ship out toners and drum kits internationaly..

"Oracle" <No.Return@go.away> wrote in message news:vLZC8.7719$b5.26492@newsfeeds.bigpond.com...
> Theres no problem getting a drum and toner for the SLM 605, infact, i can
> get all new parts to even repair the machine from my epson wholesaler.
>
> Ring up a toner supplyer, and say you have an Epson EPL 6000, its the same
> thing, ask for what ever you need.
>
>
> "James Alexander" <james-m-alexander@rogers.com> wrote in message
> news:3CDC161E.A04DC4B1@rogers.com...
> > I've had a similar experience with an SLM605 (see below)
> >
> > Oracle wrote:
> >
> > > In answer to my own question, Yes, You can use the SLMC 804 to connect
> the
> > > SLM 605 to the atari computer. I tried it out and it works perfectly.
> > > although, using your hands as a paper tray is tricky. i will have to
> find a
> > > paper tray off the equivilent Epson laser printer..
> >
> > thats the setup similar to mine, the 804 controller but the 605 laser
> > printer. Except mine came with old mostly worn out drum that I need to
> > replace. My problem is I haven't found an equivalent non-atari brand
drum
> that
> > will work with that printer. I've asked around and had 14 different,
and
> > contradictory, answers from different people I've talked to.
> >
>
>

4261. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 10:22:14 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <udv56ek6ah7881@corp.supernews.com>
Source record: 34914

<snip>
> What happens if you remove the hard drive, will it boot to the desktop
> without nukes?.
<snip>

Nah, does the same thing even if I take the hard drive out.

I have even tried without the floppy but nothing changed.

Tim

4262. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 13:14:30 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cdfdf34350cc24@europe-shareware.org>
Source record: 34923

Hello,

in article <200205100650.a31085@wun.maus.de> (comp.sys.atari.st)
Ekkehard Flessa wrote on Fri 10-05-2002 06:50 (+0200):

> Mupfel 1.A1 beta by Julian Reschke.

Thank you Ekkehard and Jo.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

4263. Re: CAF Hardware Setup Dialog Question

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 13:31:30 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0205130531.2401ed78@posting.google.com>
Source record: 34915

Cant find it in my manual either (though I have a 1.0 manual with a
2.0 update), and I dont think it was implemented in CAF 2.0.

I thought it might be sync to a DAT's clock or ignore it and use
internal sync, but this is highly unlikely.

Well Im stumped too.

nurmix@spam-free.com (Paul Nurminen) wrote in message
news:<3cdd8d11.6060367@news-server.socal.rr.com>...
> I must be losing my mind, but I can't find this in my Cubase Audio
> Manual, and while it's not extremely important, it's bugging me just
> the same.
> ;-|
>
> In the Hardware Setup Dialog box, under A/D Input and next to the L/R
> clip indicators, there is a "SYNC" checkbox. What does this function
> do/control? And, is it only used when recording through the Falcon's
> input? (I only record through the FDI).
>
>
>
> Thanks,
>
>
>
> -Paul
>
> --
>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s
>
> E-mail: nurmix[at]nurmix[dot]com

4264. file transfers

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 13:33:54 UTC
From: Oracle <No.Return@go.away>
Message-ID: <ybPD8.9585$b5.32199@newsfeeds.bigpond.com>
Source record: 34916

Can i transfer large files between my pc and my TT in any way other than the floppy drive?

ive been doing things through the modem port only at 19200 baud, isnt one of the serial ports able to go much faster ? what programs would i need to transfer faster than this?

can i use the parallel port? also what programs would be required for both machines ?

thanks

4265. Re: Any one want a SCSI ethernet adaptor?

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 13:41:10 UTC
From: lp <gfa@basic.net>
Message-ID: <B9053AB6.6DE9%gfa@basic.net>
Source record: 34917

in article 2c5b844f.0205121830.360cbedb@posting.google.com, cool hand at lallen@swin.edu.au wrote on 5/12/02 10:30 PM:

> Absolutely...I'll have one please,I have been looking for ages with no
> luck please email me back if you still have one

These things keep popping up on ebay, I've seen 6 or more units in the past month or so actually. That is where I got mine. ;-)

Lonny Pursell

4266. Re: file transfers

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 13:48:41 UTC
From: lp <gfa@basic.net>
Message-ID: <B9053C79.6DEA%gfa@basic.net>
Source record: 34918

in article ybPD8.9585$b5.32199@newsfeeds.bigpond.com, Oracle at
No.Return@go.away wrote on 5/13/02 9:33 AM:

> Can i transfer large files between my pc and my TT in any way other than the
> floppy drive?

Zip disks or a SCSI PCMCIA device would be one idea, but not cheap if you
have to go out and buy the stuff. Also ethernet, if you can get hold of
such equip. for your atari.

> ive been doing things through the modem port only at 19200 baud, isnt one of
> the serial ports able to go much faster ? what programs would i need to
> transfer faster than this?

Yes, Modem2 or Serial2 will go faster, up to 115k baud. I used STalker at
the time, it's comercial. I would suggest a program called Connect or
Connect95. Perhaps someone else knows more here.

> can i use the parallel port? also what programs would be required for both
> machines ?

No idea on this one.

Lonny Pursell

4267. Re: file transfers

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 14:21:11 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <aboi4orul1@news6.svr.pol.co.uk>
Source record: 34920

"Oracle" <No.Return@go.away> wrote in message
news:ybPD8.9585$b5.32199@newsfeeds.bigpond.com...
> Can i transfer large files between my pc and my TT in any way other than
the
> floppy drive?
>
> ive been doing things through the modem port only at 19200 baud, isnt one
of
> the serial ports able to go much faster ? what programs would i need to
> transfer faster than this?

I use PARPC from my ST to PC. http://joy.sophics.cz/parcp/whatsnew.htm

>
> can i use the parallel port? also what programs would be required for both
> machines ?
>

The PARCP download contains PC, Linux and ST programs. Includes 030 version
for TT.

> thanks
>
>
Thant is o.k.

4268. 1040STf & color monitor ??? $$$

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 14:23:54 UTC
From: Lannie Schafroth <lannie@prairieinet.net>
Message-ID: <3cdfc842$1_7@news.nntpserver.com>
Source record: 34919

What's it worth? I still have mine and have decided to get rid of it.
I have no idea what they are worth nowadays. :)

--

Lannie Schafroth

4269. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 14:38:50 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aboj5qmua2@tyfon.itea.ntnu.no>
Source record: 34921

Martin Byttebier <tos4ever@pandora.be> wrote:

>> I'm using MiNT/N.AES myself, and QED 5 works fine here. I'm using the
>> English RSC.

> Strange it is. I've tried everything such as renaming the qed files in
> lower cases but alas I always get "wrong rsc"

I upgraded directly from 4.53, didn't touch my config files at all.

> Do you use Qed on a VFAT partition?

Yes.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4270. Re: Making a boot floppy disk

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 16:13:24 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cdff8ec4924331@europe-shareware.org>
Source record: 34924

Hello,

in article <1fc4qsl.nqmdgb1unm9jaN%northstar2010@_del_ete_yahoo.no> (comp.sys.atari.st) Hallvard Tangeraas wrote on Mon 13-05-2002 14:27 (GMT):

> I also tried removing both AHDI and HDdriver, one by one. Then
> reinstalling and removing again just to be sure.

Maybe the above means what I write here, not sure, and sorry if its stupid: did you try de-installing both drivers?

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

4271. Re: FS: Abacus Atari ST series books

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 17:14:36 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <c1AVkiB8R$38EwgE@atari.org.uk>
Source record: 34925

In article <Xns920C9D4424799b9pjnc001sneakemailc@66.40.56.91>, George G.
<screw.you.spammer.b9pjnc001@sneakemail.com> writes
>I have the following paperback books:
>
>0 - Presenting the Atari ST
>1 - The Atari ST for Beginners
>2 - Atari ST Internals - Third revision inludes blitter chip information
>3 - Atari GEM Programmers Reference
>4 - Atari ST Machine Language
>5 - Atari ST Trick & Tips
>7 - Atari ST LOGO User's Guide
>9 - Atari ST BASIC Training Guide
>10 - Atari ST Introduction to MIDI Programming
>11 - Atari ST BASIC to C
>12 - Atari ST 3D Graphics
>13 - ST Disk Drives: Inside and Out
>
>All in excellent condition.
>
>Take one or take them all at US$5 flat per shipment, plus actual postage.
>
>I'm located in central Canada.
>
>Email me if you are interested. (remove the obvious words from the address)
>
>George.

Story of my life:((((2 that i dont have and bet shipping would cost a
bomb to the UK:((

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4272. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 17:49:35 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205131246240.9759-100000@coazter.myip.org>
Source record: 34926

huh,
I think the thread turned into something different, Thanks Dennis!

Gimp is a content creation software mostly.
That is you gonna create picture, then save it into whatever format you
need.(tif, tga, ping, jpg whatever!) then if you need to insert a picture
into your atari program, I am sure you'll find a converter from jpg to
IMG if the program does not do it automatically.
I don't see what the problem is.

Besides converting from one format to another if needed is not like
converting mp3 where it would take hours, here it's just a matter of
seconds.

On Fri, 10 May 2002, Martin Tarenskeen wrote:

> On Thu, 9 May 2002, Frederic Fouche wrote:
>
> > On Thu, 9 May 2002, Dennis Vermeire wrote:
> > > <grin>
> > > With what? the cursor keys?
> > > In what? Gimp? please save it in IMG or GIF... oh sorry, I forgot that Gimp
> > > can't handle these formats
> > > </grin>
> >
> > hmm
> > gif not supported by gimp?
> > image formats are used via the form of plugins.
> > Gimp version on unix comes WITH GIF support (with transparency and all).
> > And gimp on Windows, you need to download an extra GIF plugin (they don't
> > want to bundle it with it because of Unisys licence thing on GIF format).
> >
> > 2) you should change "Can't handle these format" to "does not handle these
> > formats", as in it totally can. Just 1 extra step to install the plugin.
> >
> > As far as IMG. Could you tell me why it would be any good to support IMG?
> > Even on a 100% TOS world. Why would you choose IMG? can't support JPG? or
> > gif, or tga? tiff? or PNG?
> > Those offer advantages over IMG format.
> > Please explain yourself as why you would like to work/store your images in
> > IMG?
> >
>
> I still use IMG format very often. Lots of older Atari software can
> import and/or export only this format. For example: Wordplus, Score

> Perfect Pro. Also the background of my THiNG desktop is an IMG picture.
>
> And why can't some Atari programmer add IMG support to Gimp, and other
> Linux image processing software like ImageMagick and XView ? That's what
> Open Source is meant for. If you don't like it, change it. IMO that's the
> essence of "Free" software: the sources are freely available. That you
> don't have to pay for it is just a bonus. If you read the GNU Public
> Licence carefully you'll find that too.
>
> Martin Tarenskeen.
>
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter

4273. Re: file transfers

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 18:29:42 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1021314583.13151.0.nnrp-14.3e31118f@news.demon.co.uk>
Source record: 34927

Ghost allows you to use actually map the drive, something like P (in GEM) would be C on the PC. You can even make multiple connections between up to three PCs (if you have the ports).

However I have just found that very large files does not work to well on my Falcon, 25mb or so, it gets to the end and then says there is an error, not sure what is causing the error though (Ghost, GEM or harddisk).

Elliot...

4274. Art for Kids

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 21:09:50 UTC
From: fried@achilles.net
Message-ID: <751b0ec4.0205131309.16863684@posting.google.com>
Source record: 34928

Does any one have "Art for Kids" for sale? I would really like to have it
for my 3 year old girl.
Thanks, Mark

4275. Re: picked up a brand new slm605

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 21:24:28 UTC
From: Stef De Koninck <stef.deko@village.uunet.be>
Message-ID: <3ce02ec4$0$7108$4d4efb8e@news.be.uu.net>
Source record: 34929

I have a SLM 605 and I use a drum kit from MANNESMANN TALLY MT 906.
It's identical to the Atari one. Maybe this is available overthere!? :}
Greetings!
Stef - Belgium

4276. Re: FS: Abacus Atari ST series books

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 22:11:59 UTC
From: "George G." <screw.you.spammer.b9pjnc001@sneakemail.com>
Message-ID: <Xns920DBB83AD6ACb9pjnc001sneakemailc@66.40.56.91>
Source record: 34931

Steve Stupple <Steve@atari.org> pontificated in
news:c1AVkiB8R$38EwgE@atari.org.uk:

> Story of my life:((((2 that i dont have and bet shipping would cost a
> bomb to the UK:((
>

It would cost you ~US$17.50 for two books.

If you're interested, please email me. I don't normally check this group.

George.

4277. Re: FS: Abacus Atari ST series books

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 22:23:30 UTC
From: "George G." <screw.you.spammer.nfucrb5001@sneakemail.com>
Message-ID: <Xns920DBB2D54CCFb9pjnc001sneakemailc@130.133.1.4>
Source record: 34930

Steve Stupple <Steve@atari.org> pontificated in
news:c1AVkiB8R$38EwgE@atari.org.uk:

>
> Story of my life:((((2 that i dont have and bet shipping would cost a
> bomb to the UK:((
>

It would cost you ~US$17.50 for two books.

If you're interested, please email me. I don't normally check this group.

George.

4278. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 23:07:55 UTC
From: ebaiz@skyenet.net
Message-ID: <fHXD8.65$Em.24126@newsfeed.slurp.net>
Source record: 34932

On 6 May 2002 10:16:15 -, Chris Martin wrote:
>Where can I buy HDDriver here in the States?
>
>Thanks,
>
>Chris

YOu may be able to buy it from Systems For Tomorrow, but I do not know
if they have the latest version. http://www.SystemsForTomorrow.com/

Of course I would buy it from the Atari WorkShop in the UK. They have
the latest Egnlish version, 8.11. I just upgraded my Jinnee program to
version 2.5 from these people. They are great.
http://www.atari-workshop.co.uk/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4279. Re: file transfers

Newsgroup: comp.sys.atari.st
Date: 2002-05-13 23:07:57 UTC
From: ebaiz@skyenet.net
Message-ID: <hHXD8.66$Em.24140@newsfeed.slurp.net>
Source record: 34933

On 13 May 2002 21:33:54 , "Oracle" wrote:
>Can i transfer large files between my pc and my TT in any way other than the
>floppy drive?
>
>ive been doing things through the modem port only at 19200 baud, isnt one of
>the serial ports able to go much faster ? what programs would i need to
>transfer faster than this?
>
>can i use the parallel port? also what programs would be required for both
>machines ?

Hello,

If you want to use the Parallel port, then I suggest PARCP. I have and
use it between my Hades and my STe/wife's PC. Works great. You can
download it at the site below. It needs a special cable. You can either
order it from the author as I did or else build it yourself.

http://users.zln.cz/~pstehlik/home.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4280. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 02:01:54 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205132052560.10263-100000@coazter.myip.org>
Source record: 34934

You just don't stop to impress me.

1) you complain that gimp does not support GIF.
To which I answered.
2) realizing that, you insist on the fact that it does not support IMG.

IMG is an atari ONLY format which ONLY really support 8bit/pixel.
The 24 bit/pixel as far as I know was never official and got many
variants.

So what are you gonna do with the IMG format?
Use converter.

Your whole argument that IMG is good because it was specifically design
for atari just doesn't work. Do you also use PIC1?

Question to you:
When in Jinnee or Thing you have to have a jpg/gif/png background that you
just downloaded from the internet, what do you do? convert it to IMG or
just pass it coz it's not your native format?

Now, when you convert it "down" to IMG, do you like the size it then
became on your harddrive? or maybe you like the way you had to dither it
(unless you use the 24bit x-img version which is not standard from 1
application to another if they support it at all).

Anyway..

On Sun, 12 May 2002, Dennis Vermeire wrote:

> From: Frederic Fouche <g213778@coazter.myip.org>
> Date: Thu, 9 May 2002 13:40:45 -0500
>
> Hi Frederic,
>
> >hmm
> >gif not supported by gimp?
> >image formats are used via the form of plugins.
> >Gimp version on unix comes WITH GIF support (with transparency and all).
> >And gimp on Windows, you need to download an extra GIF plugin (they don't
> >want to bundle it with it because of Unisys licence thing on GIF format).
>
> In Gimp version 1.2.3 for Linux and Windows these plugins are not included.
> The docs don't mention them and don't give an URL either, furthermore is it
> legal to add that plugin?
>
> >As far as IMG. Could you tell me why it would be any good to support IMG?

> >Even on a 100% TOS world. Why would you choose IMG? can't support JPG? or
> >gif, or tga? tiff? or PNG?
> >Those offer advantages over IMG format.
>
> Are you serious?
> Just in case you forgot: this is the Atari platform, IMG has established itself
> over the years as a standard. All of our graphic apps support it, people who
> are crazy about a "cute looking desktop" need this format since both Thing and
> Jinnee only support IMG. All the Atari OCR apps work with IMG, and people who
> edit/construct icons need IMG as well.
> When you advice me Gimp as an app which is "just as good or better" then what
> commercial Atari apps offer, well, then I expect it to support *at least* the
> popular Atari formats.
>
>
> >Please explain yourself as why you would like to work/store your images in
> >IMG?
>
> Because I'm a *real* Atari user... you probably haven't noticed but there still
> are quite a lot of users here using a 68000/4Mb monochrome system. For these
> people IMG is a blessing, even a large monochrome IMG loads very fast, they can
> edit and/or print the pics with almost any graphic app, and almost every word-
> processor, DTP, spreadsheet or productivity app supports the format.
> Converting a GIF, TIF, JPEG or whatever isn't really all that easy either, there
> are only a few apps available which can convert to IMG, and preserve the correct
> colour palette....
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>
>

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http://mp3.com/coazter

4281. Re: file transfers

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 03:19:11 UTC
From: william <wongck@rocketmail.com>
Message-ID: <3ce07ff8@post.newsfeed.com>
Source record: 34935

*** post for FREE via your newsreader at post.newsfeed.com ***

"lp" <gfa@basic.net> wrote in message news:B9053C79.6DEA%gfa@basic.net...
> in article ybPD8.9585$b5.32199@newsfeeds.bigpond.com, Oracle at
> No.Return@go.away wrote on 5/13/02 9:33 AM:
>
>
> > ive been doing things through the modem port only at 19200 baud, isnt
one of
> > the serial ports able to go much faster ? what programs would i need to
> > transfer faster than this?
>

lookup my website at http://probehouse.atari.org and locate the Atari to
Win95 Connectivity link. This tells you about the software needed for faster
transfer.

Rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
-----== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

4282. Re: Any one want a SCSI ethernet adaptor?

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 03:38:20 UTC
From: william <wongck@rocketmail.com>
Message-ID: <3ce08478@post.newsfeed.com>
Source record: 34936

*** post for FREE via your newsreader at post.newsfeed.com ***

"lp" <gfa@basic.net> wrote in message news:B9053AB6.6DE9%gfa@basic.net...
>
> These things keep popping up on ebay, I've seen 6 or more units in the
past
> month or so actually. That is where I got mine. ;-)
>

I took was trying to get hold of one to no avail.
Unfortunately, MacVizion only post in US and no overseas post.
They didn't even reply to me when I asked them.

rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
-----== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

4283. Re: Making a boot floppy disk

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 04:03:52 UTC
From: william <wongck@rocketmail.com>
Message-ID: <3ce08a70@post.newsfeed.com>
Source record: 34937

*** post for FREE via your newsreader at post.newsfeed.com ***

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fc4kzh.m7n0sf60btb2N%northstar2010@_del_ete_yahoo.no...
> Charles Stanley <cstanley@zetnet.co.uk> wrote:
>
> I think something else might be causing the problem as this data is read
> from the hard disk regardless.
> Perhaps a setting within HDdriver... Maybe I should try to reinstall it.
>

Hi
Maybe the boot from C drive settings is making it do this. HDDriver may
think it is booting from C & then loads everything from C:.

Rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
-----== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

4284. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 05:22:08 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CE09F00.9030505@seimet.de>
Source record: 34938

Hallvard Tangeraas wrote:

> The strange thing is that whenever the hard disk driver is run and
> detects the hard disk, the hard disk's own "NEWDESK.INF" file is loaded!
> If I try to save the desktop again it's saved on the *hard disk*.

I think that is just the normal behavior of GEM, always reading
NEWDESK.INF from C: if C: is available and NEWDESK.INF is present on
this drive.
HDDRIVER and AHDI do not interfere with anything related to how the
desktop handles NEWDESK.INF.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4285. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 05:40:02 UTC
From: william <wongck@rocketmail.com>
Message-ID: <3ce0a0fa@post.newsfeed.com>
Source record: 34939

*** post for FREE via your newsreader at post.newsfeed.com ***

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
>
> Anyone else used PayPal with their own bank accounts and can help us out
> here? I'm having problems understanding how to set it up (the
>

Try using a credit card. Seems quite easy but I still yet to receive the
bill from the credit cad company. Hope it's not per transaction but a one
time setup cost.

Rgds
William

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http://www.newsfeed.com - The #1 Newsgroup Service in the World!
-----== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

4286. STing & MiNT/N_AES?

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 07:27:08 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <113E8.210430$tt4.15837920@e3500-atl2.usenetserver.com>
Source record: 34940

I''d like to use STing with N_AES/MiNT.

I've tried everything I know to try.

I have tried starting ra_yield.prg and then sting.prg being started by
n_aes.cnf.
Amoung other things...

Is there a way to get this working?
Thanks,
Brian.

4287. Re: STing & MiNT/N_AES?

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 07:55:00 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205140944530.76-100000@easymint>
Source record: 34941

On Tue, 14 May 2002, Brian Roland wrote:

> I''d like to use STing with N_AES/MiNT.
>
> I've tried everything I know to try.
>
> I have tried starting ra_yield.prg and then sting.prg being started by
> n_aes.cnf.
> Amoung other things...
>
> Is there a way to get this working?
> Thanks,
> Brian.
>

Nowadays I use Mintnet/gluestik, but I have used STiNG with MiNT without much problems in the past, simply from the Auto folder.
The HSmodem stuff and STiNG I had put AFTER mintxxx.prg in the auto folder. (I also used devset.prg instead of all that cpx stuff that you need. But that's not essential.)

Are you able to use STiNG under single TOS ?

Martin Tarenskeen

4288. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 09:14:20 UTC
From: <>
Message-ID: <1021448598-59838AEicMi@ntlworld.com>
Source record: 34862

Hi Lyndon,

>>Seems to be working now, one of those things!
>>
>>It's downloading as we speak.
>
>OK, best to get a copy of my original post on how to set it up,

I've had this working before, this is just out of interest ;-)

>but is really worth it. O.prg is the main program btw, i would
>have thought it would be called Okami.prg but thats the way it
>is :)

I know, it's bizarre but I'm sure there's a good reason for it!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4289. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 09:17:42 UTC
From: <>
Message-ID: <1021448600-60130AEicMi@ntlworld.com>
Source record: 34863

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Wed, 8 May 2002 11:00:03 +0200

>For FTP I use Aftp. But I don't know if it runs with STiNG. I
>use it with MiNTnet.

aFTP works fine with STinG, but for the life of me I can't get the MiNT
version to run with Magxnet. Says that it cannot resolve host. If I input
the dotted quad address of a server instead, I'm told that a port could not
be opened :-(

Similar problem with aMail, which complains that it can't open the POP
server!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4290. ST Format Disk Images

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 09:18:00 UTC
From: Wef Dinaini <not@here.com>
Message-ID: <3ce0d647$0$227$4d4ebb8e@news.nl.uu.net>
Source record: 34942

Hi All,

the default link pointing to the ST Format disk archive (on ecs.co.uk) seems
to
be deceased; I can't enter the site anymore (404). I've tried several
browsers
because you never know, and I have tried Google'ing for other sites which
have
what I want - I dug up my 1040 STfm and disks but cannot read about 98% of
my
old ST Format disks anymore *sob*.

So, does anyone here know of an alternative website or ftp I can try ?

Thanks in advance,
Wef

4291. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 11:36:07 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <abqsmp$t58$1@pegasus.csx.cam.ac.uk>
Source record: 34943

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in
message news:1fc5brb.r67a93q4qv5aN%northstar2010@_del_ete_yahoo.no...
> ... in the hope of Uwe Seimet replying I'm changing the subject line
for
> my previous query :-)
>
> Here's the thing:
>
> I have HDdriver installed as the driver for my Mega STe internal
> harddisk, but have created an emergency boot floppy disk which I'll
be
> using in case the hard disk becomes unbootable for some reason (if
the
> harddisk driver on the hard disk is damaged I can boot from the
floppy
> and then reinstall it on the hard disk).
>
> Well, booting from the floppy works fine, with HDdriver in the AUTO
> folder, or somewhere else on the floppy, where I have to run the
program
> manually after reaching the desktop.
>
> The strange thing is that whenever the hard disk driver is run and
> detects the hard disk, the hard disk's own "NEWDESK.INF" file is
loaded!
> If I try to save the desktop again it's saved on the *hard disk*.
>
> Naturally I want to save the desktop on the floppy, and when booting
> from the floppy, that "NEWDESK.INF" file should be read. i'm sure
I've
> had it work like that in the past, but not any longer. What am I
doing
> wrong? i've tried both AHDI and HDdriver and a combination of these
(one
> on the floppy, another one on the hard disk drive).

I have not followed this thread in its entirity so forgive me if I am
mentioning something that has already been suggested but I was
wondering,
have you always had driver software installed on your HD when you have
tried
this?.
If so then re-create the situation you are trying to cater for by
deleteing

it and see what happens then, in theory this should prevent the Mega from
being able to access the HD and force it boot off the Floppy thus using the
floppies NEWDESK.INF file.
It's been a while since I've had to install HD Driver but I think you will
be able to to re-install the HD Driver software from the floppy while
retaining the current contents of the drive, but I suggest you confirm this
before you remove all the driver software from your HD.

Stephen Moss

4292. Re: Art for Kids

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 15:15:04 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0205140715.701f88fc@posting.google.com>
Source record: 34944

fried@achilles.net (Mark) wrote in message
news:<751b0ec4.0205131309.16863684@posting.google.com>...
> Does any one have "Art for Kids" for sale? I would really like to have it
> for my 3 year old girl.
> Thanks, Mark

I've got it, with original box and disks, but I don't think my 7 year
old would want me to give it up! Sorry! I wonder if it could be
released in some way? Perhaps we should put it on the Orphaned
Projects wish list?

4293. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 15:24:33 UTC
From: tos4ever@pandora.be
Message-ID: <1fc6n5m.tt6ces1ra68vwN%tos4ever@pandora.be>
Source record: 34945

Frederic Fouche <g213778@coazter.myip.org> wrote:

> You just don't stop to impress me.
>
> 1) you complain that gimp does not support GIF.
> To which I answered.
> 2) realizing that, you insist on the fact that it does not support IMG.

As you may know by now, discussing with Dennis is just a waist of time.
He is a master in twisting words.

CU,
Martin

4294. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 16:42:11 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <d7bE8.76$Ks.83391@newsfeed.slurp.net>
Source record: 34846

Very nice Hallvard. Excellent work! Now on to TOS 4.04 User Guide and beyond
;)

Joshua.

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fc6nxb.1heatqloyvwheN%northstar2010@_del_ete_yahoo.no...
> The day has finally arrived....
>
> After spending over 4 months with this, my in-depth user-guide for TOS
> 2.06 is finally ready!
>
> It covers just about everything TOS 2.06 has to offer, with lots of
> illustrations, examples and easy to understand explanations.
> It should be of use to any TOS 2.06 user (perhaps with the exception of
> the experts out there ;-)
>
> The guide comes in the form of HTML documents and can be read using any
> graphic web browser. I've taken care to keep the file-names within the
> 8+3 naming format so that it can also be viewed on a standard Atari ST
> using CAB. But since the pages are pretty graphic intensive they may
> take a while to finish loading (think of it as an alternative to a
> paper-based guide.
>
> I hope you will find the guide both useful and enjoyable to read!
> You can download it from the following location:
>
> ftp://gem.win.co.nz/hall/tos_206/GUIDE206.ZIP
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

4295. HD Driver and some SCSI HDs

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 20:37:10 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1021408630.27641.0.nnrp-14.3e31118f@news.demon.co.uk>
Source record: 34847

I have a problem with some IBM SCSI hard disks that I have, they only work if I turn the Auto Start off and let HDDriver start them up.

The problem with this is that I have to turn the Hard Disk off whenever I have to restart the Falcon. The disks appear to work fine on a PC.

Any ideas?

Elliot...

4296. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 20:41:38 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3ce17874$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 34848

| > Anyone else used PayPal with their own bank accounts and can help us out
| > here? I'm having problems understanding how to set it up (the
| >
|
| Try using a credit card. Seems quite easy but I still yet to receive the
| bill from the credit cad company. Hope it's not per transaction but a one
| time setup cost.

I have no experience of it myself but there are a number of adverse comments about it on the web.

JI Logan

4297. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 21:39:15 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ce192021f4ce40@tripnet.se>
Source record: 34849

On Tue 14-05-2002 15:34 (GMT) Hallvard Tangeraas wrote:

>Uwe Seimet <us@seimet.de> wrote:
>
>> Hallvard Tangeraas wrote:
>>
>> > The strange thing is that whenever the hard disk driver is run and
>> > detects the hard disk, the hard disk's own "NEWDESK.INF" file is loaded!
>> > If I try to save the desktop again it's saved on the *hard disk*.
>>
>> I think that is just the normal behavior of GEM, always reading
>> NEWDESK.INF from C: if C: is available and NEWDESK.INF is present on

>Thanks. I believe you're right.

And the same happens if you don't have any harddisk at all but a RAM disk
as drive C. That is why better RAM disks usually use drive D.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4298. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 21:56:32 UTC
From: vdjole@EUnet.yu
Message-ID: <abs16brkb1@news.eunet.yu>
Source record: 34850

On 13 May 2002 12:49:35 , Frederic Fouche wrote:
>I think the thread turned into something different

Indeed, it has drifted off-topic, but anyway...

> As far as IMG. Could you tell me why it would be any good to support IMG?
> Even on a 100% TOS world. Why would you choose IMG? can't support JPG? or
> gif, or tga? tiff? or PNG?
> Those offer advantages over IMG format.
> Please explain yourself as why you would like to work/store your images in
> IMG?

I am afraid that I, too, must ask here "Are you serious?" It has nothing
to do with being a politically correct "real atari user", but it has much
to do with te fact that this -is- an Atari platform and that an enormous
number of applications on this platform support IMGs and do not support
TIFFs, JPGs, etc, whatever advantages the latter have. And even those
advantages are, sometimes, dubious:

>That is you gonna create picture, then save it into whatever format you
>need.(tif, tga, ping, jpg whatever!) then if you need to insert a picture
>into your atari program, I am sure you'll find a converter from jpg to IMG
>if the program does not do it automatically. I don't see what the problem is.
>
>Besides converting from one format to another if needed is not like converting
>mp3 where it would take hours, here it's just a matter of seconds.

Unfortunately, it is NOT a matter of seconds. For example, my work often
requires that I make at home some black/white illustration, mostly
some technical sketches and schematics. Those are often full-page A4 size
300dpi pictures (cca 2400x3400 pixels). I must load and save them several
times, edit, cut, paste, etc. On my 4MB MegaST I can do that quite
comfortably with IMG format, indeed in a matter of seconds. My machine
is completely up to this work. If I were to use JPGs, each picture-loading
would take about 10 -minutes-. Saving/loading as a TIFF is faster, but
still takes an appreciable amount of time.

So, as long as I work on my Atari, I see no need to use other formats.
This question arises only when I am sending or reciving pictures
to/from other people. THEN it is appropriate to use a convertor program-
once, after a day's work. And then sometimes I run into strange
problems: once I had to convert some work to JPGs for someone, because
he complained that he could not read TIFFs on his PC- this file type
was not assigned to any applications on his machine, and he was not even
aware that he had to do so. As for receiving picture files from people,
many graphich applications in PC world happily ignore the fact that

TIFFs can be saved in "compressed" form, and in black-and-white,
and so they create multi-megabyte TIFF picture files (which I have then to
read from my e-mail) when properly-chosen TIFF options would have created
a file many times smaller (btw. a black/white/compressed TIFF -is-
usually significantly smaller than a black-white IMG).

As for "doing it yourself", indeed I had to do it sometimes, by coding
appropriate little utilities, e.g. when I had to load pictures from
PCL print-files (those for HP laser printers), or to import/export "sixel"
pictures (a weird and very compact DEC's format, compatible with their
graphic printers and terminals, high-resolution pictures being completely in
readable ASCII).

cu;

4299. Re: Command! cli WAS Re: Attention: MagiC U

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 21:56:35 UTC
From: vdjole@EUnet.yu
Message-ID: <abs16hrkb2@news.eunet.yu>
Source record: 34851

On 10 May 2002 18:54:53 , James Alexander wrote:

>> Btw. (and off-topic, sorry), is that the one CLI which could work as an
>> accessory as well- and then in a window?

>Yes it can work as accessory or program and gives you a cli in a window.
>[...]
>It would only be of use to someone using some ancient TTP software

The important fact for me would be that it works like an accessory, which
enables one e.g. to do some file opertions from within any GEM application.
IIRC when used as an accessory it is even supposed to run well-behaved
GEM programs, which might make it useful as some sort of task-switcher
in a single-tasking environment.

>I'm >not sure what the legal status of it is. I got my copy of it at a user group
>flea market here in toronto back in 1992 or 93 I think. The programs authour
>(he ran Intrinsic software here in toronto) was abandoning the ST to go over to
>the OS/2 market (huge mistake on his part, but thats another story).

I suppose there is not much chance, then, of finding the full version
somewhere on the net :(

cu;

4300. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 22:54:02 UTC
From: atari@myatari.com
Message-ID: <1733a6b1.0205141454.2e881c28@posting.google.com>
Source record: 34852
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

As of now the release of Daemon's Gate was a bust. I have lost
thousands of dollars, hundreds of hours and received negative E-mail.
I spent over $70K buying all of the computers from Atari
Engineering whem they layed everyone off. I have many more unreleased
Atari titles. However for now, all future releases are on hold and
I'm not shipping anymore Daemon's Gate.
For those faithfull Atari fans that did buy DG from us please pick
2 titles for each Daemon's Gate you bought and I will send them
to you new in the box at my cost.

LYN045 BASKETBRAWL
LYN033 BILL AND TED
LYN005 CHIPS CHALLENGE
LYN038 CRYSTAL MINES II
LYN054 DIRTY LARRY
LYN055 DRACULA
LYN004 GATES OF ZENDOCON
LYN061 GORDO 106
LYN027 ISHIDO
LYN063 JIMMY CONNERS TENNIS
LYN007 KLAX
LYN047 KUNG FOOD
LYN065 MALIBU BEACH VOLLEYBALL
LYN008 PAPERBOY
LYN057 PIT FIGHTER
LYN058 POWER FACTOR
LYN040 RAMPART
LYN010 ROBO SQUASH
LYN015 RYGAR
LYN048 SHADOW OF BEAST
LYN006 SLIME WORLD
LYN049 STEEL TALONS
LYN032 STUN RUNNER
LYN039 SUPER SKWEEK
LYN052 SWITCHBLADE II
LYN037 TOKI
LYN034 TOURNAMENT CYBERBALL
LYN025 TURBO SUB
LYN029 VIKING CHILD
LYN036 XYBOTS

"DSF" <dsf@abc.com> wrote in message news:<4kEC8.10188$eb.4723@nwrddc02.gnilink.net>...
> Yes, they are available at www.atariage.com
>

> Here's the link for the pictures:
>
> http://www.atariage.com/images/misc/dg/
>
> There's also been a price drop from $49.95 to $29.95.
>
> And the Demolition Man - lost Jaguar video CD (as I like to refer to it) is
> going to be $14.95. Also contains 5 short clips from work on the Jaguar
> game Commander Blood (very short video clips with no audio). This Demo Man
> CD was work I did at piecing together still-frame RGB pictures in RAW RGB
> format and RAW audio recordings. I was able to piece all the files together
> and match the audio up and make Quicktime videos and then convert them in
> Jaguar Cinepak movie format. No game code has been found yet, but I thought
> a video CD would at least give people a feel for what the game may have been
> like.
>
> People think that this Jaguar video CD was done by Jaguar developers. It's
> actually the work of me of putting all the raw footage and audio together
> into a format that could be viewed. And putting it onto a Jaguar CD so
> people could enjoy it on the system it was being developed for.
>
> Later,
> Glenn
>
>
>
> "Luc" <xLucienen@hotmail.com> wrote in message
> news:3cd69517$1@news.microsoft.com...
> > Wow, didn't know daemon's gate ever was remotely finished. Any
> screenshots?
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> > "Glenn" <glenn.bruner@verizon.net> wrote in message
> > news:4s0y8.10781$d96.9566@nwrddc04.gnilink.net...
> > > New Lynx Daemon's Gate $49.95
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> > > Tons of new items ready or soon to be ready to ship.
> > > Ready now!! Lynx Daemon's Gate Test Cartridge. This appears to be a
> complete
> > > working Deamon's Gate for the Lynx. It is a Role Playing Game by
> Imagitec,
> > > the same people who did Viking's Child. No instructions yet. I will post
> > > instructions as you the role players E-mail them to me. Now shipping at
> > > $49.95 S&H. Call today. Coming soon. Demolition Man Video sequences for
> the
> > > Jaguar on Un-encrypted CDROM. My first batch of 30 had a bug from the
> > > duplicator and did not work. Hope to be shipping in a week for the
> initial
> > > price of $30. This is 20 minute of video sequences made for the game but
> do
> > > not include any of the actual game play. Also it requires one of our new

> CD
> > > Bypass cart, or Jagfree, or Protector SE, or Battlesphere Gold, or CD R,
> or
> > > a DEV System to run this un-encrypted CD ROM. Shipping next week our new
> CD
> > > Bypass cart at $39.95 allows you to run Un-encrypted programs on your
> > > Jaguar CD-ROM System. Also we plan to start shipping Charles Barkley
> Shut
> Up
> > > & Jam for the Jaguar in May. We have 5 more CD-ROMs in the works that
> will
> > > be IBM compatible with developer stuff from Atari Engineering. Hope to
> sell
> > > these at $14.95. First one is RAW digital and sounds souces for
> Demolition
> > > Man and another is Jaguar Artwork files in EPS, TIF & Gif format and
> another
> > > Leonard Tramiels TT hard drive backup, and anotherST & TT Atari Archives
> and
> > > another??? Watch for details.
> > >
> > > http://www.myatari.com/
> > >
> > >
> > > B & C ComputerVisions/ Atari Sales & Service/ www.myatari.com
> > > sales@myatari.com/ (530) 295-9270/FAX 9271 Bruce & Cathy
> > > 2600, 7800, 5200, Lynx, Jaguar, 800, XL, XE, ST, Falcon, Portfolio
> > > Stacy, TT, Megat STE, joysticks, mice, power supplies, Monitors, ETC,
> > > https://www.paypal.com/affil/pal=B5A4JCDVR5WTA
> > >
> > >
> > >
> > >
> >
> >

4301. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 23:14:06 UTC
From: Luc <xLucienen@hotmail.com>
Message-ID: <3ce19a3e$1@news.microsoft.com>
Source record: 34853
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Maybe if the source code is available then someone could finish those
titles.
That way there should be more interest.
Which other titles are there? Relief pitcher etc.?
Assuming of course that would be legally ok...

"bruce" <atari@myatari.com> wrote in message
news:1733a6b1.0205141454.2e881c28@posting.google.com...
> As of now the release of Daemon's Gate was a bust. I have lost
> thousands of dollars, hundreds of hours and received negative E-mail.
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> > > > Jaguar CD-ROM System. Also we plan to start shipping Charles Barkley
> > Shut
> > Up
> > > > & Jam for the Jaguar in May. We have 5 more CD-ROMs in the works
that
> > will
> > > > be IBM compatible with developer stuff from Atari Engineering. Hope
to
> > sell
> > > > these at $14.95. First one is RAW digital and sounds souces for
> > Demolition
> > > > Man and another is Jaguar Artwork files in EPS, TIF & Gif format and
> > another
> > > > Leonard Tramiels TT hard drive backup, and anotherST & TT Atari
Archives

> > and
> > > > another??? Watch for details.
> > > >
> > > > http://www.myatari.com/
> > > >
> > > >
> > > > B & C ComputerVisions/ Atari Sales & Service/ www.myatari.com
> > > > sales@myatari.com/ (530) 295-9270/FAX 9271 Bruce & Cathy
> > > > 2600, 7800, 5200, Lynx, Jaguar, 800, XL, XE, ST, Falcon, Portfolio
> > > > Stacy, TT, Megat STE, joysticks, mice, power supplies, Monitors,
ETC,
> > > > https://www.paypal.com/affil/pal=B5A4JCDVR5WTA
> > > >
> > > >
> > > >
> > > >
> > >
> > >

4302. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-14 23:36:13 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205141823230.11912-100000@coazter.myip.org>
Source record: 34854

On Tue, 14 May 2002, Djordje Vukovic wrote:

> On 13 May 2002 12:49:35 , Frederic Fouche wrote:
> >I think the thread turned into something different
>
> Indeed, it has drifted off-topic, but anyway...
>
> > As far as IMG. Could you tell me why it would be any good to support IMG?
> > Even on a 100% TOS world. Why would you choose IMG? can't support JPG? or
> > gif, or tga? tiff? or PNG?
> > Those offer advantages over IMG format.
> > Please explain yourself as why you would like to work/store your images in
> > IMG?
>
> I am afraid that I, too, must ask here "Are you serious?" It has nothing
> to do with being a politically correct "real atari user", but it has much
> to do with te fact that this -is- an Atari platform and that an enormous
> number of applications on this platform support IMGs and do not support
> TIFFs, JPGs, etc, whatever advantages the latter have. And even those
> advantages are, sometimes, dubious:
>

I fail to understand.
1) image creation
2) creating documents importing images.

Two different processes.
From step 1 to step 2 you'll have to convert if your app can not import
pictures correctly.

Image creation: color calibration, effects, pixel drawing, scanning, blur,
crop, working with multiple layers whatever, you name it.
IMG is just cut out to handle that.
IMG is only good as a FINAL format, ready to be imported into other
applications if you want to use the picture.

This does not apply if you only work with 1 bit pictures like in your
case.
For you I recommend megapaintST from 1986. It will do wonders.

> >That is you gonna create picture, then save it into whatever format you
> >need.(tif, tga, ping, jpg whatever!) then if you need to insert a picture
> >into your atari program, I am sure you'll find a converter from jpg to IMG
> >if the program does not do it automatically. I don't see what the problem is.
> >
> >Besides converting from one format to another if needed is not like converting

> >mp3 where it would take hours, here it's just a matter of seconds.
>
> Unfortunately, it is NOT a matter of seconds. For example, my work often
> requires that I make at home some black/white illustration, mostly
> some technical sketches and schematics. Those are often full-page A4 size
> 300dpi pictures (cca 2400x3400 pixels). I must load and save them several
> times, edit, cut, paste, etc. On my 4MB MegaST I can do that quite
> comfortably with IMG format, indeed in a matter of seconds. My machine
> is completely up to this work. If I were to use JPGs, each picture-loading
> would take about 10 -minutes-. Saving/loading as a TIFF is faster, but
> still takes an appreciable amount of time.
>

If you were to use JPEG for 1 bit images, I understand your problem.
How about using a shovel to stick nails in the wall?
Same thing.

> So, as long as I work on my Atari, I see no need to use other formats.

I perfectly understand now.
Yay! for the advance in technology, for graphic compression algorythms,
for all the graphic cards vendors for atari. (Mario B., just don't
worry about producing the Galaxy, users here are perfectly happy with IMG
mono).

4303. Re: Midi Network with Sting

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 05:11:36 UTC
From: <>
Message-ID: <c6mE8.1441$XN.83159101@newssvr16.news.prodigy.com>
Source record: 34855

On 12 May 2002 17:18:59 , Karl Samyn wrote:
>howdy,

>You'll find a couple of links on this page :
>
>http://gallery.uunet.be/saka/atari/lan/index.htm
>
>Especially the page of olivier boolage is very good...
>
>--
>Saka -- Karl Samyn
>ICQ : 19321298
>ir telecommunications
>.

Thanks so much for your help. It's up and running, but I still have a lot
to learn!

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

4304. Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 05:37:19 UTC
From: donw@intergate.com
Message-ID: <abss6ftoo1@trip.net>
Source record: 34858

Is there a way to read WINXP.DOC & .PDF files on a ATARI TT ???

Thanks, Donner......

4305. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 05:37:24 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CE1F414.4010101@seimet.de>
Source record: 34856

Stephen Moss wrote:

> have you always had driver software installed on your HD when you have
> tried
> this?.
> If so then re-create the situation you are trying to cater for by
> deleteing
> it and see what happens then, in theory this should prevent the Mega

This will make no difference. The desktop will load NEWDESK.INF from C:,
if present, and whether the hard disk driver was loaded from a floppy or
the hard disk is not important.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4306. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 05:42:25 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CE1F541.1010201@seimet.de>
Source record: 34857

Hallvard Tangeraas wrote:

> Yup. By removing the hard disk driver I get 4 bombs when trying to boot
> (regardless of trying to boot from the harddisk itself or the floppy as
> far as I can remember).

Sure, you cannot simply delete the .SYS file. This is not the correct
way of removing a hard disk driver. Hard disk drivers must be removed
with the tools provided for that, e.g. HDDRUTIL or HINSTALL.

> -When the harddisk driver (i.e. HDDRIVER.PRG) is NOT located within the
> AUTO folder of the boot floppy, but instead run manually from the floppy
> (i.e. HDDRIVER.PRG is also located elsewhere on the floppy) the
> "NEWDESK.INF" file is read from the floppy disk.

This does not sound logic to me. In order to run HDDRIVER.PRG manually
the desktop must have already been loaded. Otherwise you would not be
able to double click HDDRIVER.PRG. Since the desktop is already active
NEWDESK.INF will not be read anymore at this point.

> -Hard drive icons aren't shown on the desktop unless the drive(s) have
> been mounted by running a hard disk driver first, then "Install devices"
> has to be chosen from the "Options" menu on the TOS 2.06 desktop.

That's what the Atari manual says as well I guess ;-).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4307. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 06:06:27 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <abstt2$q4p$1@news.tpi.pl>
Source record: 34859

```
On 14 May 2002 15:32:49 , Hallvard Tangeraas wrote:
> The day has finally arrived....
>
> After spending over 4 months with this, my in-depth user-guide for TOS
> 2.06 is finally ready!
>
> It covers just about everything TOS 2.06 has to offer, with lots of
> illustrations, examples and easy to understand explanations.
> It should be of use to any TOS 2.06 user (perhaps with the exception of
> the experts out there ;-)
>
> The guide comes in the form of HTML documents and can be read using any
> graphic web browser. I've taken care to keep the file-names within the
> 8+3 naming format so that it can also be viewed on a standard Atari ST
> using CAB. But since the pages are pretty graphic intensive they may
> take a while to finish loading (think of it as an alternative to a
> paper-based guide.
>
> I hope you will find the guide both useful and enjoyable to read!
> You can download it from the following location:
>
> ftp://gem.win.co.nz/hall/tos_206/GUIDE206.ZIP

It's incredible... And the "directory tree" image is also nice ;-)
Pity it's only in HTML and not in HYP (HTML is quite slow even on TT,
not to mention ST/STE to which TOS 2.06 is meant for...)

But anyway, I am impressed by the amount of work you have put into
that guide!

--
Grzegorz Pawlik
http://marijuana.atari.org/
```

4308. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 06:34:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd8c79e300e50@madasafish.com>
Source record: 34874

Hi Grzegorz,

>Could you please tell me how to "subscribe" certain newsgroups
>with Okami? Each time I start it new posts are imported to "JUNK"
>folder.

I had similar problems when I first started, but I think it is
in active.dat, in your STORE folder. Any posts from newsgroups
other than listed in active.dat are put into Junk. To actually
download posts from groups, that is to do with Newswatch and
it's nntp.dat.

>And also, what to do when I want to send some posts? I replied to
>some posts (imported to JUNK), the replies were placed in "OUTBOUND"
>but when I start Newswatch and try to post them they are apparently
>not found. (The files are in STORE/_o_outb/ folder, the path is set
>in Newswatch, but it doesn't seem to see those messages at all).

Did you export? Once exported they are placed in the OUT
folder, and when Newswatch is run it'll check that folder, if it
sees some news posts, it'll post them.

--
Lyndon Amsdon

4309. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 06:38:49 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <absvqf$o4m$1@news6.svr.pol.co.uk>
Source record: 34860

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fc5brb.r67a93q4qv5aN%northstar2010@_del_ete_yahoo.no...
> ... in the hope of Uwe Seimet replying I'm changing the subject line for
> my previous query :-)
>
> Here's the thing:
>
> I have HDdriver installed as the driver for my Mega STe internal
> harddisk, but have created an emergency boot floppy disk which I'll be
> using in case the hard disk becomes unbootable for some reason (if the
> harddisk driver on the hard disk is damaged I can boot from the floppy
> and then reinstall it on the hard disk).
>
> Well, booting from the floppy works fine, with HDdriver in the AUTO
> folder, or somewhere else on the floppy, where I have to run the program
> manually after reaching the desktop.
>
> The strange thing is that whenever the hard disk driver is run and
> detects the hard disk, the hard disk's own "NEWDESK.INF" file is loaded!
> If I try to save the desktop again it's saved on the *hard disk*.
>
> Naturally I want to save the desktop on the floppy, and when booting
> from the floppy, that "NEWDESK.INF" file should be read. i'm sure I've
> had it work like that in the past, but not any longer. What am I doing
> wrong? i've tried both AHDI and HDdriver and a combination of these (one
> on the floppy, another one on the hard disk drive).
>

I think this is working by design, to cater for folks like me with
non-bootable hard drives.
I have an STE with an IDE interface but still have TOS 1.62. and so I boot
AHDI from a floppy.

I don't want to have to store all my CPX's etc on the floppy so I want the
thing to load the desktop
info file from the hard disk.

>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

4310. Re: Command! cli WAS Re: Attention: MagiC U

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 06:39:15 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CE159D7.34922C9E@rogers.com>
Source record: 34861

Djordje Vukovic wrote:

> On 10 May 2002 18:54:53 , James Alexander wrote:
> The important fact for me would be that it works like an accessory, which
> enables one e.g. to do some file opertions from within any GEM application.
> IIRC when used as an accessory it is even supposed to run well-behaved
> GEM programs, which might make it useful as some sort of task-switcher
> in a single-tasking environment.
>

It could be of use in that situation. but I havent seen or heard from the programs authour in years so I don't know if his address is still the same even.

>
> >I'm >not sure what the legal status of it is. I got my copy of it at a user group
> >flea market here in toronto back in 1992 or 93 I think. The programs authour
> >(he ran Intrinsic software here in toronto) was abandoning the ST to go over to
> >the OS/2 market (huge mistake on his part, but thats another story).
>
> I suppose there is not much chance, then, of finding the full version
> somewhere on the net :(

best bet might be user group flea markets or from some of the mail order dealers that are still operating.

4311. Re: Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 09:35:50 UTC
From: <>
Message-ID: <1021535260-114078AEicMi@ntlworld.com>
Source record: 34801

From: donw@intergate.com (don wolfe)
Date: Wed, 15 May 2002 05:37:19 +0000 (UTC)

>Is there a way to read WINXP.DOC & .PDF files on a ATARI TT ???

Ghostscript (free) and Porthos (commercial) will both read PDF files (with
varying success, it must be said).

Ghostscript (1.3) can be had from
ftp://chapelie.rma.ac.be/atari/editors/ghostscript

English docs and resource files from the MISC section of my web site.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4312. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 10:08:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ce23458500260@madasafish.com>
Source record: 34887

Hi Martin,

>But until then I will keep wondering why things have to be so complicated.
>Three different programs that have to be configurated, tons of options
>that I don't need or don't understand, and all I want is to get and read
>mail or news from my ISP, and post mail or news messages. And I don't
>want such simple actions to be more than one or two mouseclicks away.

Once it's setup, it's not difficult at all. Once you get used
to it, you'll appreciate all the options.
--
Lyndon Amsdon

4313. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 10:11:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ce23458500261@madasafish.com>
Source record: 34888

Hi Grzegorz,

>Didn't know that. I'll add it...

I'll have to check that zip, and update if neccesary.

>> Did you export?
>
>I had no idea I should "Export" them... :-) If you read this message
>it means that now it works! ;-) Thanx!

Great, it worked! Was it quite easy to install apart from above
problem? Soon, you'll get used to using the F keys for a lot of
the export, import and stuff.

--
Lyndon Amsdon

4314. Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 10:18:02 UTC
From: Oracle <No.Return@go.away>
Message-ID: <UvqE8.10867$b5.36780@newsfeeds.bigpond.com>
Source record: 34864

its raining atari stuff here, just picked up a megafile for $5!!!! mint condition and working great!

that is.. on my STE..

I notice when i plug it in to my TT, its basicly invisible, it only works with its internal hard drive.. is this kind of thing normal ?

thanks

4315. Re: Using PC Keyboard with Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 10:28:37 UTC
From: laurent <laurent.favard@HETCnAM.free.fr>
Message-ID: <3CE23855.7F3B4C73@HETCnAM.free.fr>
Source record: 34865

Paul Nurminen wrote:
>
> I know there used to be a couple different devices that allowed you to
> use a standard PC keyboard with a Falcon, but what's still available,
> and what's the best solution?

Hi !

I don't know if there are a lot of solution available now to use
a PC keyboard with a Falcon, but to solve this problem i designed a
small interface which allow to connect any _PS/2_ keyboard AND _PS/2_
mouse to any Atari.

Have a look to my web pages...you can build it yourself because it's
a free project, schematic and all required are available or contact me
to discuss how i can send to you an Eiffel interface.

Best regards
Laurent

--
Remove HETCnAM. to reply
http://laurentfavard.atari.org
http://eiffel.atari.org or http://eiffelfr.atari.org

4316. Re: HD Driver and some SCSI HDs

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 11:15:53 UTC
From: Chris Crosskey <chris.crosskey@vicon.com>
Message-ID: <e99546d71f4aaa12e667f76c4ac9a791.71025@mygate.mailgate.org>
Source record: 34866

"Elliot" <stuff@recycledsteel.co.uk> wrote in message
news:1021408630.27641.0.nnrp-14.3e31118f@news.demon.co.uk

> I have a problem with some IBM SCSI hard disks that I have, they only work
> if I turn the Auto Start off and let HDDriver start them up.
>
> The problem with this is that I have to turn the Hard Disk off whenever I
> have to restart the Falcon. The disks appear to work fine on a PC.
>
> Any ideas?
>
> Elliot...

One thing to look for is the Unit Attention Jumper.....if it is fitted,
take it off, if it isn't try putting it back :-)) I use IBM drives and
they all have wierd features that you generally have to disable....then
they're some of the best drives on the planet

chrisc

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

4317. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 11:38:13 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <abthb3$h43$1@news.tpi.pl>
Source record: 34867

On 14 May 2002 09:17:42 , <derryck@.NOT~THIS~cix.co.uk> wrote:
> From: Martin Tarenskeen <nospam@zonnet.nl>
> Date: Wed, 8 May 2002 11:00:03 +0200
>
> >For FTP I use Aftp. But I don't know if it runs with STiNG. I
> >use it with MiNTnet.

There are two separate aFTP versions, one for STiK/STinG, one for
MiNTNet/MagXNet.

> aFTP works fine with STinG, but for the life of me I can't get the MiNT
> version to run with Magxnet. Says that it cannot resolve host. If I input
> the dotted quad address of a server instead, I'm told that a port could not
> be opened :-(

Are you starting aFTP from U:/D/aFTP/ or from the drive directly?
You have to start it from U:/ because otherwise it cannot find
etc folder (resolv.conf, services and all those files). In fact it
looks for it in the root directory of the drive it has been started
from (why? - good question), so either start it via U:/ or copy your
complete etc folder to the root directory of the drive you have aFTP on.

--
Grzegorz Pawlik
http://marijuana.atari.org/

4318. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 11:38:14 UTC
From: gregory@_SPAMMING_is_A_SIN_.atari.pl
Message-ID: <abthb5$h43$2@news.tpi.pl>
Source record: 34868

On 14 May 2002 09:14:20 , <derryck@.NOT~THIS~cix.co.uk> wrote:
> Hi Lyndon,
>
> >>Seems to be working now, one of those things!
> >>
> >>It's downloading as we speak.
> >
> >OK, best to get a copy of my original post on how to set it up,
>
> I've had this working before, this is just out of interest ;-)

Could you please tell me how to "subscribe" certain newsgroups
with Okami? Each time I start it new posts are imported to "JUNK"
folder.
And also, what to do when I want to send some posts? I replied to
some posts (imported to JUNK), the replies were placed in "OUTBOUND"
but when I start Newswatch and try to post them they are apparently
not found. (The files are in STORE/_o_outb/ folder, the path is set
in Newswatch, but it doesn't seem to see those messages at all).

--
Grzegorz Pawlik
http://marijuana.atari.org/

4319. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 12:10:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ce361b22b8b90@madasafish.com>
Source record: 34816

Hi David,

>As I am just looking to network enable my STs I was wondering why you would
>want to replace NEWSIE?

I only started having problems on my Falcon. Newsie would
sometimes crash, quite often if a large attachment was on an
email. It would destroy clusters on my harddisk, which
eventually took out the whole partition. File names were fine,
but contents destroyed. I was very angry as some work was on
there, but really it was my fault for not checking (use optimise
program) and backing up. I switched to Okami, not had a problem
since.
--
Lyndon Amsdon

4320. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 13:19:23 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <ue4oalf7n4n832@corp.supernews.com>
Source record: 34869

What a fantastic document!

Just as a matter of interest, how did you snapshot things like the boot up screen?

Tim

4321. Re: 1040STf & color monitor ??? $$$

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 13:56:31 UTC
From: Oracle <No.Return@go.away>
Message-ID: <KItE8.11030$b5.37719@newsfeeds.bigpond.com>
Source record: 34870

$50 or round abouts.

"Lannie Schafroth" <lannie@prairieinet.net> wrote in message
news:3cdfc842$1_7@news.nntpserver.com...
> What's it worth? I still have mine and have decided to get rid of it.
> I have no idea what they are worth nowadays. :)
>
>
> --
> ---
> Lannie Schafroth
>
>

4322. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 14:10:54 UTC
From: Glitch <glitch@reboot.com>
Message-ID: <lrp4eu44stn769u9crn42gctmhbd6mkhd1@4ax.com>
Source record: 34871
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

On 14 May 2002 15:54:02 -0700, atari@myatari.com (bruce) wrote:

>As of now the release of Daemon's Gate was a bust. I have lost
>thousands of dollars, hundreds of hours and received negative E-mail.
>I spent over $70K buying all of the computers from Atari
>Engineering whem they layed everyone off. I have many more unreleased
>Atari titles. However for now, all future releases are on hold and
>I'm not shipping anymore Daemon's Gate.
>For those faithfull Atari fans that did buy DG from us please pick
>2 titles for each Daemon's Gate you bought and I will send them
>to you new in the box at my cost.

I'm really sorry to hear this, especially since I was going to try to purchase a copy next week. I realize that it is not a complete game but I still wanted to see what they were doing and see if I could get any ideas from it. I think that maybe everyone's expectations were too high on this release. The game is obviously functional but not complete (which is why it is an unreleased game) and if people had purchased it with that idea in mind I don't think that you would have had as many complaints.

In the future you may want to run a small batch (or even a dozen hand made carts) and offer a special release to past customers or people that you know would be good beta testers in order to get their feedback. If they state it's totally unusable then don't release it. If they can provide you with a list of limitations or problems then list those issues up front on your web pages so people can see them prior to purchasing it. I'm sure some people would still complain because they don't want to believe what they read and want to think that it will still be perfect but it should cut down on the number of complaints.

I compliment you on trying to release the game. With so little new coming out for the Lynx & Jaguar systems (songbird can't produce everything) it nice to be able to get what we can. Hopefully you will continue to try to provide any new stuff that you have and not let it fade away into the past as with so many other projects that were in the works but never saw the light of day.

Just my 2 cents for all it's worth.

4323. Re: ST Format Disk Images

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 14:30:30 UTC
From: Wef Dinaini <not@here.com>
Message-ID: <3ce27108$0$223$4d4ebb8e@news.nl.uu.net>
Source record: 34872

"Wef Dinaini" <not@here.com> schreef in bericht
news:3ce0d647$0$227$4d4ebb8e@news.nl.uu.net...

<Snipped request for ST Format disk images>

>
> So, does anyone here know of an alternative website or ftp I can try ?
>
> Thanks in advance,
> Wef
>

... and of course, if somebody is willing to mail me a couple of specific
images, I'd be truly grateful...

Use gvan dot bavel at hccnet dot nl for mail.

Regards,
Wef

4324. Re: Cubase Audio version differences

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 14:36:47 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0205150636.5d96f56@posting.google.com>
Source record: 34873

nurmix@spam-free.com (Paul Nurminen) wrote in message
news:<3cdd8f43.6622745@news-server.socal.rr.com>...
> Does anyone remember what was changed between version 2.03 and version
> 2.06 (the final release) of Cubase Audio Falcon?
>

Hmm. I've got 2.04 and 2.06 on my HD!

> I was testing both versions yesterday for stability in audio
> recording, and I was having more success with version 2.03. I just
> wondered what I might be missing by using that older version.

I have no idea! I'm just curious when you say stability, are you
talking about pops and clicks, or something else?

Wayne

4325. Re: Translation

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 17:00:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1021487334-59555AEicMi@gmx.net>
Source record: 34877

From: Raoul Teulings <rt@xs4all.nl>
Date: Mon, 13 May 2002 08:52:30 +0200

Hi Raoul,

>Which reminds me: is there any news from Tempus Word?
>If I get in touch with the programmer I don't get a
>reply.....

Yep... version 5.12 is now being betatested, but it needs an "expanded" Atari,
minimum requierements are a 68040, graphic card and 8MB free RAM.
I'll keep you up to date... the programmer has a different email address, and
asked not to make it public.... the website should be updated real soon and
will have an English and French section.
http://www.tempus-word.de

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4326. Re: New QED (beta) version

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 17:01:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1021487340-60647AEicMi@gmx.net>
Source record: 34878

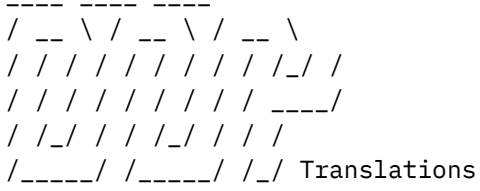
From: tos4ever@pandora.be (Martin Byttebier)
Date: Sun, 12 May 2002 16:32:16 GMT

Hi Martin,

>I just discovered there is a new version of QED out.
>You can find the German version on
><URL:http://heinisoft.atari-users.net>

A bit off topic but what the heck...:
People, who find QED to limited for their needs, should take a look at Luna
from RGF soft. There's a new public beta version 2.09 on the website ready
to download.... furthermore Luna is now freeware.
http://www.rgfsoft.com

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4327. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 17:11:26 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3ce2a7828ef100@europe-shareware.org>
Source record: 34876

Hello,

in article <3ce29b9a3ae7590@atari.pl> (comp.sys.atari.st)
Grzegorz Pawlik wrote on Wed 15-05-2002 18:29 (+0100):

> If you read this message
> it means that now it works! ;-) Thanx!

Well done, and welcome to the club :-)

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

4328. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 17:29:04 UTC
From: Grzegorz Pawlik <gregory@atari.pl>
Message-ID: <3ce29b9a3ae7590@atari.pl>
Source record: 34875

Hi,

> >Could you please tell me how to "subscribe" certain newsgroups
> >with Okami? Each time I start it new posts are imported to "JUNK"
> >folder.
>
> I had similar problems when I first started, but I think it is
> in active.dat, in your STORE folder.

Didn't know that. I'll add it...

> >And also, what to do when I want to send some posts? I replied to
> >some posts (imported to JUNK), the replies were placed in "OUTBOUND"
> >but when I start Newswatch and try to post them they are apparently
> >not found. (The files are in STORE/_o_outb/ folder, the path is set
> >in Newswatch, but it doesn't seem to see those messages at all).
>
> Did you export?

I had no idea I should "Export" them... :-) If you read this message
it means that now it works! ;-) Thanx!

--
Grzegorz Pawlik
http://marijuana.atari.org/

4329. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 17:39:06 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.e9cd4c69.59c63e62.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34881

Dans le message <1021448600-60130AEicMi@ntlworld.com>
derryck@.NOT~THIS~cix.co.uk a ï¿½crit:
>From: Martin Tarenskeen <nospam@zonnet.nl>
>Date: Wed, 8 May 2002 11:00:03 +0200

>>For FTP I use Aftp. But I don't know if it runs with STiNG. I
>>use it with MiNTnet.

>aFTP works fine with STinG, but for the life of me I can't get the MiNT
>version to run with Magxnet. Says that it cannot resolve host. If I input
>the dotted quad address of a server instead, I'm told that a port could not
>be opened :-(
aFTP and aMail have to be patched in order to run under MagXnet.
On the other hand, the doc. states that MiNT versions are not
compatible qith MagXnet, and so to be careful not trying to
patch these. All this in the doc. provided in the archive. ;-)

>Similar problem with aMail, which complains that it can't open the POP
>server!

>Cheers

>Derryck

J.-Luc

4330. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 17:55:59 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <ue589q93bn48c1@corp.supernews.com>
Source record: 34879

<snip>
> Those actual snapshots were sent to me by someone else who had an Atari
> emulator on a PC.
<snip>

Ah that explains it. Good idea!

Tim

4331. The CT60 arrive !!

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 18:06:12 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ce2a47c$0$240$626a54ce@news.free.fr>
Source record: 34882

```
Saturday, I get the 150 CT60 !

A Great Day....
```

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

4332. Newsgroup help

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 18:18:33 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <f74d2a6d.0205151018.1f492636@posting.google.com>
Source record: 34883

I have been posting recently to comp.sys.atari.st and I am not sure if
my messages are reaching the outside world. I can see my own postings
but I never see any replies. Is this possible ? I feel like I have
been sent to Coventry ;-) I had a look on Googli¿½i¿½di¿½;Fi¿½i¿½d

4333. Re: Okami, Pop/Newswatch setup

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 18:47:29 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205152034270.95-100000@easymint>
Source record: 34884

On Wed, 15 May 2002, Grzegorz Pawlik wrote:

> Hi,
>
> > >Could you please tell me how to "subscribe" certain newsgroups
> > >with Okami? Each time I start it new posts are imported to "JUNK"
> > >folder.
> >
> > I had similar problems when I first started, but I think it is
> > in active.dat, in your STORE folder.
>
> Didn't know that. I'll add it...
>
> > >And also, what to do when I want to send some posts? I replied to
> > >some posts (imported to JUNK), the replies were placed in "OUTBOUND"
> > >but when I start Newswatch and try to post them they are apparently
> > >not found. (The files are in STORE/_o_outb/ folder, the path is set
> > >in Newswatch, but it doesn't seem to see those messages at all).
> >
> > Did you export?
>
> I had no idea I should "Export" them... :-) If you read this message
> it means that now it works! ;-) Thanx!
>
>

Maybe one day, when I feel like looking into it again, I will understand
why people like Okami so much.

But until then I will keep wondering why things have to be so complicated.
Three different programs that have to be configurated, tons of options
that I don't need or don't understand, and all I want is to get and read
mail or news from my ISP, and post mail or news messages. And I don't
want such simple actions to be more than one or two mouseclicks away.

Martin Tarenskeen

4334. Re: HD Driver and some SCSI HDs

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 19:06:09 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1021489570.3025.0.nnrp-14.3e31118f@news.demon.co.uk>
Source record: 34885

I have about 6 of them and not one has any jumper settings on them, they have jumpers just no indication of what they do. The net is not helpful nor is the IBM website. I have tried every combination but have only found the ID and Auto Spin, probably enabled the parity a couple of times too but then there are only a couple of others jumpers left.

They are 2Gb SCSI (both 50pin IDC and 68pin D type), they do not appear to have many marking either, I will look closer.

Elliot...

"Chris Crosskey" <chris.crosskey@vicon.com> wrote in message
news:e99546d71f4aaa12e667f76c4ac9a791.71025@mygate.mailgate.org...
> "Elliot" <stuff@recycledsteel.co.uk> wrote in message
> news:1021408630.27641.0.nnrp-14.3e31118f@news.demon.co.uk
>
> > I have a problem with some IBM SCSI hard disks that I have, they only
work
> > if I turn the Auto Start off and let HDDriver start them up.
> >
> > The problem with this is that I have to turn the Hard Disk off whenever
I
> > have to restart the Falcon. The disks appear to work fine on a PC.
> >
> > Any ideas?
> >
> > Elliot...
>
>
>
> One thing to look for is the Unit Attention Jumper.....if it is fitted,
> take it off, if it isn't try putting it back :-)) I use IBM drives and
> they all have wierd features that you generally have to disable....then
> they're some of the best drives on the planet
>
> chrisc
>
>
> --
> Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

4335. FS (UK) Hardware, software

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 19:10:16 UTC
From: ash@coldblackroom.demon.co.uk
Message-ID: <ash-1505021910160001@coldblackroom.demon.co.uk>
Source record: 34880

Here's my latest list of items for sale. Many prices have been lowered. I'm moving soon, and the less I have to pack/shift/unpack the better!

For full details and prices, take a look at the following web page:

http://www.coldblackroom.demon.co.uk/for_sale/atari.htm

Offers or enquiries to ash@coldblackroom.demon.co.uk

It's also possible some of you might be interested in some computer books (not Atari-specific ones) and music hardware I'm selling. Go to the following web sites for more details:

http://www.coldblackroom.demon.co.uk/for_sale/books.htm
http://www.coldblackroom.demon.co.uk/for_sale/music.htm

Finally, is anyone interested in 31 issues of Sound On Sound magazine from 1998 to 2001? Offers for the lot (no splitting), but buyer collects only (I'm in Buckinghamshire).

best wishes,

Ash

Cubase Audio Falcon 2, Internal SCSI CD Recorder, GFA BASIC v3.5 and Face Value v1 Suite, Lattice C v5.6, Wangtek Tape Streamer, Pagestream v2.2, Calligrapher Professional, Floppyshop Collection CD-ROM, PC Case Fan, Home Accounts 2, Superbase Personal 2, VIP Professional, Falcon030 4MB Memory Board, Floppyshop DTP+ CD-ROM, Textstyle, Borodino, Oxford Chess, Chuck Yeager's Advanced Flight Simulator, Blue Max, GFA BASIC v3 Interpreter, Universal Item Selector III, EdHak, Forget-Me-Clock II

4336. Re: Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 20:09:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200205152209.a34381@su2.maus.de>
Source record: 34826

O>I notice when i plug it in to my TT, its basicly invisible, it only
O>works with its internal hard drive.. is this kind of thing normal ?
What does 'invisible' mean?

You should not 'hide' the drive from HDDRIVER and you should provide a
desktop icon for your megafile.

Und TTschï¿½
ps

4337. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 20:39:28 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <abuh20nom1@news6.svr.pol.co.uk>
Source record: 34886

As I am just looking to network enable my STs I was wondering why you would
want to replace NEWSIE?
What problems are there with it or should I just download Lyndons packaged
Okami etc ?

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3cd83542$0$29604$4c56ba96@master.news.zetnet.net...
> Hi all!
>
> For as long as I've been on the Net, I've used Newsie, currently v0.961.
> What I'd like to know is what program/s do you recommend to use to replace
> it?
>
> Requirements:
>
> a) must run under MagiC. I use v6.01.
>
> b) must run under Stik and compatible stacks. I currently use Sting v1.26.
>
> c) preferably freeware, but I'd accept shareware.
>
>
> So what do you recommend and why you recommend them for:
>
> a) email
>
> b) Usenet news
>
> c) FTP
>
>
> Cheers!
>
>
>
> James
>
>
>
> ____
> | |
> |James Haslam Email: jfhaslam@zetnet.co.uk| ._____.
> | | // //|
> |IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || || |

> +---+ || ||/ _
> |Atari Pages: http://jfhaslam.atari.org | _/|| ||_ /|
> |Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| _|/
> +---+
> |Chairman, Cheshunt Computer Club. For more info see | Atari Falcon
> |the Club's website: http://www.cix.co.uk/~derrcyk |
> ---
>
>
>
>

4338. Re: TOS error-codes?

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 21:32:00 UTC
From: Werner_Strehle@gp.maus.de
Message-ID: <200205152332.a26403@gp.maus.de>
Source record: 34840

Hi Alex/Reizla,

> Do you also know of any non-Mac compressed file? I'm running > Windows, and don't know how to read the .hyp file...

*.hyp is "Atari-based" (ST-Guide), non-Mac!

It is an essential Atari-help-format.

Using Windows, you can view Atari-hyp-files with "WinGuide.exe" (by Frank Rï¿½ger). URL something with ?.dnsalias.net ?

Werner

4339. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 21:47:00 UTC
From: Werner_Strehle@gp.maus.de
Message-ID: <200205152347.a26404@gp.maus.de>
Source record: 34841

Hi Adam,

AK> Xnview supports IMG IIRC.

Yes. Atari-users using Linux or Windows, cannot do this without using XnView too ;-)

Werner

4340. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 22:01:10 UTC
From: vdjole@EUnet.yu
Message-ID: <abulr1$t7t$1@news.eunet.yu>
Source record: 34891

On 14 May 2002 18:36:13 , Frederic Fouche wrote:

>Image creation: color calibration, effects, pixel drawing, scanning, blur,
>crop, working with multiple layers whatever, you name it.
>IMG is just cut out to handle that.

Yes, I agree with most of that; IMG is not very much suitable for anything
involving colour or grayscale.

>IMG is only good as a FINAL format, ready to be imported into other
>applications if you want to use the picture.

In fact, if the application is one of those that can handle -only- IMGs,
it will probably not be able to display all those fine effects stored
in other formats, anyway. If one is to use such applications it would
probably be a waste of time to create wonderful hyperrealistic pictures
in true-to-life colours.

BUT if one is involved with artistic or photo-quality imaging, yes, I agree
that other formats should be used. What I wanted to say is that IMG should
not be discarded COMPLETELY because, on this platform, it is a widely
supported format which is useful in some cases. (btw. I seem to remember
that in the PC world, Corel applications, having some inheritance from
GEM-based Ventura, support GEM and maybe even IMG picture formats).

>> So, as long as I work on my Atari, I see no need to use other formats.
>Yay! for the advance in technology, for graphic compression algorythms,
>for all the graphic cards vendors for atari. (Mario B., just don't
>worry about producing the Galaxy, users here are perfectly happy with IMG
>mono).

Oh, but note the repeated use of "I" in my sentence; I was presenting
-my- case as an example where this IMG image format is convenient and some
others would not be. For other users it may be different. My intent was
to show that one should not cathegorically dismiss IMG format.

(as for Galaxy, marvelous as it is, it can not be fitted in my MegaST).

>This does not apply if you only work with 1 bit pictures like in your case.
>For you I recommend megapaintST from 1986. It will do wonders.

In fact I -do- create most of my work in Megapaint- but that is Version 6,
from 1993. Indeed it is a superb application for technically oriented
graphics, and it has acquired some useful functions since the early versions.

cu;

4341. Re: HD Driver and some SCSI HDs

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 22:01:15 UTC
From: vdjole@EUnet.yu
Message-ID: <abulr7$t7t$2@news.eunet.yu>
Source record: 34892

On 15 May 2002 20:06:09 , "Elliot" wrote:

>>> I have a problem with some IBM SCSI hard disks that I have, they only work
>>> if I turn the Auto Start off and let HDDriver start them up.
>>> The problem with this is that I have to turn the Hard Disk off whenever I
>>> have to restart the Falcon. The disks appear to work fine on a PC.

>> One thing to look for is the Unit Attention Jumper.....if it is fitted,
>> take it off, if it isn't try putting it back :-)) I use IBM drives and
>> they all have wierd features that you generally have to disable....then
>> they're some of the best drives on the planet

I second that. My IBM DSAS3540 drive did not want to boot without the
proper setting of "unit attention".

And indeed, it is a good drive. Very, very quiet.

>I have about 6 of them and not one has any jumper settings on them, they
>have jumpers just no indication of what they do. The net is not helpful nor
>is the IBM website. I have tried every combination but have only found the
>ID and Auto Spin, probably enabled the parity a couple of times too but then
>there are only a couple of others jumpers left.
>
>They are 2Gb SCSI (both 50pin IDC and 68pin D type), they do not appear to
>have many marking either, I will look closer.

Did you not find info on IBM's site? I found data for my disk there.
At that time the url was http://www.storage.ibm.com

On my disk the jumpers are in a block of 7.

The first 3 (JP1-JP3) are the usual SCSI ID. Then:

J4 Disable Auto Spin Up - should be OFF.
J5 Disable Unit Attention on startup- should be ON.
J6 Terminator Connect - ON if last device on the bus.
J7 Disable Target Initiated Sync. Negotiation - ON.

And, no, there is no external LED connector :-(

The catch with "unit attention" was that J5 has to be ON for my disk to
be recognized and boot- and it was initially it was set to OFF. I have
read an article (in German, unfortunately), that says (as much as I
can understand it, my German is REALLY very bad) that a drive sending
"unit attention at startup" has a problem with versions of TOS before 2.06,
because it sends one response more than TOS expects, and they can't establish
communication; in later TOSes this was rectified by TOS searching for
the HD twice at boottime.

```
cu;
```

4342. Re: Anodyne's SCSI ethernet offer

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 22:23:05 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205151423.790b6a82@posting.google.com>
Source record: 34889

rs.mac@t-online.de (Robert Schaffner) wrote in message
news:<1fbtn9n.rhgd1pfe0to2N%rs.mac@t-online.de>...
> rustynutt <rustynutt@hotmail.com> wrote:
>
> Hi,
>
> > Bone is back together with rods and screws. have one more week away
> > from work. girl friend works all until next sunday.
>
> Well, sounds not good. (But far from work, thats OK for a while) :)
>
> > will try to put afterburner falcon back in rack case (hard with cast
> > on arm). has MiNT and STiNG on harddisk, will test scsi adapter friday
> > night?
>
> Jep, something to do. One arm bandit ;)
> Bad to fit some hardware. I hope scsi adapter works fine.
> Waiting some reports :)
>
> > say hi to dagmar and dahna
>
> Done :)
>
> Regards, Robert

Back to work, doctor took the staples out yesterday. I am not to use
the arm for work for another 4 weeks....he didn't say about working on
Atari at home:) There is no cast, just an arm sling. He used wire and
pins to put the bone back together...

My Afterburner is once again running after being apart for several
months (lack of interest?). only black screen at first:) Forgot that I
do not have the powersupply modification for PC supply on this
motherboard, must always warm reset the Afterburner to get it to
boot:) All is ok:) I have tested the SCSILINK only a little bit. I
think there is a DMA problem with the link attached and the STinG
drivers loaded. With HD Driver demo V8.1, Falcon bombs (2) when
loading the driver. With HD Driver V7.55, driver loads ok, but the
floppy stops working. Link cannot be communicated to with utility TTP.
I have tested the Falcon extensively, the SCSI bus produces no errors
normally. Falcon works normally with link attached and STinG drivers
removed from STinG path.
Funny thing I noticed was if the FRB option is active in HD Driver
V7.55, the Afterburner TKROMDRIVER will crash. I normally just use
NVDI for the FRB, running it right after TKROMDRIVER, but thought to

experiment with the FRB option incase the STinG driver is doing
something funny there with the AB MMU programming.
I have email Roger with info on my system, I am sure he will look into
this soon.

Regards,
Mike

4343. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 22:34:26 UTC
From: Particle Salad <mark@particlesalad.com>
Message-ID: <3CE2E271.3FD883F0@particlesalad.com>
Source record: 34890
Cross-posted to: comp.os.os9,comp.sys.atari.advocacy,comp.sys.atari.st,comp.os.cpm,alt.aol-sucks

Dood, I've exposed you numerous times for your lack of knowledge in audio and video, while spouting off about same. Would
you like some google links to refresh your memory?

sinclap@yahoo.com wrote:

> > 4) When excuses for your lies are shot down in flames. Project your inadequacies on those who exposed you for a
> > kook.
>
> Just you..and your love- chunks..
>

--
-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://www.particlesalad.com
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4344. Re: Newsgroup help

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 23:23:34 UTC
From: ebaiz@skyenet.net
Message-ID: <W5CE8.285$8M.142902@newsfeed.slurp.net>
Source record: 34893

On 15 May 2002 11:18:33 , P Slegg wrote:
>I have been posting recently to comp.sys.atari.st and I am not sure if
>my messages are reaching the outside world. I can see my own postings
>but I never see any replies. Is this possible ? I feel like I have
>been sent to Coventry ;-) I had a look on Googl��d�;F��d

I had the same problem and found out it had to do with the way my
newsreader was setup.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4345. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.st
Date: 2002-05-15 23:37:05 UTC
From: Christopher Vick <nimtene@hotmail.com>
Message-ID: <3CE2F121.E90C6C63@hotmail.com>
Source record: 34894
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

You make some good points, Glitch. I hope Bruce doesn't go
heartbroken from this failed release, and heeds some of your
advice for the future. To be honest, I don't know what Bruce
was expecting. Foremost, trying to use his ignorance of a game
as a way to get people to believe it is complete, thus tricking
them into buying it. Bruce, of course you're going to get negative
E-mail then, when people realize that you were misleading them,
whether intentionally or not. Just give us the facts, Bruce,
and that leaves much less to complain about.

I'm also somewhat offended, that Bruce is suggesting that only
the 'faithful' Atari fans actually bought Daemon's Gate from
him. To the contrary, if you ask me. It was not bought in mass
quantities because, as a community, we have grown into more
intelligent consumers. And this bust of his has proven the fact.
Just because we are thirsty, doesn't mean we will be grateful
to pay large fees for a glass half filled with water, whilst
the vendor assures us that it seems to be full, but he really
hasn't had enough time to make sure of the fact. If the glass
is only half full, be honest with me. I can still appreciate
only that, as long as it's what I expect when I buy it.

Don't get me wrong, I do have some appreciation for Bruce's
efforts. Surprises are great, but in the future I hope he will
discuss with the Lynx Community his future prospects. Then
we might decide together what is in our best interests, before
Bruce invests so much time and effort in the matter.

Realize, I've got nothing but love for you, Bruce. But we need
to be critical of the ones we love, so they do things better
the next time around.

Sorry for the ranting.

-vick

Glitch wrote:
>
> On 14 May 2002 15:54:02 -0700, atari@myatari.com (bruce) wrote:
>
> >As of now the release of Daemon's Gate was a bust. I have lost
> >thousands of dollars, hundreds of hours and received negative E-mail.
> >I spent over $70K buying all of the computers from Atari
> >Engineering whem they layed everyone off. I have many more unreleased
> >Atari titles. However for now, all future releases are on hold and

> >I'm not shipping anymore Daemon's Gate.
> >For those faithfull Atari fans that did buy DG from us please pick
> >2 titles for each Daemon's Gate you bought and I will send them
> >to you new in the box at my cost.
>
> I'm really sorry to hear this, especially since I was going to try to
> purchase a copy next week. I realize that it is not a complete game
> but I still wanted to see what they were doing and see if I could get
> any ideas from it. I think that maybe everyone's expectations were
> too high on this release. The game is obviously functional but not
> complete (which is why it is an unreleased game) and if people had
> purchased it with that idea in mind I don't think that you would have
> had as many complaints.
>
> In the future you may want to run a small batch (or even a dozen hand
> made carts) and offer a special release to past customers or people
> that you know would be good beta testers in order to get their
> feedback. If they state it's totally unusable then don't release it.
> If they can provide you with a list of limitations or problems then
> list those issues up front on your web pages so people can see them
> prior to purchasing it. I'm sure some people would still complain
> because they don't want to believe what they read and want to think
> that it will still be perfect but it should cut down on the number of
> complaints.
>
> I compliment you on trying to release the game. With so little new
> coming out for the Lynx & Jaguar systems (songbird can't produce
> everything) it nice to be able to get what we can. Hopefully you will
> continue to try to provide any new stuff that you have and not let it
> fade away into the past as with so many other projects that were in
> the works but never saw the light of day.
>
> Just my 2 cents for all it's worth.

4346. WTB Ultima II for Atari ST $40

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 01:25:07 UTC
From: tommage@aol.comNOSPAM
Message-ID: <20020515212507.24199.00008142@mb-mi.aol.com>
Source record: 34895

I am looking for a complete in box game, including the cloth map and manual//disks. Will pay $40. Might buy without the cloth map but for a lesser price. Please reply by email and remove NOSPAM from my address, thanks!!!

Tom

4347. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 03:36:05 UTC
From: William Wong <wongck@rocketmail.com>
Message-ID: <3ce32727@post.newsfeed.com>
Source record: 34796

*** post for FREE via your newsreader at post.newsfeed.com ***

>
> After spending over 4 months with this, my in-depth user-guide for TOS
> 2.06 is finally ready!
>

Excellent work.... :-)

Rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
------== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

4348. Re: The CT60 arrive !!

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 05:25:10 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205152125.452f3070@posting.google.com>
Source record: 34797

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3ce2a47c$0$240$626a54ce@news.free.fr>...
> Saturday, I get the 150 CT60 !
>
> A Great Day....

Yes! Yes! Yes!

Mike

4349. Re: HD Driver and some SCSI HDs

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 05:49:45 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CE34879.10901@seimet.de>
Source record: 34798

Chris Crosskey wrote:

> One thing to look for is the Unit Attention Jumper.....if it is fitted,
> take it off, if it isn't try putting it back :-)) I use IBM drives and
> they all have wierd features that you generally have to disable....then
> they're some of the best drives on the planet

The Unit Attention jumper has no meaning unless you are using old
versions of TOS. Until TOS 1.04 the drive must not send a Unit Attention
signal when it is accessed the first time, otherwise TOS will not be
able to bootload the hard disk driver. For newer versions of TOS this is
not a problem.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4350. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 05:53:42 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CE34966.3050201@seimet.de>
Source record: 34799

Hallvard Tangeraas wrote:

>>Sure, you cannot simply delete the .SYS file. This is not the correct
>>way of removing a hard disk driver. Hard disk drivers must be removed
>>with the tools provided for that, e.g. HDDRUTIL or HINSTALL.
>
>
> This is exactly what I did.

Strange. I will check this.

> 4 bombs when rebooting. I guess the Mega STe is expecting to be able to
> use the hard disk when it can somehow sense that a physical drive is
> connected.

No, it isn't. Note that there is no magic behind all this. Mega STE, ST,
TT, ... all behave identical with respect to booting and the mechanism
how to boot is well-defined.

> I'm not sure what you mean, but I've tried the above many times just to
> be sure my documentation of all this is correct.

If I understood everything correctly you said that if you run HDDRIVER
manually from floppy, NEWDESK.INF will be read from floppy disk. This is
impossible since in this case the dekstop will already be initialized
(and thus has already read NEWDESK.INF) *before* you started HDDRIVER,
which you must start by double clicking HDDRIVER.PRG from the desktop.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4351. Re: The CT60 arrive !!

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 07:36:25 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1021534596.7312.0.nnrp-13.3e31118f@news.demon.co.uk>
Source record: 34800

Losing bowl control.................. arrrr

So when do we think they will be shipping across the world?

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3ce2a47c$0$240$626a54ce@news.free.fr...
> Saturday, I get the 150 CT60 !
>
> A Great Day....
>
> --
> Rodolphe CZUBA
> 4, All�e du Laurier
> F-60290 AUVILLERS
> FRANCE
> email : rczuba@free.fr
> WEB : www.czuba-tech.com
>
>

4352. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 08:46:00 UTC
From: William Wong <wongck@rocketmail.com>
Message-ID: <3ce36f8c@post.newsfeed.com>
Source record: 34802

*** post for FREE via your newsreader at post.newsfeed.com ***

>
> If I understood everything correctly you said that if you run HDDRIVER
> manually from floppy, NEWDESK.INF will be read from floppy disk. This is
> impossible since in this case the dekstop will already be initialized
> (and thus has already read NEWDESK.INF) *before* you started HDDRIVER,
> which you must start by double clicking HDDRIVER.PRG from the desktop.
>

How about if you boot from a diskette with Auto folder that have the
HDDriver in it?
Will the newdesk.inf be from the floppy or the drive c:?

--
-=-=-=

4353. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 09:26:31 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205161117290.100-100000@easymint>
Source record: 34803

Is anyone having trouble with the links in the html files, after
unpacking GUIDE206.ZIP on a case-sensitive etx2 partition (MiNT !) ?
Don't panic. Just copy the whole lot to a normal FAT partition. If you
really want to have the files on your ext2 partition, just copy them back
again, thus converting the filenames to lowercase.

And rename "\guide206\images\opt14gif" to "...\opt14.gif". After that the
TOS 2.06 will be really really good.

(Explanation: the filenames in the ZIP archive are UPPERcase, the
filenames in Hallvards html code are in lowercase...)

Martin Tarenskeen.

4354. Re: Newsgroup help

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 09:29:09 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205161128360.100-100000@easymint>
Source record: 34804

On Wed, 15 May 2002, Edward S. Baiz Jr. wrote:

> On 15 May 2002 11:18:33 , P Slegg wrote:
> >I have been posting recently to comp.sys.atari.st and I am not sure if
> >my messages are reaching the outside world. I can see my own postings
> >but I never see any replies. Is this possible ? I feel like I have
> >been sent to Coventry ;-) I had a look on Googlô□d□;Fô□d

What software do you use ?

Martin Tarenskeen

4355. Re: The CT60 arrive !!

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 09:33:48 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205161130070.100-100000@easymint>
Source record: 34805

On Thu, 16 May 2002, Elliot wrote:

> Losing bowl control..... arrrr
>
> So when do we think they will be shipping across the world?
>

I didn't order one, but I would like to read the first reviews from people
who have in this newsgroup as soon as they have their Falcon/CT60 running
in action. Let us know !

Martin tarenskeen

4356. Re: Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 10:51:30 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ce39d061ad7ca0@tripnet.se>
Source record: 34806

On Wed 15-05-2002 05:37 (GMT) don wolfe wrote:

>Is there a way to read WINXP.DOC & .PDF files on a ATARI TT ???

If "WINXP.DOC" equals MS Word .DOC files you can use the free Papyrus
demo to read them.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4357. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 10:51:31 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ce39d061ad7ca1@tripnet.se>
Source record: 34807

On Wed 15-05-2002 21:39 (+0100) David Wade wrote:

>As I am just looking to network enable my STs I was wondering why you would
>want to replace NEWSIE?
>What problems are there with it or should I just download Lyndons packaged
>Okami etc ?

Newsie is useless if you happen to write or read newsgroups in languages
that need 8 bit characters.

characters like ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ etc will show up as rubbish in Newsie when you
read messages. When you post yourself no others (except other Newsie
users) can read your text properly.

If message headers are Quoted Printable encoded they will look terrible
in a newsreader that doesn't understand this encoding.

If you only use English you will not have these problems but for many
other languages Newsie is not a serious alternative.

But, if you alter the Atari character set with some other software
(Harlekin etc.) it is possible to write with Newsie in a more compatible
way, but then things are not that easy any more...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4358. Weird Request I know but TN3270 for ST

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 11:14:51 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <ac04bbkot1@newsg4.svr.pol.co.uk>
Source record: 34808

Usenetters,

I know its a real weird request but has any one ported any of the TN3270
emulators to the ST for use with my STE, 4Meg.
Thanks in advance.

Dave.

P.S. See http://www.conmicro.cx/hercules/ for what I want to use it for....

4359. Re: Translation

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 12:36:52 UTC
From: Starlord <starlord@in>
Message-ID: <VINE8.9444$09.350939266@news.inreach.com>
Source record: 34809

Dennis, have you gotten e-mail from me?

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1021487334-59555AEicMi@gmx.net...
> From: Raoul Teulings <rt@xs4all.nl>
> Date: Mon, 13 May 2002 08:52:30 +0200

4360. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 12:41:20 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205161437550.94-100000@easymint>
Source record: 34810

On Thu, 16 May 2002, Martin Tarenskeen wrote:

>
> And rename "\guide206\images\opt14gif" to "...\opt14.gif". After that the
> TOS 2.06 will be really really good.

Oops. Little typo. What I meant was: "...the TOS 2.06 GUIDE will be really
really good." :)

Martin Tarenskeen

4361. Re: Converting "Notator/Logic" MIDI files to Digital Performer

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 13:05:32 UTC
From: Loki Harfagr <l0k1@free.fr>
Message-ID: <Xns92109983CCBEl0k1freefr@213.228.0.136>
Source record: 34811

bradstanfield@yahoo.com (Brad) wrote in news:39ede7ac.0205091616.ae5d056
@posting.google.com:

> H E L P ! ! ! - I have several songs sequenced Notator/Logic MIDI
> files that I need to convert to Digital Performer so I can continue
> sequencing and assigning sounds in order to finish a project that was
> started by another composer originally on Notator/Logic.
>
> -OR- If you're in the L.A. area

I'm a bit outta LA area, in Paris here :)

> I can bring the floppies of the
> Notator MIDI files to you and convert them to DP there or whatever
> makes sense?

Thus I guess it'd be more convenient to pack them in an archive,
ie lzh, zip, 7zip, gz, whatever u have :)
and send them to my mailbox or to put them on a site of yours
and email me the URL so I'd DL them to translate the
NOT or LOG or LSO files to MIDIfile format :)

> Please advise ASAP.

Sorry for the delaying but I was in a hell this week
and didn't check all the usual news :-(

Tell me if u could manage differently and don't need help anymore,
no trouble :)

Though I have to warn u that the transfer to MIDIfile
can be hazardous with some files, especially depending
on the versions of Notator or Logic used and are really
a lot of trouble with intricate structures of arrangment
and especially when the environment (synths, exp, FXs, etc)
is heavily specific !
Then you may not wait for a miracle from me but at least
you may have all your sequences :)

my mail : mailto:l0k1@free.fr

4362. Re: Newsgroup help

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 13:46:29 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <f74d2a6d.0205160546.75929511@posting.google.com>
Source record: 34812

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<W5CE8.285$8M.142902@newsfeed.slurp.net>...
> On 15 May 2002 11:18:33 , P Slegg wrote:
> >I have been posting recently to comp.sys.atari.st and I am not sure if
> >my messages are reaching the outside world. I can see my own postings
> >but I never see any replies. Is this possible ? I feel like I have
> >been sent to Coventry ;-) I had a look on Googl ï¿½ï¿½d ï¿½;F ï¿½ï¿½d
>
> I had the same problem and found out it had to do with the way my
> newsreader was setup.
>

Hi Edward,

I am using Newsie too but I don't think I have
changed any settings for ages.

Any idea what is was that fixed it ?

Regards,

Peter

4363. Re: Anodyne's SCSI ethernet offer

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 14:32:33 UTC
From: rs.mac@t-online.de
Message-ID: <1fca8rv.zk07f9jfmc82N%rs.mac@t-online.de>
Source record: 34813

rustynutt <rustynutt@hotmail.com> wrote:

> Back to work, doctor took the staples out yesterday. I am not to use

Please send details of your doctor :)
4 weeks at home sounds good :->

Hm, but with your handicap..

> My Afterburner is once again running after being apart for several

Ahrg.. :)

> motherboard, must always warm reset the Afterburner to get it to

You changed start sequence of programs of autofolder?
Try to load sting as last.

I also had problems with later haddriver releases as 7.8. That works
fine and never change a winning team ;) I doni¿½t know what other features
newer hddriver releases had. 7.8 works great on ct2.

> I have tested the Falcon extensively, the SCSI bus produces no errors
> normally. Falcon works normally with link attached and STinG drivers

Sounds like touble with different drivers on your system.
Sting normaly does not bomb on falcon if the setup is ok.
That sounds for me like trouble with any other driver.

> I have email Roger with info on my system, I am sure he will look into
> this soon.

Yep, rogers website says the driver is tested well on tt, and it should
work on other systems. Any other report with that driver on an falcon?

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

4364. STe Hardware & software sale

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 14:35:56 UTC
From: Ralph Nelson-tucker <ralph.n-t@virgin.net>
Message-ID: <VyPE8.4155$lv.424088@news6-win.server.ntlworld.com>
Source record: 34814

HARDWARE
Atari 520 STe, 1Meg
Atari 1040 STe, 4Meg
System Solutions Hard Drive
DataPulse Hard Drive
2 Atari SM124 hi-res monitors
Modem, B drives, Clock & other bits
SOFTWARE
(All boxed originals)
LDW Power spreadsheet
Thats Write 2 word processor
Superbase Personal database
HyperChart presentation software
Easy Text professional DTP
UVK virus killer
NVDI
Diamond Edge optimiser
Diamond Back 3 Backup
Loads of games & utilities, mostly from cover disks.
Prefer to sell whole systems but will consider splitting.

4365. Re: Weird Request I know but TN3270 for ST

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 18:18:36 UTC
From: LST of Laserforce <lst@laserforce.org>
Message-ID: <3ce3f723$0$245$626a54ce@news.free.fr>
Source record: 34815

Hmm according to the docs, it needs a 32-bit CPU to run
(a fast one) and multi-megabytes of RAM... the kind of
things that STe lacks...

LST

4366. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 21:09:14 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ce42df220294c0@tripnet.se>
Source record: 34817

On Wed 15-05-2002 13:10 (+0100) Lyndon Amsdon wrote:

>>As I am just looking to network enable my STs I was wondering why you would
>>want to replace NEWSIE?
>
>I only started having problems on my Falcon. Newsie would
>sometimes crash, quite often if a large attachment was on an
>email. It would destroy clusters on my harddisk, which

But note that at least earlier (v. 2) Okami versions had problems with large attachments too. If the incoming email was larger than approx. half the largest free RAM area it would import normally but the resulting mail got corrupted with the beginning (incl. header with the sender address!) missing!

I have not checked what happens in the same situation with Okami 3 but I always keep a copy on the server when importing large or important emails which is very easy using Popwatch.

Another glitch... When I took my old DAF car out of the winter sleep I got a mail from the authorities with a permit to drive the car. An important document that has to be in the car in case I get stopped by the police.

When imported to Okami the attachment would not be recoginzed at at all. Fortunately I kept a copy on the mail sever and could get it with Outlook Express instead.

I have not checked with the RFC's but the header looks a bit strange. Just an attachment without any delimiters so maybe Okami did the right thing?

Typically they sent it as a pdf document with a statement that it's against the law to change the content. Imho a simple text mail signed with PGP would have been both more secure and compatible...

If anyone wants to check if it's correct here are the relevant parts of the mail:

To: kennethm@tripnet.se
Subject: =?iso-8859-1?Q?E-post_fr=E5n_V=E4gverket?=
Date: Fri, 19 Apr 2002 16:08:28 +0200
MIME-Version: 1.0
X-Mailer: Internet Mail Service (5.5.2653.19)
Content-Type: application/octet-stream;
name="TIP$.PDF"
Content-Transfer-Encoding: base64

```
Content-Disposition: attachment;
filename="TIP$.PDF"
Status:

JVBERi0xLjIgDSXi48/TDQogDTYgMCBvYmoNPDwNL0xlbmd0aCA3IDAgUg0vRmlsdGVyIC9GbGF0
ZURlY29kZSANPj4Nc3RyZWFtDQpIiYxXSXIluQ09ge6QS9uLNOdh67B9gvKuN9UulVr2V3WH6rd9
fZOYCDC/3B2K0OfjAIAggIf0hx9/7y/HU3RnzUeux9vxlEsicBPQvD/zxLhxg7j1p+Pp65+e3Nlj

[Lots of lines skipped!]

IG4gDXRyYWlsZXINPDwNL1NpemUgMTANL1Jvb3QgMyAwIFINL0luZm8gMSAwIFINL0lEIFs8NTQw
ZjUzYTkxZTgxYzczMDY1YmNlYzY0MzEzMGQ2MjM+PDU0MGY1M2E5MWU4MWM3MzA2NWJjZWM2NDMx
MzBkNjIzPl0NPj4Nc3RhcnR4cmVmDTU4OTMNJSVFT0YN

[eof]

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>
```

4367. Re: The CT60 arrive !!

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 21:30:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1021585599.10529.1@demeter.uk.clara.net>
Source record: 34820

Hi Elliot

| Losing bowl control..... arrrr

So youve spilled your cornflakes then?.

| So when do we think they will be shipping across the world?

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.362 / Virus Database: 199 - Release Date: 07/05/02

4368. Re: Weird Request I know but TN3270 for ST

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 21:34:21 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <ac18kg$io9$1@news8.svr.pol.co.uk>
Source record: 34818

"LST of Laserforce" <lst@laserforce.org> wrote in message
news:3ce3f723$0$245$626a54ce@news.free.fr...
> Hmm according to the docs, it needs a 32-bit CPU to run
> (a fast one) and multi-megabytes of RAM... the kind of
> things that STe lacks...
>

I actually run the main hercules on a Windows/2000 box, but I wanted a
seperate 3270 console so I could TN3270 top the main box...

> LST
>
>
>

4369. Re: Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 21:35:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1021585602.10529.2@demeter.uk.clara.net>
Source record: 34821

Hi Oracle

| its raining atari stuff here, just picked up a megafile for $5!!!! mint
| condition and working great!
|
| that is.. on my STE..
|
| I notice when i plug it in to my TT, its basicly invisible, it only works
| with its internal hard drive.. is this kind of thing normal ?

You'll have to make sure its got a different SCSI ID if you're using a SCSI
chain, or a different ACSI ID if using a ACSI to SCSI adaptor.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.362 / Virus Database: 199 - Release Date: 07/05/02

4370. Hard Drive checker.... Was Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 21:36:54 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <ac18pa$d8s$1@news6.svr.pol.co.uk>
Source record: 34819

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3ce361b22b8b90@madasafish.com...
> Hi David,
>
> >As I am just looking to network enable my STs I was wondering why you
would
> >want to replace NEWSIE?
>
> I only started having problems on my Falcon. Newsie would
> sometimes crash, quite often if a large attachment was on an
> email. It would destroy clusters on my harddisk, which
> eventually took out the whole partition. File names were fine,
> but contents destroyed. I was very angry as some work was on
> there, but really it was my fault for not checking (use optimise
> program) and backing up. I switched to Okami, not had a problem
> since.

That sounds good enough for me. Any thing that messes up disks is a pain.
An whilst it is off topic what is a good hard driver checker. Its been ages
sicen I used
my hard drive in anger....

> --
> Lyndon Amsdon

4371. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 22:15:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205161511050.12736-100000@shell1.aracnet.com>
Source record: 34822
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've moved from my old Internet Provider to aracnet.com! Everything should be forwarded by my old Internet Provider. Such as E-Mail and Web Links. Since I've moved, I've just bought out another Atari Dealer and I need to make room for NEW Inventory. So now I'm Currently offering a 25% Discount on All Games/SoftWare and Books/References for Classic 8 Bit and Atari ST Computer Lines! So come spend your Tax Refund at my shop, at Bravo Sierra Computers! Check WebLink below for more details on discounts!
http://www.aracnet.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new ST Games & HardWare. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4372. Re: Cubase Audio version differences

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 23:05:19 UTC
From: nurmix@spam-free.com
Message-ID: <3ce434c5.317010@news-server.socal.rr.com>
Source record: 34823

On 15 May 2002 07:36:47 -0700, wmartz@firstpresdalton.org (Wayne Martz) wrote:

>Hmm. I've got 2.04 and 2.06 on my HD!

I don't think I ever had 2.04.

>> I was testing both versions yesterday for stability in audio
>> recording, and I was having more success with version 2.03. I just
>> wondered what I might be missing by using that older version.
>
>I have no idea! I'm just curious when you say stability, are you
>talking about pops and clicks, or something else?

Crashing is what I'm talking about. Good old fasioned TOS BOMBS!

As I'm sure you remember, you already solved the "pop & click" riddle a while back, so that's not really an issue any more. Plus, it may just be a coincidence or dumb luck, but in my recent testing, using the JAM OUT box exclusively (instead of the Falcon's own analog output), I haven't had any pops or clicks show up in any tracks yet. Having said that, the next time I record something it'll be click and pop city! <hahaha>

But CAF is still crashing quite frequently when dealing with audio (and on rare occasion, when doing just MIDI work). These are MULTI-BOMB (at least 8) crashes that immediately send me back to the desktop. They can happen when selecting a track to record on, and naming the file, or just during playback, or editing a track, pretty much any time really. I can't pin point what causes them. And I can't count the number of bombs since they're only displayed for a split second before I'm back at the desktop.

I have booted on a completely clean system, and I've "reinstalled" the program from different backup copies, but it still crashes. I do have MORE stability when I boot under ICD Pro than with HD Driver. I'd say I'm about 30% more likely to crash when running under HD Driver. Why this is I have no idea.

I wasn't as worried about this for a while, because my plan was to use SoundPool's AUDIO TRACKER for digital multi-tracking, and CAF for MIDI. Well, after messing with Audio Tracker for quite a while now, I realize I really don't care for it. It DOES handle multiple tracks faster than CAF, but I can't get past some of the clumsy ways it deals with common tasks. It's NOT easy to work with, and really gets in the way of the creative flow, unfortunately...

For example, in Audio Tracker, if you just recorded a take, and realize you don't like it, you would think it's a simple matter of highlighting the section, and hitting DELETE (as it is in CAF). Well, what you have to do is click to the "Song Structure" window to make it active, set the LEFT and RIGHT locater points for the selection you want to delete, click the "play" button for that track, select "CLEAR PART" from the drop down menu, and then wait about 30 seconds for it to do it's thing. Of course, don't make the mistake of accidentally using "DELETE PART" from the drop down menu, because this function also shifts everything after that part to fill in the spcae you just "cut" out. I found this out the hard way!

Picture the above scenario when you're trying to record a vocalist who makes a lot of mistakes and you'll see how quickly this becomes annoying and impossible to deal with: "ok, you were a little flat there, give me a minute and a half and we'll try it again..."
:-(

So, out of necessity, it's back to CAF for my vocal and audio recording. If I could only figure out why it crashes so frequently, things would be ok. It's strange, because I used to use it in the past without incident. It seems like it's gotten more unstable with age. And the only thing I can think of that's different now than when I first used CAF on my Falcon (back when I only had ICD Pro) is the Nemesis accelerator. However, turning this completely OFF does not seem to improve the situation either.

I'm stumped.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4373. Re: Using PC Keyboard with Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 23:06:07 UTC
From: nurmix@spam-free.com
Message-ID: <3ce43b23.1947260@news-server.socal.rr.com>
Source record: 34824

On Wed, 15 May 2002 12:28:37 +0200, laurent
<laurent.favard@HETCnAM.free.fr> wrote:

>I don't know if there are a lot of solution available now to use
>a PC keyboard with a Falcon, but to solve this problem i designed a
>small interface which allow to connect any _PS/2_ keyboard AND _PS/2_
>mouse to any Atari.
>
>Have a look to my web pages...you can build it yourself because it's
>a free project, schematic and all required are available or contact me
>to discuss how i can send to you an Eiffel interface.

Thanks for the information, I'll check out your site!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4374. Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-16 23:12:26 UTC
From: nurmix@spam-free.com
Message-ID: <3ce43bde.2134618@news-server.socal.rr.com>
Source record: 34825

On my Nemesis-enhanced Falcon (using the Videlity software), I can set up a nice high resolution(larger than normal) 2 color screen resolution, but when I try to run CAF, it changes the resolution back to the default screen size as soon as the program loads.

Does CAF simply _not_ work with anything other than the default Falcon 2 color screen size?

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4375. Re: Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 02:55:37 UTC
From: albee <albee@qwest.net>
Message-ID: <3CE47129.1040400@qwest.net>
Source record: 34827

Megafile series hard drives are RLL and are running on an adaptec 4000 controller

Steve Sweet wrote:

>Hi Oracle
>
>| its raining atari stuff here, just picked up a megafile for $5!!!! mint
>| condition and working great!
>|
>| that is.. on my STE..
>|
>| I notice when i plug it in to my TT, its basicly invisible, it only works
>| with its internal hard drive.. is this kind of thing normal ?
>
>You'll have to make sure its got a different SCSI ID if you're using a SCSI
>chain, or a different ACSI ID if using a ACSI to SCSI adaptor.
>
>--
>
>
>Steve. S.
>
>
>---
>Outgoing mail is certified Virus Free.
>Checked by AVG anti-virus system (http://www.grisoft.com).
>Version: 6.0.362 / Virus Database: 199 - Release Date: 07/05/02
>
>

4376. Re: Hard Drive checker.... Was Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 05:41:00 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CE497EC.9030003@seimet.de>
Source record: 34828

David Wade wrote:

> That sounds good enough for me. Any thing that messes up disks is a pain.
> An whilst it is off topic what is a good hard driver checker. Its been ages
> sicen I used
> my hard drive in anger....

Those that understand German (!) should check out DISKUS:
http://www.seimet.de/diskus_english.html. The demo version is available
for download. DISKUS cannot only optimize hard disks but also checks for
errors, repairs broken FATs, directories, can send arbitrary SCSI
commands, ...

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4377. Re: Cubase Audio version differences

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 06:29:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ce4a4fc2a1fb0@madasafish.com>
Source record: 34838

Hi Paul,

>And the only thing I can think of that's different now than when
>I first used CAF on my Falcon (back when I only had ICD Pro) is the
>Nemesis accelerator. However, turning this completely OFF does not
>seem to improve the situation either.

I know some people who removed the Nemesis due to stability
problems, even when it *was* switched off. Perhaps your RAM
board needs reseating, TOS chip? I recently did this, and
things seemed to have improved quite a bit!
--
Lyndon Amsdon

4378. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 06:34:52 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3ce765c0343080@go2.pl>
Source record: 34781

> Another glitch... When I took my old DAF car out of the winter sleep I
> got a mail from the authorities with a permit to drive the car. An
> important document that has to be in the car in case I get stopped by the
> police.
>
> When imported to Okami the attachment would not be recoginzed at at all.
> Fortunately I kept a copy on the mail sever and could get it with Outlook
> Express instead.
>
> I have not checked with the RFC's but the header looks a bit strange.
> Just an attachment without any delimiters so maybe Okami did the right
> thing?

> MIME-Version: 1.0
> Content-Type: application/octet-stream;
> name="TIP$.PDF"
> Content-Transfer-Encoding: base64
> Content-Disposition: attachment;
> filename="TIP$.PDF"

That's perfectly OK.
There is no attachement in a *strict* sense, because the message is
not MIME/multipart (ie. it is not divided into text part and
attachement part). There is only one part, which is the attachement
itself, encoded in Base64, being an octet-stream that should be saved
as TIP$.PDF.
IMO the header is not strange :-)
You could have dragged the file itself (from the desktop) onto
MUNPACK.TTP program that comes with Newsie to depack it.

--
Grzegorz Pawlik
http://marijuana.atari.org/

4379. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 06:36:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ce4a4fc2a1fb1@madasafish.com>
Source record: 34839

Hi Derryck

>>Are you starting aFTP from U:/D/aFTP/ or from the drive directly?
>>You have to start it from U:/ because otherwise it cannot find
>>etc folder (resolv.conf, services and all those files). In fact it
>
>I think that you've put your finger on the source of the problem. I've a
>sneaking feeling that link2u isn't actually linking anything to anything,
>although I can see my etc. tmp and usr folders in the root of U: (?)

I always run aFTP from the drive directly, without going through
U: I have in my magx_rc.net inside the Magic Start folder this
line. I do use the patched mint version.

Where is your /etc path (please use a VFAT partition)
etc_path d:\etc

>I'm trying to run aFTP from U:/I:/aftp155b_MagxNet/AFTP.PRG,
>with the etc >folder in the root of U: that should work though?

The etc folder should be visible once you open the u: drive.

--
Lyndon Amsdon

4380. Re: Hard Drive checker.... Was Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 07:51:54 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <ac2cq9$2fs$1@news6.svr.pol.co.uk>
Source record: 34829

Uwe,

Its a big pity my German teacher concentrated on things like trains, hotels
and food
and did not cover the technical stuff needed to understand software ....

Dave,

P.S. And whilt my French is a little more fluent I learnt most of that
before personal computers
were invented, so no hope there either....

PPS. So one in english ??

"Uwe Seimet" <us@seimet.de> wrote in message
news:3CE497EC.9030003@seimet.de...
> David Wade wrote:
>
> > That sounds good enough for me. Any thing that messes up disks is a
pain.
> > An whilst it is off topic what is a good hard driver checker. Its been
ages
> > sicen I used
> > my hard drive in anger....
>
> Those that understand German (!) should check out DISKUS:
> http://www.seimet.de/diskus_english.html. The demo version is available
> for download. DISKUS cannot only optimize hard disks but also checks for
> errors, repairs broken FATs, directories, can send arbitrary SCSI
> commands, ...
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

4381. Re: Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 08:23:25 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ac2rl4$258n$1@news.vol.cz>
Source record: 34833

> On my Nemesis-enhanced Falcon (using the Videlity software), I can set
> up a nice high resolution(larger than normal) 2 color screen
> resolution, but when I try to run CAF, it changes the resolution back
> to the default screen size as soon as the program loads.

??? Sounds crazy. What version of CAF does it ?

> Does CAF simply _not_ work with anything other than the default Falcon
> 2 color screen size?

It does. CAF (at least a later versions I used) does work in any resolution
or color depth. I used the 1024x768x2 (Phantom + Videlity) for a long time.
Other color depths work as well, a few things are coloured in this case.

Best Regards,

Ctirad

4382. Re: Hard Drive checker....

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 08:47:40 UTC
From: yves.rogne@free.fr
Message-ID: <3ce4c3ab$0$222$626a54ce@news.free.fr>
Source record: 34831

On 17 May 2002 08:51:54 , "David Wade" wrote:
>Its a big pity my German teacher concentrated on things like trains, hotels
>and food and did not cover the technical stuff needed to understand software

Well, you're right but how can one to be helped if lost in a German city and
only knows German computerwords ? >Where is the festplatte to take the treiber
to Koeln ?> may not help a lot ... (-;

I learned German computer software by using them without translation and
experimenting and give you the advice to do the same. You will notice that
basic functions are at the same place in all softwares (save, load, quit, ...)
and I learned to use English software that way too.

Firsts maybe a bit hard, but after you will use the original German versions or
French ones without big trouble. Just try.

Regards

M>gamodeste

4383. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 09:04:00 UTC
From: <>
Message-ID: <1021622668-275765AEicMi@ntlworld.com>
Source record: 34830

From: gregory@_SPAMMING_is_A_SIN_.atari.pl (Grzegorz Pawlik)
Date: Wed, 15 May 2002 11:38:13 +0000 (UTC)

>> aFTP works fine with STinG, but for the life of me I can't get the MiNT
>> version to run with Magxnet. Says that it cannot resolve host. If I input

>Are you starting aFTP from U:/D/aFTP/ or from the drive directly?
>You have to start it from U:/ because otherwise it cannot find
>etc folder (resolv.conf, services and all those files). In fact it

I think that you've put your finger on the source of the problem. I've a
sneaking feeling that link2u isn't actually linking anything to anything,
although I can see my etc. tmp and usr folders in the root of U: (?)

I'm trying to run aFTP from U:/I:/aftp155b_MagxNet/AFTP.PRG, with the etc
folder in the root of U: that should work though?

>from (why? - good question), so either start it via U:/ or copy your
>complete etc folder to the root directory of the drive you have aFTP on.

It works with that setup, but that surely makes a mockery of this unified
drive business?

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4384. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 09:17:22 UTC
From: <>
Message-ID: <1021707910-49349AEicMi@ntlworld.com>
Source record: 34747

From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Date: Wed, 15 May 2002 19:39:06 +0200

>>aFTP works fine with STinG, but for the life of me I can't get the MiNT
>>version to run with Magxnet. Says that it cannot resolve host. If I input

>aFTP and aMail have to be patched in order to run under MagXnet.

Yep, I've used the ttp to patch aFTP - there's no utility to or mention of
the need to patch aMail though. Anyway, one step at a time.

>On the other hand, the doc. states that MiNT versions are not
>compatible qith MagXnet, and so to be careful not trying to
>patch these. All this in the doc. provided in the archive. ;-)

I can't find any mention of this in the aFTP or Magxnet archive?

Anyhow, it's sort-of working thanks to Grzegorz but some work is still needed
I think!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4385. Re: The CT60 arrive !!

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 09:28:18 UTC
From: <>
Message-ID: <1021707912-49781AEicMi@ntlworld.com>
Source record: 34748

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Thu, 16 May 2002 11:33:48 +0200

>> So when do we think they will be shipping across the world?
>>
>
>I didn't order one, but I would like to read the first reviews from people
>who have in this newsgroup as soon as they have their Falcon/CT60 running
>in action. Let us know !

Absolutely. I'd expect that MyAtari (www.myatari.net) would also appreciate
a review, I'm sure! :-)

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4386. Re: Hard Drive checker.... Was Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 09:33:06 UTC
From: <>
Message-ID: <1021707914-50085AEicMi@ntlworld.com>
Source record: 34749

From: "David Wade" <dave@dwade.remove_to_reply.freeserve.co.uk>
Date: Thu, 16 May 2002 22:36:54 +0100

>An whilst it is off topic what is a good hard driver checker. Its been ages
>sicen I used
>my hard drive in anger....

HP Optimizer, from the MISC section of my web site. Make sure you get the
version appropriate to your OS.

Cheers

Derryck

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4387. Re: Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 11:06:35 UTC
From: Oracle <No.Return@go.away>
Message-ID: <mp5F8.12271$b5.42642@newsfeeds.bigpond.com>
Source record: 34832

invisible, ie, i cant even access it, hd driver sees nothing on the ASCI interface, its asif its not even there. but it works perfectly on the ST & STE.. how strange

"Peter Schneider" <Peter_Schneider@su2.maus.de> wrote in message news:200205152209.a34381@su2.maus.de...
> O>I notice when i plug it in to my TT, its basicly invisible, it only
> O>works with its internal hard drive.. is this kind of thing normal ?
> What does 'invisible' mean?
>
> You should not 'hide' the drive from HDDRIVER and you should provide a
> desktop icon for your megafile.
>
> Und TTsch&#65533;
> ps
>

4388. Re: Hard Drive checker....

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 13:24:40 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <ac30a5jlu1@news8.svr.pol.co.uk>
Source record: 34834

"M�gamodeste" <yves.rogne@free.fr> wrote in message
news:3ce4c3ab$0$222$626a54ce@news.free.fr...
> On 17 May 2002 08:51:54 , "David Wade" wrote:
> >Its a big pity my German teacher concentrated on things like trains,
hotels
> >and food and did not cover the technical stuff needed to understand
software
>
> Well, you're right but how can one to be helped if lost in a German city
and
> only knows German computerwords ? Where is the festplatte to take the
treiber
> to Koeln ? may not help a lot ... (-;
>
> I learned German computer software by using them without translation and
> experimenting and give you the advice to do the same. You will notice that
> basic functions are at the same place in all softwares (save, load, quit,
...)
> and I learned to use English software that way too.
>
> Firsts maybe a bit hard, but after you will use the original German
versions or
> French ones without big trouble. Just try.
>

Form many things thats o.k.. In fact I once installed Korean Windows/95 ,
just from memory of the English screens, but for a disk checker I think I
wouild
like to have to really understand what it says....

> Regards
>
> M�gamodeste

4389. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 16:29:32 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ce53ea43a293d0@pandora.be>
Source record: 34835
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**docs**
ftp://chapelie.rma.ac.be/atari/docs/guide206.zip
(637.273 bytes) Execellent htm-based TOS 2.04 guide. English

**game**
ftp://chapelie.rma.ac.be/atari/game/level9.zip
(18.064 bytes) An interpreter for Level 9 games in any format,including Spectrum snapshots.

ftp://chapelie.rma.ac.be/atari/game/nh340gt.lzh
(1.162.536 bytes) NetHack is a display oriented Dungeons & Dragons(tm) -like game.

ftp://chapelie.rma.ac.be/atari/game/scottfree.lzh
(33.314 bytes) ScottFree reads and executes TRS80 format Scott Adams datafiles. Scott Adams
wrote a couple of adventures in the 70's and early 80's.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mjme0167.zip
(109.173 bytes) English version. Marijuana mailreader is just
another e-mailer for Atari ST/STe/Mega/Mega STE/Falcon and
compatible computers. It works with TOS, MagiC and MiNT.

ftp://chapelie.rma.ac.be/atari/internet/mjmf0167.zip
(109.190 bytes) Version Franï¿½ais. Le document est en Anglais.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/rasn.2.0.2.zip
(2.916.443 bytes) Rational Sound - the universal sound tool for Atari.
English/German prog. Hypertext docs and samples German only. Freeware now.

--
***** Greetings from Okami Newsreader *****
```

** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4390. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 16:54:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE535C2.8969804E@students.uni-mainz.de>
Source record: 34836
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hmm,
"Bravo Sierra`s Death..." does not sound very good in my eyes... Someone
might think that he has died. -Andreas.

4391. [PUB]: New on the Belgian ftp-server part II

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 18:03:20 UTC
From: tos4ever@pandora.be
Message-ID: <1fccfbe.17rnyrymki79lN%tos4ever@pandora.be>
Source record: 34837
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

Sorry I forgot one package to mention

**network**
ftp://chapelie.rma.ac.be/atari/network/ethernet/ne2000/etherne.zip
(247.141 bytes) To link an Atari (Mega) ST/TT/STE/FALCON to an ethernet
network by means of an NE1000/NE2000 card. Works with STing,MiNTnet or
MagicNet.
```

4392. HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 21:58:50 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3ce579c6$0$3340$6d5eecc5@news.eurekanet.com>
Source record: 34842

The HighWire Development Team has released the fourth demonstration package, as always we would like to thank you for your interest and support. At the time of the last release, we promised you some exciting developments. While we believe that we have delivered that in this package, we found ourselves in the same position that we were in last month. That is, with developments accelerating in all directions, new supports and bug fixes being submitted on almost a daily basis. We finally came to a point that we agreed to release at. Although to be honest and to peak your curiosity a bit. The truth of the matter is there are some really fun things coming in the next package and we realized, that unless we got a version out quickly we would be back into a major bug elimination phase. Faced with that situation, we decided that some of the things in this version were just too nice to have locked away for several more weeks and that the best thing would be to get everyone up to the next level.

What have we been up to for the last month? As always a quick glance at the history.txt file will give you an idea of the progress that has been made since the last release. Around 900 lines have been added to the history file, so that will give the most adventurous something to do. However we will try to condense that down a bit in this letter to give you an idea of what has been added.

Although we generally try to avoid pointing any particular team member out, we do need to specifically recognize a couple of team members for their contributions with this update.

Highwire is now Unicode compliant, with many thanks going to team member Rainer Seitel. There are some more details on this below in the section marked 'International Character Set support', And from this editors point of view, this code is a truly great addition to the open source repository of atari code, as well as an exciting addition to HighWire itself. To get an idea of the magnitude of this support open the &#65533;uni_bics.html&#65533; file in the HTML folder.

Ralph Lowinski (aka AltF4) has made major improvements across a wide range of functions of HighWire, resulting in greater speed and stability. For his continuing work on HighWire we all own him a debt of gratitude.

A few of the general highlights of this release include more hotkeys, zoom text, improved IMG tag handling, background window scrolling, scrolling via the keyboard... the list goes on. Really improvements have been made throughout the code again. Tables support has been expanded and is more robust, frame handling has been improved again. More &#65533;common&#65533; buggy HTML code is supported. And that is only a portion of the improvements.

While we have set a great task before us, our goal is achieveable, it will just take time and your support. We can always use more programmers and support on the documentation side of the project always is a critical need. Translation support for more languages would be a great addition to the project as well.

We do feel that we have something here that shows that our platforms need for an open source browser can be obtained. Currently it should not really be classified as a browser, but more of a demonstration of a parsing and rendering engine. This technology is open source, so hopefully with your support it can be the core to many projects on our platform. Not the least of which will be in the future a fully modern web browser. To reach that goal we will need time and the help of community.

Downloads available at http://highwire.atari-users.net/

Related developments include the following.

New Layout for the HighWire site thanks to GokMase

New Fontlist v 1.11

New Highwire Users mailing list thanks to atari-users.net

HighWire Development Team
http://highwire.atari-users.net

4393. Re: Newsgroup help

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 22:34:36 UTC
From: <>
Message-ID: <0AfF8.3509$JZ1.125249551@newssvr15.news.prodigy.com>
Source record: 34844

On 16 May 2002 06:46:29 , P Slegg wrote:
>ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message news:<W5CE8.285$8M.142902@newsfeed.slurp.ne>t>...
>> On 15 May 2002 11:18:33 , P Slegg wrote:
>> >I have been posting recently to comp.sys.atari.st and I am not sure if
>> >my messages are reaching the outside world. I can see my own postings
>> >but I never see any replies. Is this possible ? I feel like I have
>> >been sent to Coventry ;-) I had a look on Googl ��d ;F ��d
>>
>> I had the same problem and found out it had to do with the way my
>> newsreader was setup.
>>
>
>Hi Edward,
>
>I am using Newsie too but I don't think I have
>changed any settings for ages.
>
>Any idea what is was that fixed it ?
>
>Regards,
>
>Peter
>.

```
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
```

4394. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 22:47:11 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <447.902T550T14274443optimus@canit.se>
Source record: 34843

Martin Tarenskeen skrev:

>Is anyone having trouble with the links in the html files, after
>unpacking GUIDE206.ZIP on a case-sensitive etx2 partition (MiNT !) ?
>Don't panic. Just copy the whole lot to a normal FAT partition. If you
>really want to have the files on your ext2 partition, just copy them back
>again, thus converting the filenames to lowercase.

Is this case-sensitivity bug on the to-do list in MiNT?

--
En ligne avec Thor 2.6a.

4395. Re: Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-17 23:44:54 UTC
From: nurmix@spam-free.com
Message-ID: <3ce56a87.556543@news-server.socal.rr.com>
Source record: 34845

On Fri, 17 May 2002 10:23:25 +0200, "Ctirad Fertr"
<phanatic@death_for_spammers_volny.cz> wrote:

>> On my Nemesis-enhanced Falcon (using the Videlity software), I can set
>> up a nice high resolution(larger than normal) 2 color screen
>> resolution, but when I try to run CAF, it changes the resolution back
>> to the default screen size as soon as the program loads.
>
>??? Sounds crazy. What version of CAF does it ?

I'm using the latest/final version (2.06), but it also happens with
2.03.

>> Does CAF simply _not_ work with anything other than the default Falcon
>> 2 color screen size?
>
>It does. CAF (at least a later versions I used) does work in any resolution
>or color depth. I used the 1024x768x2 (Phantom + Videlity) for a long time.
>Other color depths work as well, a few things are coloured in this case.

Well, I messed around with Videlity some more today, and finally got a
different resolution to work with CAF. I guess there was something
about the particular 2 color resolution that I had previouisly that
CAF didn't like? But I found a setting of 800x600 does work out ok.
I get more screen space, and CAF seems happy!

Anything beyond this though, and CAF begins to load, and the screen
looks ok, but as soon as it loads the DEFALT.ALL file, the screen goes
blank, and/or reverts back to the original 2 color resolution screen
size.

Thanks for the help

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4396. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 05:11:56 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnaebod5.r87.atari@core.preferuje.luzik.pl>
Source record: 34746

>>Is anyone having trouble with the links in the html files, after
>>unpacking GUIDE206.ZIP on a case-sensitive etx2 partition (MiNT !) ?
>>Don't panic. Just copy the whole lot to a normal FAT partition. If you
>>really want to have the files on your ext2 partition, just copy them back
>>again, thus converting the filenames to lowercase.
>
> Is this case-sensitivity bug on the to-do list in MiNT?

This is not a bug but a feature. Ext2 partitions are case-sesitive by
default and any orher situation would be a bug.

The problwem is ST-ZIP (or other ZIP program used here) that sets filenames
to upcase.

Adam Klobukowski
atari@gabo.pl

4397. Re: Hard Drive checker.... Was Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 08:56:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1021719312-59523AEicMi@gmx.net>
Source record: 34755

From: "David Wade" <dave@dwade.remove_to_reply.freeserve.co.uk>
Date: Fri, 17 May 2002 08:51:54 +0100

Hi Dave,

>Its a big pity my German teacher concentrated on things like trains, hotels
>and food and did not cover the technical stuff needed to understand software.

Take a look at Optimize 2.8 on Derryck's website (see sig.) Compared to Diskus
it's very rudimentary, but it can handle almost all partition types, it knows
VFAT and is freeware.... oh, and it's translated in English as well ;-)

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4398. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 08:57:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1021719302-57379AEicMi@gmx.net>
Source record: 34752

From: tos4ever@pandora.be (Martin Byttebier)
Date: Tue, 14 May 2002 15:24:33 GMT

Hi big master,

>As you may know by now, discussing with Dennis is just a waist of time.
>He is a master in twisting words.

Thanks for the compliment... :-))
Coming from you I consider it to be a compliment, as far as wasting time and twisting words around are concerned you truly are the master, but as you can see, I'm really trying hard to get into the same league...
Anyway, thanks for the numerous free lessons and examples you've given me in CSAST the last couple of years, all help is appreciated. I'm really honoured you consider me worthy to continue the tradition, I'll try my very best not to let you down and hope to become a real master in it eventually also.

Thanks....

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4399. Re: Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 09:05:20 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <BQoF8.5003$iB4.14563@nntpserver.swip.net>
Source record: 34750

Hi,

(I may be very wrong here but)

I've heard that this might have something to do with CAF+Nemesis - Nemesis uses something conflicts with some internal CAF stuff, and CAF resets the Nemesis to 16mhz or something. Again, I may be very wrong here.

I have used CAF in many enhanced resolutions, but never with a Nemesis.

/Peter

4400. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 09:18:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1021719308-58704AEicMi@gmx.net>
Source record: 34754

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Mon, 13 May 2002 12:49:35 -0500

Hi Frederic,

>Gimp is a content creation software mostly.
>That is you gonna create picture, then save it into whatever format you
>need.(tif, tga, ping, jpg whatever!) then if you need to insert a picture
>into your atari program, I am sure you'll find a converter from jpg to
>IMG if the program does not do it automatically.
>I don't see what the problem is.

Well, I can see the problem clearly, it's not about being not possible it's
about working practical, after all, you're the one that used the productivity
argument here...

Example:
Like most people I'm not a graphic artist, so when I create a pic I normally
scan something in which I like...

1. Using Photoline which is a GDPS client the scan is imported directly into
the app, after correcting the colour balance and hue I save it as IMG 8 bit.
Because I'm so overwhelmed by the result, I decide to print a part of the
picture, no problem in Photoline either thanks to NVDI...
2. I now have a nice looking desktop in Jinnee and copy on paper:-)

Using GIMP:
1. I need to scan the pic with an Atari app, since GIMP doesn't support the
Atari scanner drivers.
2. In Gimp I correct the colour balance and hue, then save it in a format of
my choice.
3. Convert the pic to IMG using an Atari app
4. Print the pic in a Atari app, since GIMP doesn't support NVDI
5. I now have have a nice looking desktop in Jinnee and copy on paper :-)

Using only Photoline I can accomplish everything for which you need to run
four apps, so yes it's perfectly possible to use Gimp, but it's not really
practical. Before you try to knock me flat with the argument that in Gimp the
pictures can be cropped, blurred, do image calibration, add special filter
effects, work with multiple layers etc...
ALL this is possible in Photoline also, in the event that I need a very
special effect not offered in Photoline, there's still Smurf to come to the
rescue.

So, here you have it....
Gimp which doesn't support *any* Atari formats, is unable to use a connected
and installed scanner and printer, doesn't have a clue what to do with CVG

and GEM, working with a graphic tablet isn't possible either and last but not least the program goes to sleep forever when you inadvertedly try to load a CFN font... and you still insist that this app, is better then anything else available on this platform?
IMO it's only usefull to add some special effects or apply a weird filter to the pics, for general work *on this platform* it's not suited... oh, and you still haven't told us the minimum configuration required to run this baby either.

>Besides converting from one format to another if needed is not like
>converting mp3 where it would take hours, here it's just a matter of
>seconds.

True, but do you remember how long it took on a 68000/monochrome to convert or even display a JPG, GIF, TIF etc...
IIRC it sometimes took several minutes, multiply those minutes with a whole bag of pics to convert, and before you know it's also a matter of hours.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4401. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 09:22:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1021719296-56287AEicMi@gmx.net>
Source record: 34751

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Mon, 13 May 2002 21:01:54 -0500

Hi Frederic,

>You just don't stop to impress me.

Stop it... you sound just like my wife :-/

>1) you complain that gimp does not support GIF.
>To which I answered.

Yes you've answered it... but:
<SNIP>
>>Gimp version on unix comes WITH GIF support (with transparency and all).
>>And gimp on Windows, you need to download an extra GIF plugin (they don't
>>want to bundle it with it because of Unisys licence thing on GIF format).
<SNAP>

I wasn't talking about the Windows version but about the very latest Linux
distribution 1.2.3, it comes WITHOUT GIF, and I also told you that the docs
don't mention anthing about downloading that GIF plugin, there's not even a
link provided... I also remember asking you how legal this is, since what it
comes down to is stealing money from Unisys.

>2) realizing that, you insist on the fact that it does not support IMG.

Not really, I used the IMG argument the very first time Gimp was mentioned
here, but you've choose to ignore it...
BTW: I don't insist that it does not support IMG, it simply doesn't. AFAIK
there are no additional plugins available for the IMG format.

>IMG is an atari ONLY format which ONLY really support 8bit/pixel.

IIRC the IMG format was introduced by Digital, it became a standard on Atari,
but it's not Atari only, Ventura DTP, GEM Paint, GEM Word are PC apps which
used IMG... Oh, and then there's Photoline 32 ofcourse for both the Mac and
PC, the very latest version still supports IMG, XIMG and in addition also GEM
and CVG. According to some gossip there's a Linux version in the pipeline, so
possibly in a short while from now, this discussion will be futile....

>The 24 bit/pixel as far as I know was never official and got many
>variants.

So what?

>Question to you:
>When in Jinnee or Thing you have to have a jpg/gif/png background that you

>just downloaded from the internet, what do you do? convert it to IMG or
>just pass it coz it's not your native format?

Answer:
I don't download it, since I don't use background pics on my desktop :-)
But seriously, IMG isn't my native format, it used to be once but just like
you I've moved on. The difference between us is that I still recognise the
importance of IMG on this platform.

>Now, when you convert it "down" to IMG, do you like the size it then
>became on your harddrive?

There's plenty of space on this hard disk...
But here are some figures, I converted an 8bit IMG file from 717Kb to several
of the more popular formats.

PCX format : 891.3 Kb
TGA format : 807.1 Kb
TIF format : 770.4 Kb
BMP format : 769.1 Kb
IFF format : 768.8 KB
IMG format : 717.0 KB <------
GIF format : 575.3 KB
PNG format : 425.9 KB
JPG format : 218.1 KB

As you can see IMG doesn't perform that bad, except for GIF it beats all the
other popular formats. I don't consider JPG and PNG formats to be very viable
formats for content creation...

>or maybe you like the way you had to dither it (unless you use the 24bit x-
>img version which is not standard from 1 application to another if they
>support it at all).

Dither isn't an argument, when you convert a 24bit JPG or TIFF to 8bit GIF
the end result will be just as ugly....

>Anyway..

Yes... <grin>

Cheers from Belgium
Dennis
--

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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

4402. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 09:23:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1021719306-58119AEicMi@gmx.net>
Source record: 34753

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Tue, 14 May 2002 21:56:32 +0000 (UTC)

Hi Djordje,

>>I think the thread turned into something different
>
>Indeed, it has drifted off-topic, but anyway...

It hasn't, but Frederic keeps changing the subject line to suit his needs,
the original thread was about GNU apps being better or just as good as the
commercial Atari apps... as far as I'm concerned, I'm still on topic.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4403. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 10:17:28 UTC
From: <>
Message-ID: <1021795024-52173AEicMi@ntlworld.com>
Source record: 34777

From: "Lyndon Amsdon" <bindon@madasafish.com>
Date: Fri, 17 May 2002 07:36:06 +0100 (BST)

>>>Are you starting aFTP from U:/D/aFTP/ or from the drive directly?

>I always run aFTP from the drive directly, without going through
>U: I have in my magx_rc.net inside the Magic Start folder this

OK, but that's in direct conflict with the directions in magxnet's
"readme.1st" file.

>line. I do use the patched mint version.

Yep. I doubt it would run at all without having been patched.

># Where is your /etc path (please use a VFAT partition)
>etc_path d:\etc

My etc, usr and so on folders are within a folder named "Network" in an
attempt to keep things tidy.

>The etc folder should be visible once you open the u: drive.

Same here. What's going on!?

Cheers

Derryck

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4404. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 10:20:06 UTC
From: <>
Message-ID: <1021795026-52597AEicMi@ntlworld.com>
Source record: 34778

From: "baldrick" <baldricknospam@netset.com>
Date: Fri, 17 May 2002 17:58:50 -0400

>The HighWire Development Team has released the fourth demonstration package,
>as always we would like to thank you for your interest and support. At the

Much respect to you and the rest of the HighWire team!

Cheers

Derryck

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4405. Re: Newsgroup help

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 11:31:18 UTC
From: ebaiz@skyenet.net
Message-ID: <aYqF8.69$Ao3.42314@newsfeed.slurp.net>
Source record: 34756

On 16 May 2002 06:46:29 , P Slegg wrote:
>ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message news:<W5CE8.285$8M.142902@newsfeed.slurp.ne>t>...
>> On 15 May 2002 11:18:33 , P Slegg wrote:
>> >I have been posting recently to comp.sys.atari.st and I am not sure if
>> >my messages are reaching the outside world. I can see my own postings
>> >but I never see any replies. Is this possible ? I feel like I have
>> >been sent to Coventry ;-) I had a look on Googl ��d ;F ��d
>>
>> I had the same problem and found out it had to do with the way my
>> newsreader was setup.
>>
>
>Hi Edward,
>
>I am using Newsie too but I don't think I have
>changed any settings for ages.
>
>Any idea what is was that fixed it ?

Try this. Go into the section "News Reading Options" under
"Preferences". There should be an option for "collapse threads". This
should NOT be marked. The box next to it should not have an "X" in it.
When I tried it out and put an "X" in there, all replies disappeared.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4406. Re: Hard Drive checker.... Was Re: Replace

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 11:31:19 UTC
From: ebaiz@skyenet.net
Message-ID: <bYqF8.70$Ao3.42991@newsfeed.slurp.net>
Source record: 34757

On 16 May 2002 22:36:54 , "David Wade" wrote:
>
>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:3ce361b22b8b90@madasafish.com...
>> Hi David,
>>
>> >As I am just looking to network enable my STs I was wondering why you
>would
>> >want to replace NEWSIE?
>>
>> I only started having problems on my Falcon. Newsie would
>> sometimes crash, quite often if a large attachment was on an
>> email. It would destroy clusters on my harddisk, which
>> eventually took out the whole partition. File names were fine,
>> but contents destroyed. I was very angry as some work was on
>> there, but really it was my fault for not checking (use optimise
>> program) and backing up. I switched to Okami, not had a problem
>> since.
>
>That sounds good enough for me. Any thing that messes up disks is a pain.
>An whilst it is off topic what is a good hard driver checker. Its been ages
>sicen I used
>my hard drive in anger....

Hello,

I use HD Sentry and Optimize Version 2.9. Both do the job nicely.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4407. Second hand Atari 1040

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 13:57:45 UTC
From: Juan Francisco Vera <jfvera2000@yahoo.es>
Message-ID: <ac5mmv$n0pj6$1@ID-110692.news.dfncis.de>
Source record: 34758

Hello everybody,

my name is Juan and i am a new atari user. I have some problems with my new second hand Atari: i don't have disk drive and my question is: could i use a standard pc 720 disk drive? do i need some extra hardware?. My second problem is that i don't have any software: could i transfer atari software from the emulators? Is there some www or ftp site for download atari software?

A lot of thanks for all and Saludos desde Espa&#65533;a,

Juan

4408. FS Atari falcon MKX

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 14:16:59 UTC
From: Curt Johnsen <cjohnsen@ameritech.net>
Message-ID: <B90BDA27.10AD2%cjohnsen@ameritech.net>
Source record: 34761

With monitor- 2 ext scsi seagate hd. -caf 206 -audiomaster with all modules
including denoiser.- yamaha ext cd burner -with cdrecorder- built in mid,i
1/4" i/o ,builtin spdf, extra ram- hddriver, internal 9gig maxtor hd.
Please make offer.
usa,chicago
thanx curt

4409. Re: STe Hardware & software sale

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 14:22:07 UTC
From: Oracle <No.Return@go.away>
Message-ID: <FmtF8.12944$b5.45125@newsfeeds.bigpond.com>
Source record: 34759

where are you ?

"Ralph Nelson-tucker" <ralph.n-t@virgin.net> wrote in message
news:VyPE8.4155$Iv.424088@news6-win.server.ntlworld.com...
> HARDWARE
> Atari 520 STe, 1Meg
> Atari 1040 STe, 4Meg
> System Solutions Hard Drive
> DataPulse Hard Drive
> 2 Atari SM124 hi-res monitors
> Modem, B drives, Clock & other bits
> SOFTWARE
> (All boxed originals)
> LDW Power spreadsheet
> Thats Write 2 word processor
> Superbase Personal database
> HyperChart presentation software
> Easy Text professional DTP
> UVK virus killer
> NVDI
> Diamond Edge optimiser
> Diamond Back 3 Backup
> Loads of games & utilities, mostly from cover disks.
> Prefer to sell whole systems but will consider splitting.
>
>
>

4410. Re: The CT60 arrive !!

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 15:13:43 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1021735006.644821@pikachu>
Source record: 34760

Martin Tarenskeen wrote:

> On Thu, 16 May 2002, Elliot wrote:
>
>> Losing bowl control..... arrrr
>>
>> So when do we think they will be shipping across the world?
>>
>
> I didn't order one, but I would like to read the first reviews from people
> who have in this newsgroup as soon as they have their Falcon/CT60 running
> in action. Let us know !
>
> Martin tarenskeen
>
>
>
>
Oh you guys will know ;)

Mark

4411. Re: CCAG 2002

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 16:57:17 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <ac60tkei1@thorium.cix.co.uk>
Source record: 34762

Looking forward to trying American beer again.(?).... wonder if I should take over a few bottles of a decent British Ale... Bishops Finger, Foxes...Waggledance (i kid thee not)

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

4412. Re: STOS Game Creator

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 17:02:20 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <ac6173he1@thorium.cix.co.uk>
Source record: 34763

Especially when Zen (bless their little cotton socks) have just charged me
for taking their upgrade and the bloody SSL still is not
functional......arrghhh

So support a Atari trader.... like me... please?? pretty please??

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

4413. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 17:06:31 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <ac61eu$o0$1@thorium.cix.co.uk>
Source record: 34764

Uwe.

I have now set up Business Pay pal account and I have to honest I don't transfer cash from it in to my UK bank account... I just use it for purchaseing from the States.... that and the fact a lot of my American customers prefer PayPal is the only reason... Each transcation by the time you transfer it to you account will cost 3.00 plus 10% of total, for small amounts not worth it.

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

4414. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 18:27:30 UTC
From: Modman <techsupport@spamnews.dsl.pipex.com>
Message-ID: <3ce69cff$0$8513$cc9e4d1f@news.dial.pipex.com>
Source record: 34765

"baldrick" <baldricknospam@netset.com> wrote in message
news:3ce579c6$0$3340$6d5eecc5@news.eurekanet.com...
> The HighWire Development Team has released the fourth demonstration
package,

<clap clap clap>

Well done to everyone involved!!! Here's to the future development <raises
glass of Lilt>

Si

4415. Re: Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 19:17:22 UTC
From: nurmix@spam-free.com
Message-ID: <3ce6a6fd.153419@news-server.socal.rr.com>
Source record: 34766

On Sat, 18 May 2002 11:05:20 +0200, "Peter Persson"
<pepNOSPAM@mbox306.swipnet.se> wrote:

>Hi,
>
>(I may be very wrong here but)
>
>I've heard that this might have something to do with CAF+Nemesis - Nemesis
>uses something conflicts with some internal CAF stuff, and CAF resets the
>Nemesis to 16mhz or something. Again, I may be very wrong here.
>
>I have used CAF in many enhanced resolutions, but never with a Nemesis.

Interesting. I had never heard that. But then if this is true, I
wouldn't be able to set the 800x600 resolution, because that
resolution is only possible with the nemesis set to "HIGH" or "LOW".

And I ran a little Nemesis accessory that tells you the current
[Nemesis] speed and resolution - and it still shows that it's active
once CAF loads.

I have noticed that CAF seems to be a little more stable with the
Nemesis set to "LOW" instead of "HIGH", although it could be my
imagination or just coincidence...

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4416. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 19:28:01 UTC
From: nurmix@spam-free.com
Message-ID: <3ce6aaa0.1084590@news-server.socal.rr.com>
Source record: 34767

On Tue, 14 May 2002 20:03:13 GMT, northstar2010@_del_ete_yahoo.no
(Hallvard Tangeraas) wrote:

>Check out my TOS 2.06 user guide
>(ftp://gem.win.co.nz/hall/tos_206/GUIDE206.ZIP) for more about this.

I tried to grab the guide using the link above, but the file wasn't
found.

Just to be sure it wasn't renamed or something, I checked the
"hall/tos_206/" directory itself, and I don't see it.

Did I miss a post about it being somewhere else?

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4417. Newsie problems

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 22:07:57 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <ac6jbt$g90$1@reader1.panix.com>
Source record: 34768

For what little it may be worth, what happens with Newsie is that when its log files get bigger than 16148 bytes, they get written as used but unlinked clusters, and since the operating system does not know about these, they can "overfill" a drive, and cause data loss.

One solution is to delete log files, on a regular basis. There is one on what you did with it, and another that lists mail sent, and perhaps others.

Discus works for making real files out of lost clusters, so they can be deleted. The selection is under 'spezial'.

Before this, I used Zorg to find if I had a problem. For some reason, it complains about not having enough memory when it meets an unlinked cluster.

And, even using HHdriver, you can run ICD Cleanup, which is slower than Discus, by clicking on ICDBOOT, to relog drives, and then Cleanup works. Then, call up HDDriver again, and relog drives under it, and proceed. It is a long way around, but if you have ICD Pro Tools, and not Discus, it does the job. In either case, erase those new files with names you never saw before, found on the root of the drive that has Newsie in it.

There are of course several other solutions, but this one also works.

Jim
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4418. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-18 23:23:45 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1326.904T2250T235563optimus@canit.se>
Source record: 34769

Adam Klobukowski skrev:

>>>Is anyone having trouble with the links in the html files, after
>>>unpacking GUIDE206.ZIP on a case-sensitive etx2 partition (MiNT !) ?
>>>Don't panic. Just copy the whole lot to a normal FAT partition. If you
>>>really want to have the files on your ext2 partition, just copy them back
>>>again, thus converting the filenames to lowercase.
>>
>> Is this case-sensitivity bug on the to-do list in MiNT?

>This is not a bug but a feature. Ext2 partitions are case-sesitive by
>default and any orher situation would be a bug.

Isn't this a bug? You could have a multitude of files with the same name, if
you separate uppercase from lowercase. Must be a bug in some sorting algorithm
written in a hurry.

>The problwem is ST-ZIP (or other ZIP program used here) that sets filenames
>to upcase.

I agree that that is a problem if the files weren't named in uppercase, but
the filesystem is obviously also at fault.

--
En ligne avec Thor 2.6a.

>Vi kan dra lite slutsatser av detta:
>1) EB920 suger.
>2) EB920 suger verkligen stenh�rt.
>3) EB920 suger verkligen, verkligen, extremt, j�vla h�rt.
>4) Killarna som designade EB920 blev lobotomiserade halv�gs genom arbetet.
>5) Eh, jag tror ni fattar hur j�vla v�rdel�st EB920 �r nu. :)
--Adam Chodorowski om ASDG LANrover, v�rldens b�sta ethernetkort

4419. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 00:05:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ce6ed76256dd0@madasafish.com>
Source record: 34787

Hi,

>> on some applications in low rez on the ST, they can display more than 16
>> colours at once, such as a graphics program showing the entire palette at
>> once.. how is this done and why didnt anyone take it further?
>
>It is done by switching the pallet in the line blanking interval
>
>As some one has pointer out spectrum 512 takes it further.

I think there might have been some tutorials in some old ST mags
with example code for assembly. And it would need to be done in
assembly I think. Some demos used 64 colours. If you seen
Spectrum 512, it's very good!
--
Lyndon Amsdon

4420. Re: GFA-basic program?

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 01:01:58 UTC
From: lp <gfa@basic.net>
Message-ID: <B90C71C6.6F73%gfa@basic.net>
Source record: 34770

in article 1fcequv.1y3j9g51qlkvoiN%northstar2010@_del_ete_yahoo.no, Hallvard Tangeraas at northstar2010@_del_ete_yahoo.no wrote on 5/18/02 8:13 PM:

> I downloaded a MIDI synthesizer editor ("JXEDITOR") a while back and to
> my surprise ended up with neither the usual .PRG, .APP or .ACC, but a
> file by the name of "JXEDITOR.GFA" along with 4 ".FNT" files (GEM fonts
> I presume).
>
> There were no additional program files or docs. But there was an extra
> folder with what seems to be synthesizer patch data, which is what I
> want to check out of course.
>
> But how do I run this program? Is it indeed a GFA-BASIC program? I
> double-clicked it to try to confirm this, expecting a plain ASCII text
> file with the usual BASIC commands, but no.... it looked like a binary
> file with lots of strange characters (as with any program), so what is
> this mystery program?
> It's pretty small as well: around 27 Kbytes.

You need the GFA editor to run that. The GFA files are tokenized.
If it's a LST file you are after, you can grab the gfa2lst utility off my webpage and convert it to ASCII.

Lonny Pursell

4421. RezRender

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 01:10:43 UTC
From: lp <gfa@basic.net>
Message-ID: <B90C73D3.6F74%gfa@basic.net>
Source record: 34771

Hi,

Anyone remember this program?
Loaded Cad-3D files and rendered them in several ways.
Was it Phil Burgess who made this?
Anyone know what happened to him, how to get a hold of him?

I talked to the author ages ago on the old CodeHead BBS and he was
at the time working on an update to RezRender but it never appeared.

Lonny Pursell

4422. How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 02:48:30 UTC
From: Oracle <No.Return@go.away>
Message-ID: <oiEF8.13206$b5.45964@newsfeeds.bigpond.com>
Source record: 34772

on some applications in low rez on the ST, they can display more than 16 colours at once, such as a graphics program showing the entire palette at once.. how is this done and why didnt anyone take it further? is there a huge strain on the machine to push it to far?

4423. Re: Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 02:50:08 UTC
From: glenzabr@xmission.com
Message-ID: <ac73sl$a5f$1@news.xmission.com>
Source record: 34773

In article <3CE47129.1040400@qwest.net>, albee <albee@qwest.net> wrote:
>Megafile series hard drives are RLL and are running on an adaptec 4000
>controller
>

No , a 4070

>Steve Sweet wrote:
>
>>Hi Oracle
>>
>>| its raining atari stuff here, just picked up a megafile for $5!!!! mint
>>| condition and working great!
>>|
>>| that is.. on my STE..
>>|
>>| I notice when i plug it in to my TT, its basicly invisible, it only works
>>| with its internal hard drive.. is this kind of thing normal ?
>>
>>You'll have to make sure its got a different SCSI ID if you're using a SCSI
>>chain, or a different ACSI ID if using a ACSI to SCSI adaptor.
>>
>>--
>>
>>
>>Steve. S.
>>
>>
>>---
>>Outgoing mail is certified Virus Free.
>>Checked by AVG anti-virus system (http://www.grisoft.com).
>>Version: 6.0.362 / Virus Database: 199 - Release Date: 07/05/02
>>
>>
>

4424. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 03:01:40 UTC
From: lp <gfa@basic.net>
Message-ID: <B90C8DD4.6F7D%gfa@basic.net>
Source record: 34774

in article oiEF8.13206$b5.45964@newsfeeds.bigpond.com, Oracle at
No.Return@go.away wrote on 5/18/02 10:48 PM:

> on some applications in low rez on the ST, they can display more than 16
> colours at once, such as a graphics program showing the entire palette at
> once.. how is this done and why didnt anyone take it further? is there a
> huge strain on the machine to push it to far?

Spectrum512 lets you draw in all 512 colors in st low, and if I recall
correctly it used some 80% of the cpu time to maintain the display.
It was a rather cool app for it's time.

Lonny Pursell

4425. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 04:22:35 UTC
From: donw@intergate.com
Message-ID: <ac79aa$1efm$1@trip.net>
Source record: 34775

Hi baldrick,

I'm sure this is a dumb question, I D/L HIGHWIRE but see no program
file or application. How do you use HIGHWIRE ???

Thanks, Donner....

4426. Re: GFA-basic program?

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 07:28:52 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205190927130.97-100000@easymint>
Source record: 34776

On Sun, 19 May 2002, Hallvard Tangeraas wrote:

> I downloaded a MIDI synthesizer editor ("JXEDITOR") a while back and to
> my surprise ended up with neither the usual .PRG, .APP or .ACC, but a
> file by the name of "JXEDITOR.GFA" along with 4 ".FNT" files (GEM fonts
> I presume).
>
> But how do I run this program? Is it indeed a GFA-BASIC program? I
> double-clicked it to try to confirm this, expecting a plain ASCII text
> file with the usual BASIC commands, but no.... it looked like a binary

Where did you find it? I can take a look at it, and compile with my
GfaBasic compiler.

Martin Tarenskeen

4427. More on Magxnet

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 08:23:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ce76110e2ed40@madasafish.com>
Source record: 34648

Hi,

I have noticed something that may be causing some people problems when installing Magxnet. In the magx_rc.net file, you need a link to a drive with long file names for the Unix files, like this:

Where is your /etc path (please use a VFAT partition)
etc_path d:\etc

I noticed, that if I change my path to something other than d:\etc, like d:\network then some apps fail to resolve! The patched aFTP had problems with it this way. The only way I could use aFTP was to load it by going through the u: drive.

So, it seems for magxnet to function at it's best, call your folder as etc and make the link to that.

--
Lyndon Amsdon

4428. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 08:35:46 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <ac7p9c$c6m$1@newsg4.svr.pol.co.uk>
Source record: 34779

"Oracle" <No.Return@go.away> wrote in message
news:oiEF8.13206$b5.45964@newsfeeds.bigpond.com...
> on some applications in low rez on the ST, they can display more than 16
> colours at once, such as a graphics program showing the entire palette at
> once.. how is this done and why didnt anyone take it further?

It is done by switching the pallet in the line blanking interval

As some one has pointer out spectrum 512 takes it further.

> is there a
> huge strain on the machine to push it to far?
>

I don't think it is that huge, its just it is very time critical.
You don't have long, so you probably need to mask off
other interupts, which means you can't run most normal
jobs whilst you are doing it.

>

4429. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 08:42:54 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3ce765c0343082@go2.pl>
Source record: 34783

> Highwire is now Unicode compliant, with many thanks going to team member
> Rainer Seitel. There are some more details on this below in the section

That's great! Unicode support is the important thing CAB and all other
Atari browsers lacked (forcing sometimes to use weird techniques to
display pages properly)...

> Ralph Lowinski (aka AltF4) has made major improvements across a wide range
> of functions of HighWire, resulting in greater speed and stability. For his

There is one weird thing: with MagiC 6.2 and NVDI 5.03 on TT it says
"Hghwire needs SpeedoGDOS or NVDI >= 3!" and exits. I can start it only
with SingleTOS. I remember certain problems with the previous version
under MagiC (ie. it *sometimes* crashed the whole system when exiting).
:-(

I will try to deinstall anything else (leaving just MagiC and NVDI)
to check if it isn't caused by some other program running in background.

--
Grzegorz Pawlik
http://marijuana.atari.org/

4430. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 08:43:32 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3ce765c0343081@go2.pl>
Source record: 34782

> > Pity it's only in HTML and not in HYP (HTML is quite slow even on TT,
> > not to mention ST/STE to which TOS 2.06 is meant for...)
>
> Well, I chose to write it in HTML since it's a format compatible with
> just about any computer platform out there. This is practical because
> many Atari users have two (or more) computers where they use a PC or a
> Mac for getting online etc. and their ST for more specialized tasks.
>
> Since the guide is very graphic intensive it would make more sense to
> run it on a more powerful computer than a plain ST. But since the guide
> is about TOS it would be kind of stupid not to be able to use it on a
> plain ST if you know what I mean :-)
>
> As for ST-guide HYP files: I have no idea how to create them, besides I
> don't think that pages would load any faster as the amount of graphics
> would be the same.

It's similar to HTML, but easier (less commands) After preparing the
text (STG) file you move it to HCP.TTP and go for a long walk ;-)

I think HYP always work faster than HTML, because it takes time for
CAB to display the text itself and to display the graphics (convert
them from GIF format etc.) ST-Guide displays text immediately, and
displays images (in IMG format) faster than CAB displays GIFs...

--
Grzegorz Pawlik
http://marijuana.atari.org/

4431. Re: STe Hardware & software sale

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 08:55:04 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <ac7p9d$c6m$2@newsg4.svr.pol.co.uk>
Source record: 34780

As he has a "virgin.net" address I guess he is in the UK

"Oracle" <No.Return@go.away> wrote in message
news:FmtF8.12944$b5.45125@newsfeeds.bigpond.com...
> where are you ?
>
> "Ralph Nelson-tucker" <ralph.n-t@virgin.net> wrote in message
> news:VyPE8.4155$Iv.424088@news6-win.server.ntlworld.com...
> > HARDWARE
> > Atari 520 STe, 1Meg
> > Atari 1040 STe, 4Meg
> > System Solutions Hard Drive
> > DataPulse Hard Drive
> > 2 Atari SM124 hi-res monitors
> > Modem, B drives, Clock & other bits
> > SOFTWARE
> > (All boxed originals)
> > LDW Power spreadsheet
> > Thats Write 2 word processor
> > Superbase Personal database
> > HyperChart presentation software
> > Easy Text professional DTP
> > UVK virus killer
> > NVDI
> > Diamond Edge optimiser
> > Diamond Back 3 Backup
> > Loads of games & utilities, mostly from cover disks.
> > Prefer to sell whole systems but will consider splitting.
> >
> >
> >
>
>

4432. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 09:00:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205190137280.31824-100000@shell1.aracnet.com>
Source record: 34784
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hello Andreas,

Don't worry, I'm not dead yet. There is a saying, I don't remember how it goes but It says something like their is nothing surer than Death & Taxes. In my case, I added Moving, because no matter how hard I tried to stay with my old Internet Service Provider, it wouldn't work. This after I spent over 360 Dollars over 2 Months Calling a Long Distance number that was still compatible with my Atari. Over that 2 Months I was trying to Get Cab and get it set up so I could still use my old ISP. I was about to get CAB up and working so I could call Pacifier locally again, but then Pacifier finally told me about a Protocol that My Atari and CAB doesn't support. In other words, I wasted 360 Dollars and 2 Month's when what I should of done is move to another Internet Service Provider. In other words, nothing's surer than Death, Taxes and Moving sale. By the way, Andreas. I haven't heard from you in a while. I hope everythings going well.

==Thanx==
===Ben===

On Fri, 17 May 2002, Andreas Magenheimer wrote:

> Hmm,
> "Bravo Sierra`s Death..." does not sound very good in my eyes... Someone
> might think that he has died. -Andreas.
>

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4433. Re: CCAG 2002

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 09:28:31 UTC
From: Rory McMahon <mcmahon@nospam.atariuniverse.com>
Message-ID: <190520020427287220%mcmahon@nospam.atariuniverse.com>
Source record: 34785

Nick,

I'll be at CCAG, so bring a couple pints and we'll get snockered... :)

Cheers,
Rory

In article <ac60tkei1@thorium.cix.co.uk>, N Harlow
<nick@1632systems.co.uk> wrote:

> Looking forward to trying American beer again.(?).... wonder if I should
> take over a few bottles of a decent British Ale... Bishops Finger,
> Foxes...Waggledance (i kid thee not)

4434. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 10:14:44 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <ac7tuk$7l3$1@tyfon.itea.ntnu.no>
Source record: 34786

Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:

> It is done by switching the pallet in the line blanking interval

> As some one has pointer out spectrum 512 takes it further.

Indeed. Spectrum 512 changes half the palette four times on each scanline.

> I don't think it is that huge, its just it is very time critical.

If you only change the palette on each HBL the overhead is actually quite
small, but the way Spectrum does it requires very exact timing so you need
to fill the timeslots between the palette changes with NOPs or something
useful (but only to Spectrum ofcourse). You can't return from the HBL
interrupt until the last palette change on each line, which leaves only
20% CPU or so for other tasks.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4435. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 12:19:32 UTC
From: ebaiz@skyenet.net
Message-ID: <oLMF8.66$cB3.43656@newsfeed.slurp.net>
Source record: 34789

On 19 May 2002 09:42:54 , "Grzegorz Pawlik" wrote:
>> Highwire is now Unicode compliant, with many thanks going to team member
>> Rainer Seitel. There are some more details on this below in the section
>
>That's great! Unicode support is the important thing CAB and all other
>Atari browsers lacked (forcing sometimes to use weird techniques to
>display pages properly)...
>
>> Ralph Lowinski (aka AltF4) has made major improvements across a wide range
>> of functions of HighWire, resulting in greater speed and stability. For his
>
>There is one weird thing: with MagiC 6.2 and NVDI 5.03 on TT it says
>"Hghwire needs SpeedoGDOS or NVDI >= 3!" and exits. I can start it only
>with SingleTOS. I remember certain problems with the previous version
>under MagiC (ie. it *sometimes* crashed the whole system when exiting).
>:-(
>
>I will try to deinstall anything else (leaving just MagiC and NVDI)
>to check if it isn't caused by some other program running in background.

Hello Greg,

There is a program that goes with Highwire called FontList. Run this
program. It will list all Speedo Fonts you have installed. I would
imagine that your problem is that you do not have any installed.
Highwire does not use TrueType and other fonts as yet.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4436. I'm back

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 14:05:54 UTC
From: Rory Street <rory.street@RemoveThisSpamProtectorToReplyBTINTERNET.com>
Message-ID: <ac8bg2dtr1@knossos.btinternet.com>
Source record: 34791

Hello All,

Nice to be back again. What has been happening so far in the world of Atari people? :)

Rory

4437. Re: GFA-basic program?

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 14:24:18 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205191612070.98-100000@easymint>
Source record: 34792

On Sun, 19 May 2002, Hallvard Tangeraas wrote:

> Martin Tarenskeen <nospam@zonnet.nl> wrote:
>
> > On Sun, 19 May 2002, Hallvard Tangeraas wrote:
> >
> > Where did you find it? I can take a look at it, and compile with my
> > GfaBasic compiler.
>
> Anyway, I've uploaded the whole thing here so you can take a look if you
> want to:
>
> http://home.c2i.net/st_hallvard/jxeditor.zip
>
>
> Hallvard
>

I have tried it and it looks nice. It's an almost exact copy of the PG800 programmer for the Roland JX8P. I modified one or two lines in the sourcecode. (In my version you will see the current directory if you open the fileselector, instead of C:\.) I have also added a compiled ready-to-use jxeditor.prg to the archive. This archive can be downloaded from here:
http://www.home.zonnet.nl/m.tarenskeen/jxeditor.zip

It's not my intention to keep it there forever. Is anyone willing to adopt it to put it somewhere permanently (Tim (TAMW), are reading this ?)

Martin Tarenskeen

4438. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 14:35:56 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205191625200.98-100000@easymint>
Source record: 34793

On Sun, 19 May 2002, Grzegorz Pawlik wrote:

> > Highwire is now Unicode compliant, with many thanks going to team member
> > Rainer Seitel. There are some more details on this below in the section
>
> That's great! Unicode support is the important thing CAB and all other
> Atari browsers lacked (forcing sometimes to use weird techniques to

I just tried the unicode demo html file. Never even knew so many different character varieties are possible with html :)

I also like the new possibility to scroll pages using the keyboard arrow buttons. This works great, very fast scrolling. The window scrolling using mouse and window slider/arrows is a totally different story. No real time scrolling using the mouse. I hope it is on the TODO list and will be added soon. A reasonable wish in this stage of development, I would say.

Martin Tarenskeen

4439. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 14:55:28 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3ce7bce61dc700@go2.pl>
Source record: 34790

Hi,

> >There is one weird thing: with MagiC 6.2 and NVDI 5.03 on TT it says
> >"Hghwire needs SpeedoGDOS or NVDI >= 3!" and exits. I can start it only
> >with SingleTOS. I remember certain problems with the previous version
> >under MagiC (ie. it *sometimes* crashed the whole system when exiting).
> >:-(
> >
> >I will try to deinstall anything else (leaving just MagiC and NVDI)
> >to check if it isn't caused by some other program running in background.
>
> Hello Greg,
>
> There is a program that goes with Highwire called FontList. Run this
> program. It will list all Speedo Fonts you have installed. I would
> imagine that your problem is that you do not have any installed.
> Highwire does not use TrueType and other fonts as yet.

I have quite a big number of Speedo fonts installed, together with
TrueType ones. I started FontList, assigned Life, Gothic 720 and
Courier 10 Pitch to Highwire "normal", "header" and "teletype",
but it still complains that I have no NVDI/SpedoGDOS. FontList
does not have this problem, it lists all my fonts (including the
TrueType ones which are grayed out, and Speedo which are accessible).
And both NVDI and FSMC cookies are present.

--
Grzegorz Pawlik
http://marijuana.atari.org/

4440. modul off cubase

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 15:04:42 UTC
From: zitoune <ozitoune@club-internet.fr>
Message-ID: <WS3.1ce5b941.512a4ddf.ozitoune@club-internet.fr>
Source record: 34788

Hello,i search for the modul of cubase styl trax this modul can play
the midi file
in format off band in box style whos cant give me this modul.
please send me to my mail adresse.
thanks for
Toumelin Olivier

4441. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 15:49:29 UTC
From: swampdog@ntlworld.com
Message-ID: <3ce89d08.358507146@nntp.swampdog>
Source record: 34795

On Fri, 10 May 2002 11:59:19 +0200, Martin Tarenskeen
<nospam@zonnet.nl> wrote:

>And why can't some Atari programmer add IMG support to Gimp, and other
>Linux image processing software like ImageMagick and XView ? That's what
>Open Source is meant for. If you don't like it, change it. IMO that's the
>essence of "Free" software: the sources are freely available. That you
>don't have to pay for it is just a bonus. If you read the GNU Public
>Licence carefully you'll find that too.

This'll import IMG files...

http://registry.gimp.org/file/img_0.1.2.c.gz?action=download&id=139

```
cd [gimpdir]/plug-ins
mkdir img
cd img
[copy sourcefile here]
gimptool --build img_0.1.2.c
```

It'll probably fail, so add the define commented below...

```
#include <fcntl.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <gtk/gtk.h>
/*~~~*/
#define GIMP_ENABLE_COMPAT_CRUFT
/*~~~*/
#include <libgimp/gimp.h>
```

Now it'll work...

```
gimptool --install img_0.1.2.c
```

...should end up in ~/.[gimpdir]/plugins

Seems to work with colour too. ;-)

--
swampdog@ntlworld.com
http://homepage.ntlworld.com/swampdog/

4442. Re: I'm back

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 16:27:59 UTC
From: Carby <techsupport@spamnews.dsl.pipex.com>
Message-ID: <3ce7d27c$0$233$cc9e4d1f@news.dial.pipex.com>
Source record: 34794

"Rory Street" <rory.street@RemoveThisSpamProtectorToReplyBTINTERNET.com>
wrote in message news:ac8bg2dtr1@knossos.btinternet.com...
> Hello All,
>
> Nice to be back again. What has been happening so far in the world of
Atari
> people? :)
>
> Rory

Welcome back! Did you manage to get your BBS on the internet?

Simon

4443. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 17:40:24 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1021834216-246502AEicMi@xs4all.nl>
Source record: 34646

Hi Martin,

I could not download the version because it said on
the page that it was still version 0.2..

Do you know how to get it?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4444. Sounds....

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 17:49:44 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1021834220-247167AEicMi@xs4all.nl>
Source record: 34647

When RASN was caled Crazysounds there was a sounds
that imitated a 'classical' bell sound connected to
the return handle as in old typewriters. I haven't
found the similar one in RASN. Does anyone know where
you can get the older soundfiles from Crazysound?

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4445. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 18:41:50 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205192037560.139-100000@easymint>
Source record: 34649

On Sun, 19 May 2002, Raoul Teulings wrote:

> Hi Martin,
>
> I could not download the version because it said on
> the page that it was still version 0.2..

???

>
> Do you know how to get it?
>

No problems here. I downloaded it from
http://highwire.atari-users.net/download.htm

Version .02 .03 and .04 are all there, and so is Fontlist 1.11.

Try again.

Martin Tarenskeen

4446. Re: Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 19:11:36 UTC
From: Ctirad Fertr <phanatic@death_for_spammers_volny.cz>
Message-ID: <ac8tsr$1378$1@news.vol.cz>
Source record: 34650

> I've heard that this might have something to do with CAF+Nemesis - Nemesis
> uses something conflicts with some internal CAF stuff, and CAF resets the
> Nemesis to 16mhz or something. Again, I may be very wrong here.

You are right, I forgot it completely because I fixed it in my
installation several years ago.

Standard Nemesis has one bad "feature": any MIDI application turns it from
"HI" to "LO" mode. It means if you have, say, 800x600 at 75Hz in "HI" mode
(48 or 50MHz videoclock) and you run Cubase, then nemesis falls from "HI" to
"LO" mode and videoclock too => resolution is still 800x600, but refresh
rate is about 60Hz, plus picture timing is messed and might be out of range
of your monitor.

Best Regards,

Ctirad

4447. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 19:45:25 UTC
From: nurmix@spam-free.com
Message-ID: <3ce80073.1041340@news-server.socal.rr.com>
Source record: 34651

On Sat, 18 May 2002 20:24:11 GMT, northstar2010@_del_ete_yahoo.no
(Hallvard Tangeraas) wrote:

>Darn!
>No, you didn't miss anything, but all this talk about problems with
>upper-case file names made me change the file itself to lower-case,
>later hearing (and thinking myself) that case didn't matter online.
>Apparently it does!
>
>Anyway, the following link should work:
>
> ftp://gem.win.co.nz/hall/tos_206/guide206.zip
>
>Sorry about that.

No worries.
;-)

I got the file just fine, and I must say, that's a pretty impressive
and thorough document you've created! Excellent work Hallvard!

We've really needed something like this for a long time.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4448. Re: Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 19:55:39 UTC
From: nurmix@spam-free.com
Message-ID: <3ce8012f.1229747@news-server.socal.rr.com>
Source record: 34652

On Sun, 19 May 2002 21:11:36 +0200, "Ctirad Fertr"
<phanatic@death_for_spammers_volny.cz> wrote:

>Standard Nemesis has one bad "feature": any MIDI application turns it from
>"HI" to "LO" mode. It means if you have, say, 800x600 at 75Hz in "HI" mode
>(48 or 50MHz videoclock) and you run Cubase, then nemesis falls from "HI" to
>"LO" mode and videoclock too => resolution is still 800x600, but refresh
>rate is about 60Hz, plus picture timing is messed and might be out of range
>of your monitor.

That does make sense, and would explain why the original 2 color
resolution I had set with Videlity (which I think was 896x672) would
be reset to the Falcon's standard 2 color resolution once CAF loaded,
because this resolution would only work with the Nemesis on HIGH,
not LOW or OFF. And since CAF kicked the Nemesis down to LOW, no
more high resolution!

Now, with 800x600 as my 2 color resolution, it's not a problem, since
this can be achieved with the Nemesis set at HIGH or LOW. And I've
made adjustments to my monitor, so the display fits well on the screen
without any glitches or problems.

Interestingly, the Nemesis accessory still reports that the Nemesis is
running HIGH though.

Anyway, thanks for clearing things up guys.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4449. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 20:36:55 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <H1UF8.1920$U23.309078@bin4.nnrp.aus1.giganews.com>
Source record: 34653
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

As I said before...

Hey, BS, tell me, why do auctions suck?

http://www.aracnet.com/~atari/auctions.htm

Oh yes, all us long time Atari owners use shill bidders to rip people off.
And we're "jerks".

ps learn to write.

pps for a refreshing change, try www.myatari.com - they've been around for
years and they're nice people.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0205091751400.4772-100000@shell1.aracnet.com...

4450. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 21:21:08 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205191618230.5783-100000@coazter.myip.org>
Source record: 34655

On Sat, 18 May 2002, Dennis Vermeire wrote:

> Using only Photoline I can accomplish everything for which you need to run
> four apps, so yes it's perfectly possible to use Gimp, but it's not really
> practical. Before you try to knock me flat with the argument that in Gimp the
> pictures can be cropped, blurred, do image calibration, add special filter
> effects, work with multiple layers etc...
> *ALL* this is possible in Photoline also, in the event that I need a very
> special effect not offered in Photoline, there's still Smurf to come to the
> rescue.

hm I thought I already told you photoline does not support layers.
Didn't I?
Has photoline status changed lately so now it supports layers?

4451. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-19 21:31:41 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3ce819ba$0$29605$4c56ba96@master.news.zetnet.net>
Source record: 34654

On 16 May 2002 13:49:51 , Hallvard Tangeraas wrote:
>SNIP

>OK, to clear up what I've found out, here's everything I've written
>about the matter (from my TOS 2.06 user guide in the "keyboard
>shortcuts" section):
>
>----------------------
>SNIP

> You will most likely not see all your hard drive
> partitions, so go to the "Options" menu and select
> "Install Devices" as this will mount all available
> drives/partitions to your desktop. Press (and keep
> holding) <Alternate> while the computer is booting. (It's
> important that you press (and hold) this key down as soon
> as the computer is turned on/has been reset).

I suggest a new paragraph for: "Press (and keep..."
>
> This will boot the machine without any ACCessories, AUTO
> programs, the "NEWDESK.INF", the "DESKICON.RSC" file or

I have a "DESKCICN.rsc" for icons: I don't know when or why I got it;
maybe it is nothing to do with 2.06 -- anyone?

There is a lot of duplicated text from here on: shome mishtake, shurley?:)

Anyway, congratulations, Hallvard: you have already re-taught me some
things.

Charles.

4452. Re: Name calling is immature...Re: Sinplop

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 03:43:27 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205191943.75d50521@posting.google.com>
Source record: 34656
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

PuLEAZE! Not...Now back to your coma..
Sheesh...I did not think that Chunks and his certain lover needed to
be defended this way.

Particle Salad <mark@particlesalad.com> wrote in message
news:<3CE2E271.3FD883F0@particlesalad.com>...
> Dood, I've exposed you numerous times for your lack of knowledge in audio and video,
while spouting off about same. Would
> you like some google links to refresh your memory?
>
> sinclap@yahoo.com wrote:
>
> > > 4) When excuses for your lies are shot down in flames. Project your inadequacies on
those who exposed you for a
> > > kook.
> >
> > > Just you..and your love- chunks..
> >
>
> --
> -Mark
>
> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://www.particlesalad.com
> mp3 songs:
> http://www.mp3.com/particlesalad
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

4453. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 05:56:52 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ce8a3481c80f0@madasafish.com>
Source record: 34669

Hi Oracle,

>where can i download this program to see it ?

Hmm, it may have been commercial but I had Spectrum 512, I think
it might have been a demo. I just checked my cover disks and
it's ST Format , not sure what issue though. When I bought my
ST it came with a few cover disks but no magazines. Oh, it's
complete copy actually. Also has code for using 512 colours in
STOS!

Shall I copy it and put it somewhere?

--
Lyndon Amsdon

4454. Re: More on Magxnet

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 09:45:10 UTC
From: <>
Message-ID: <1021967502-64466AEicMi@ntlworld.com>
Source record: 34690

From: "Lyndon Amsdon" <bindon@madasafish.com>
Date: Sun, 19 May 2002 09:23:04 +0100 (BST)

>I noticed, that if I change my path to something other than
>d:\etc, like d:\network then some apps fail to resolve! The

Exactly the problem I'm seeing.

>patched aFTP had problems with it this way. The only way I
>could use aFTP was to load it by going through the u: drive.

As directed by the readme file in the Magxnet archive. But putting the etc
folder anywhere except in the root of the drive where aFTP is always leads
to failure, no matter how many times I tell magx_rc.inf that the etc folder
is inside another called "Network" :-(

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4455. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 09:49:52 UTC
From: <>
Message-ID: <1021967502-64762AEicMi@ntlworld.com>
Source record: 34691

From: "Paul Gifford" <paul.gifford@comcast.excise-this.net>
Date: Sun, 19 May 2002 20:36:55 GMT

>As I said before...

Do you send this message automatically every month on a time-switch?

It means absolutely nothing to anyone in here I'll bet.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4456. Re: Where HDDriver in States?

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 12:20:41 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1021897241@news.frii.com>
Source record: 34658

Uwe,

On Mon, 20 May 2002 09:28:53 +0200, you wrote in comp.sys.atari.st:

> Thank you for this information. This again shows that PayPal is not an
> adequate form of payment for my software. Sending cash *in a registered
> letter* seems to remain the cheapest solution.

A couple of thoughts/suggestions:

1. Depending on how much business you think you might have, you might be able to use just a personal account on PayPal.

2. Some customers may be willing to pay a service fee for PayPal use. In the US, there ARE extra mailing fees for registered mail, insurance, etc.

3. PayPal would allow you to accept credit card payments. A lot of people may prefer this as a safety precaution if they fear the product may be defective, lost in the mail, etc. They simply may just feel better doing it this way.

Ken

4457. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 12:25:53 UTC
From: lp <gfa@basic.net>
Message-ID: <B90E6391.6FC0%gfa@basic.net>
Source record: 34659

in article gt4G8.14274$b5.49537@newsfeeds.bigpond.com, Oracle at
No.Return@go.away wrote on 5/20/02 6:51 AM:

> where can i download this program to see it ?

It is/was a commercial product. It might have been distributed on some
magazine disk. Perhps someone else knows?

> "lp" <gfa@basic.net> wrote in message news:B90C8DD4.6F7D%gfa@basic.net...
>> in article oiEF8.13206$b5.45964@newsfeeds.bigpond.com, Oracle at
>> No.Return@go.away wrote on 5/18/02 10:48 PM:
>>
>>> on some applications in low rez on the ST, they can display more than 16
>>> colours at once, such as a graphics program showing the entire palette
> at
>>> once.. how is this done and why didnt anyone take it further? is there a
>>> huge strain on the machine to push it to far?
>>
>> Spectrum512 lets you draw in all 512 colors in st low, and if I recall
>> correctly it used some 80% of the cpu time to maintain the display.
>> It was a rather cool app for it's time.

Lonny Pursell

4458. Re: MIDI sysex file problems

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 12:32:08 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205201405500.67-100000@easymint>
Source record: 34660

On Mon, 20 May 2002, Hallvard Tangeraas wrote:

> I've finally gotten my hands on a universal librarian (Sounddiver) which
> I'll be using to store sounds from all my synthesizers, and I've started
> loading sounds in other formats into my synthesizers, then saving them
> back to this librarian.
>
> But I've run into problems with many sysex data files in the
> form of ".SYX" (raw sysex) and ".MID" (MIDI files) type of files.
>
> I often get error messages of various kinds, which I find strange, given
> that it happens so frequently. Perhaps there are different types of
> formats with the same type of extensions!
>
> I've been using "Dump it" and "Midian" as I haven't had any success with
> other programs. My sequencer (Notator SL) handles ".MID" (MIDI) files,
> but these MIDI files containing sysex data seem to work differently from
> the usual MIDI files with songs in them. Strange.
>
> Anyone know more about this? Any recommended programs which handles
> these kind of files with ease?
>

It's possible that Sounddiver doesn't use pure SysEx format for
storing/sending data, but - depending on the driver for the specific
synths - uses it's own format.

A program that could be useful for you is mex2mid, which can be found on
my website (http://home.zonnet.nl/m.tarenskeen/mex2mid.zip). With this
program you can load a MID file containing SysEx data, and save these
sysex data in SysEx format. (.SYX, .MEX, or whatever extension you prefer)
The name of the program suggests it also works the other way around. And
it does :)

In what way do your Sysex MID files work different than normal songfiles ?
Do they work differently, or don't they work at all ?

Another point: some (very) old synths have a very weird SysEx
implementation, very difficult to handle for "universal"
editors/bankloaders. The Casio CZ series are the most horrible example of
this. Despite that there are Atari ST programs that can handle these
synths (including Soundiver if I remember correctly)

I'm still trying to get UNI_MAN released as freeware. The main advantage
of this universal sysex tool is that it still has an active Atarian to
support it: that's me (http://uniman.atari.org)

Martin Tarenskeen :-)

4459. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 12:54:56 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3ce8f224cbdb90@go2.pl>
Source record: 34657
Body handling: HTML body converted to readable text

Hi,

> > There is a program that goes with Highwire called FontList. Run this
> > program. It will list all Speedo Fonts you have installed. I would
> > imagine that your problem is that you do not have any installed.
> > Highwire does not use TrueType and other fonts as yet.
>
> I have quite a big number of Speedo fonts installed, together with
> TrueType ones. I started FontList, assigned Life, Gothic 720 and
> Courier 10 Pitch to Highwire "normal", "header" and "teletype",
> but it still complains that I have no NVDI/SpedoGDOS. FontList
> does not have this problem, it lists all my fonts (including the
> TrueType ones which are grayed out, and Speedo which are accessible).
> And both NVDI and FSMC cookies are present.

I have found out that HW4 does *not* recognise NVDI only when the
"Kompatibilitat" option in NVDI Kompatibilitat CPX module is switched
on. When I switched it *off*, HW4 recognised NVDI properly.

So now I could start it without problems with my usual setup and I must
say I am impressed! Polish characters are displayed correctly ;) and
a lot of problems with HTML rendering that the previous version had
are now fixed. Some stayed, though, especially problems with
tag which almost always makes HW crash, certain things with

cells widths etc. It also seems HW4 still does not support
tag...

I tried opening some Hebrew documents (UTF-8, ISO 8859-8) - although
I quickly realised HW4 does not support UTF-8 encoding yet, the Unicode
support makes me look into the future with much hope ;-))

So keep up your great work! This will be surely the best piece
of software released for Atari platform (when finished). But please
take a closer look at the way HW recognises NVDI presence... ;-)))

--
Grzegorz Pawlik
http://marijuana.atari.org/

4460. Re: Replacements for Newsie?

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 12:58:37 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ce900fe2dcdc20@tripnet.se>
Source record: 34661

On Fri 17-05-2002 07:34 (+0100) Grzegorz Pawlik wrote:

>> When imported to Okami the attachment would not be recoginzed at at all.

>> MIME-Version: 1.0
>> Content-Type: application/octet-stream;
>> name="TIP$.PDF"
>> Content-Transfer-Encoding: base64
>> Content-Disposition: attachment;
>> filename="TIP$.PDF"
>
>That's perfectly OK.
>There is no attachement in a *strict* sense, because the message is

>You could have dragged the file itself (from the desktop) onto
>MUNPACK.TTP program that comes with Newsie to depack it.

Just tried exactly that and yes, MUNPACK.TTP had no problems with it. I
guess simple is sometimes better...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4461. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 13:44:22 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <acaujv$bv3$1@newsg3.svr.pol.co.uk>
Source record: 34662

```
"lp" <gfa@basic.net> wrote in message news:B90E6391.6FC0%gfa@basic.net...
> in article gt4G8.14274$b5.49537@newsfeeds.bigpond.com, Oracle at
> No.Return@go.away wrote on 5/20/02 6:51 AM:
>
> > where can i download this program to see it ?
>
> It is/was a commercial product. It might have been distributed on some
> magazine disk. Perhps someone else knows?
>

But there are one or two picture viewers out there that will display these
pictures,
but of course they usually only work on a real ST not under emulation...

> > "lp" <gfa@basic.net> wrote in message
news:B90C8DD4.6F7D%gfa@basic.net...
> >> in article oiEF8.13206$b5.45964@newsfeeds.bigpond.com, Oracle at
> >> No.Return@go.away wrote on 5/18/02 10:48 PM:
> >>
> >>> on some applications in low rez on the ST, they can display more than
16
> >>> colours at once, such as a graphics program showing the entire palette
> > at
> >>> once.. how is this done and why didnt anyone take it further? is there
a
> >>> huge strain on the machine to push it to far?
> >>
> >> Spectrum512 lets you draw in all 512 colors in st low, and if I recall
> >> correctly it used some 80% of the cpu time to maintain the display.
> >> It was a rather cool app for it's time.
>
> -------------
> Lonny Pursell
>
>
```

4462. Re: Free Chat Room Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 14:13:42 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ce90ff2397c1e2@tripnet.se>
Source record: 34663

On Mon 20-05-2002 02:56 (-0700) Dave wrote:

>I'm looking for free chat room software that I can run on an internal
>LAN - and does not need any internet access at all.

If under Magic/STinG you might try the Weblight webserver with a suitable
Perl script. I have not tried any chat scripts, but at least I have a
webboard and guestbook up and running fairly well.

>It also has to be available for Business/Commercial use.

Who on earth do you think would actually use an Atari for running a
commercial chatroom (whatever that is?)?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4463. Re: Cubase Audio version differences

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 14:15:55 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0205200615.f4f030c@posting.google.com>
Source record: 34664

> I don't think I ever had 2.04.
>

I'll look again & make sure.

>
> Crashing is what I'm talking about. Good old fasioned TOS BOMBS!

Oh, Good! Er, that is, not good! Oh well, you know what I mean!

> Having said that, the next time I record something it'll be click and
> pop city! <hahaha>

Nah! No jinxes!

> I'm about 30% more likely to crash when running under HD Driver. Why
> this is I have no idea.

Hm. I've not had problems w/ HDDriver.

> I wasn't as worried about this for a while, because my plan was to use
> SoundPool's AUDIO TRACKER for digital multi-tracking, and CAF for
> MIDI. Well, after messing with Audio Tracker for quite a while now, I

snip

> annoying and impossible to deal with: "ok, you were a little flat
> there, give me a minute and a half and we'll try it again..."
> :-(

Well, I was interested in that, thanks for the report. I've become
real comfortable working with CAF. Of course, I am pushing 42! Old
dog, new tricks?

> Nemesis accelerator. However, turning this completely OFF does not
> seem to improve the situation either.
>
> I'm stumped.

I still have my Nemisis Falcon, and 3 of my CD's were done on it. I
did however never use it in the "High" mode. I would get little
artifacts on the screen, then as the machine heated up, I'd get
crashes. Of course, I did the installation myself, so I was probly
lucky it worked at all. ;-) I also installed the CT030 in my other
Falcon, and had about 1 1/2 years of problems. It was only solved by
sending it to R. Cuzba in France. Upon seeing it his email to me said
something like "When I looked at you mother board I had a vision of
horror! Who did your installation? The solders looked like big turds!"

It did'nt bruise my ego too much! :-)

I noticed from another post about the screen resolution that you might be dealing with that stuff too. Have you tried working in just "low," and has that changed anything?

Wayne.

4464. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 14:28:50 UTC
From: Oracle <No.Return@go.away>
Message-ID: <7F7G8.14470$b5.50309@newsfeeds.bigpond.com>
Source record: 34665

nothing beats the real thing, i dont bother with emulators, the pc is for pc stuff and the atari's are for having fun with.

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in message news:acaujv$bv3$1@newsg3.svr.pol.co.uk...
>
> "lp" <gfa@basic.net> wrote in message news:B90E6391.6FC0%gfa@basic.net...
> > in article gt4G8.14274$b5.49537@newsfeeds.bigpond.com, Oracle at
> > No.Return@go.away wrote on 5/20/02 6:51 AM:
> >
> > > where can i download this program to see it ?
> >
> > It is/was a commercial product. It might have been distributed on some
> > magazine disk. Perhps someone else knows?
> >
>
> But there are one or two picture viewers out there that will display these
> pictures,
> but of course they usually only work on a real ST not under emulation...
>
>
>
>
> > > "lp" <gfa@basic.net> wrote in message
> news:B90C8DD4.6F7D%gfa@basic.net...
> > >> in article oiEF8.13206$b5.45964@newsfeeds.bigpond.com, Oracle at
> > >> No.Return@go.away wrote on 5/18/02 10:48 PM:
> > >>
> > >>> on some applications in low rez on the ST, they can display more
than
> 16
> > >>> colours at once, such as a graphics program showing the entire
palette
> > > at
> > >>> once.. how is this done and why didnt anyone take it further? is
there
> a
> > >>> huge strain on the machine to push it to far?
> > >>
> > >> Spectrum512 lets you draw in all 512 colors in st low, and if I
recall
> > >> correctly it used some 80% of the cpu time to maintain the display.
> > >> It was a rather cool app for it's time.
> >

> > -------------
> > Lonny Pursell
> >
> >
>
>

4465. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 15:06:43 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3ce90da8$0$3330$6d5eecc5@news.eurekanet.com>
Source record: 34666

don wolfe wrote in message ...
>Hi baldrick,
>
>I'm sure this is a dumb question, I D/L HIGHWIRE but see no program
>file or application. How do you use HIGHWIRE ???
>
>Thanks, Donner....
>

It sounds like you downloaded the Source Code archive. There is a
binary
only archive as well. The program wasn't included in the source archive to
keep
size down for people with slow internet connections.

Dan
aka baldrick

4466. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 15:16:20 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3ce90fe8$0$3328$6d5eecc5@news.eurekanet.com>
Source record: 34667
Body handling: HTML body converted to readable text

Grzegorz Pawlik wrote in message <3ce8f224cbdb90@go2.pl>...
>Hi,
>
>> > There is a program that goes with Highwire called FontList. Run this
>> > program. It will list all Speedo Fonts you have installed. I would
>> > imagine that your problem is that you do not have any installed.
>> > Highwire does not use TrueType and other fonts as yet.
>>
>> I have quite a big number of Speedo fonts installed, together with
>> TrueType ones. I started FontList, assigned Life, Gothic 720 and
>> Courier 10 Pitch to Highwire "normal", "header" and "teletype",
>> but it still complains that I have no NVDI/SpedoGDOS. FontList
>> does not have this problem, it lists all my fonts (including the
>> TrueType ones which are grayed out, and Speedo which are accessible).
>> And both NVDI and FSMC cookies are present.
>
>I have found out that HW4 does *not* recognise NVDI only when the
>"Kompatibilitat" option in NVDI Kompatibilitat CPX module is switched
>*on*. When I switched it *off*, HW4 recognised NVDI properly.
>

Thanks for the info. We'll look into that and see what is going on.
I wonder what NVDI is doing when that option is turned on.

>So now I could start it without problems with my usual setup and I must
>say I am impressed! Polish characters are displayed correctly ;) and
>a lot of problems with HTML rendering that the previous version had
>are now fixed. Some stayed, though, especially problems with
>tag which almost always makes HW crash, certain things with

>cells widths etc. It also seems HW4 still does not support
>tag...
>

Are you having problems with the EMBED tags in the sample files or from
other files?

>I tried opening some Hebrew documents (UTF-8, ISO 8859-8) - although
>I quickly realised HW4 does not support UTF-8 encoding yet, the Unicode
>support makes me look into the future with much hope ;-))

UTF-8 is supposed to be supported. But I'm not necessarily the best person
to
discuss that one. Rainer did the work on that. I don't believe ISO8859-8
is supported

at the moment. So potentially there is a problem there. I know that Hebrew characters
can be displayed with the new code.

>
>So keep up your great work! This will be surely the best piece
>of software released for Atari platform (when finished). But please
>take a closer look at the way HW recognises NVDI presence... ;-)))
>

Thanks and we'll look into the NVDI problem.

Dan
aka baldrick

4467. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 16:36:14 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1021916878-289513AEicMi@xs4all.nl>
Source record: 34668

Hi Martin,

Actually i got the 'old' screen from the developers.
And after a short while a newly designed one with
another layout..And there was a menu for loading the
last version.

See you,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4468. Re: MIDI editor for JX synths (was Re: GFA-basic program?)

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 18:32:34 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205202020480.57-100000@easymint>
Source record: 34670

On Sun, 19 May 2002, Hallvard Tangeraas wrote:

> Thanks! Tried it now, and it seems to function well, but.... I haven't
> had any success in communicating with any of my synths!
> Why didn't the original author include any sort of documentation or help
> file is beyond me as I don't even know what synth it's intended to be
> used with. I have both a JX-8P and an MKS-70 ("Super JX" module), but
> neither will receive any data from the program. I don't see any
> adjustment for MIDI channels either, which isn't a good sign, so I've
> had to try it out by changing the MIDI channels on my synths instead.
>

Hi Hallvard,

I have looked into it and this is what I have found:

- The JXEDITOR is made for the JX8P, but I did not find the authors name somewhere.
- The program sends midi data using Midi Channel 15 (Pretty weird, I know)
- The JX8P implementation doesn't support any dump request messages. If you click on "get tone" in the programs editor screen, the program will simply wait for tonedata to arrive. To make the JX8P send these data, select a (different) tone on the JX8P.
- In the "bank" window you send a tone to the JX8P using the left mouse button, and you import this tone into the editor screen with the right mouse button. After that the tone in the JXEDITOR and in the JX8P should be the same.
- Check if midi/sysex is enabled. I remember a little switch on the back of the JX8P (?)

Martin Tarenskeen

4469. Re: MIDI editor for JX synths

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 18:49:35 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205202040450.57-100000@easymint>
Source record: 34671

On Mon, 20 May 2002, Hallvard Tangeraas wrote:

> At least the parameters for "tones" (sounds) are the same (which makes
> sense given the fact that they both can handle the PG-800 programmer
> -and yes, I've tried it on the MKS-70 as well), so my guess is that just
> the header or something of the sysex data is different.
>

Did you ever try the JX8P midimanager file that exist for Cubase with the
MKS-70 ?

Does the PG-800 use the midi port (like the programmer for the Juno-1/2)
or does it have a special port (like the PG300 for the JX3P) ?

Does anyone feel this is off-Atari-topic ? We're just trying to make an
Atari program work :)

Martin

4470. German help for xbios5

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 20:05:26 UTC
From: yves.rogne@free.fr
Message-ID: <3ce95705$0$241$626a54ce@news.free.fr>
Source record: 34672

Hello,

Xbios 5 don't work the same for graphic cards and for standard Ataris. I got the German infos but thats too hard for my German school level. Can anyone help me in translating or explaning this :
Die Vorgehensweise ist dabei folgende:

Die NOVA unterst�tzt mehrere Bildschirmseiten. Diese liegen alle im von der Grafikkarte zur Verf�gung gestellten Adressraum. Zum Umschalten auf eine andere Bildschirmseite wird wie gehabt die XBIOS-Funktion 5 "Set Screen" benutzt. Die Anzahl Bildschirmseiten kann aus der NOVA Control Block (ICB) Variable scrn_cnt (sprich: "screen count"), erfahren werden. Daneben gibt es noch die ICB-Variable scrn_sze, die die Gr��e eines Bildschirms in Bytes angibt. Die Variable base gibt die Adresse der Bildschirmseite 0 an.

Wollen Sie also physikalisch auf die Seite 1 umschalten, so geschieht das einfach mit dem Aufruf (unter der Voraussetzung, da� icb ein Zeiger auf den NOVA Control Block darstellt):

```
Setscreen((void *)-1, icb->base+icb->scrn_sze, -1);
```

Noch etwas:

Wie Sie vielleicht wissen, kann mit der Funktion (*icb->p_chres)() die Aufl�sung der Graphikkarte umgeschaltet werden. Dieser Aufruf ver�ndert aber nicht die physikalische Bildschirmadresse. Daher sollte immer zuvor
ein
Setscreen(icb->base, icb->base, -1);

erfolgen, um die physikalische und logische Bildschirmadresse auf Seite 0 umzuschalten.

Mit der Funktion (*set_vec)() (Achtung: im Supervisormodus aufrufen) wird der VDI-Ausgaberoutinen auf die aktuell eingestellte Aufl�sung umgestellt. Dabei wird immer implizit physikalisch und logisch auf die Bildschirmseite 0 geschalten.

Regards

Megamodeste

4471. Re: German help for xbios5

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 20:43:28 UTC
From: Diedrich Dirks <ddwhv@web.de>
Message-ID: <VA.00000177.00f3cd8b@id-68569.user.dfncis.de>
Source record: 34673

Megamodeste:

> Can anyone help me
> in translating or explaning this :

what about: <http://www.systranbox.com/systran/box>?

But pay attention to the following words:

>unterstï¿½tzt
= unterstï¿½tzt (unterstuetzt)
>Verfï¿½gung
= Verfï¿½gung (Verfuegung)
>Grï¿½ï¿½e
= Grï¿½ï¿½e (Groesse)
>daï¿½
= daï¿½ (dass)
>Auflï¿½sung
= Auflï¿½sung (Aufloesung)
> verï¿½ndert
= verï¿½ndert (veraendert)

my French is too poor.

Tschï¿½s,
Diedrich

4472. Re: CCAG 2002

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 20:52:07 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <acbnd5$r08$1@thorium.cix.co.uk>
Source record: 34674

Yeah I agree Tanglefoot is good, got a new honey beer which is v.nice...
just can't remember name....

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

4473. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 21:08:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <acboklrmv1@thorium.cix.co.uk>
Source record: 34675

In message <1fc85mx.ru3m8610g0juoN%northstar2010@_del_ete_yahoo.no>,
northstar2010@_del_ete_yahoo.no said:

>As for ST-guide HYP files: I have no idea how to create them, besides I
>don't think that pages would load any faster as the amount of graphics
>would be the same.

If you read the docs for HCP and ST-Guide, you will find out how
to create them with a text editor. Mainly a question of putting
'@node' at the start of each page followed by its name in
double-quotes, and '@endnode' at the end of the page. Links are
created automatically to the named page if the nodename appears in
the text, or you can set explicit links where required.

Even better, use UDO with a fairly similar syntax which can then
produce HTML, HYP and even plain TXT files from the same source!

Having produced some large HYPs, I disagree with the second
statement: They do load a lot faster than HTMLs in CAB, specially
if you use mono images. You can also use 16-color IFFs should you
really need colour. A big advantage of ST-Guide is that it
normally runs as an ACC, so you can open it from within another
programs etc. even if you don't have a multi-tasking OS.

Regards, /Peter/

4474. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 21:42:51 UTC
From: swampfax@atlantic.net
Message-ID: <v5eG8.28$uq2.25648@news1.atlantic.net>
Source record: 34686

On 17 May 2002 17:58:50 , "baldrick" wrote:
>The HighWire Development Team has released the fourth demonstration package,

Snip

3 cheers!
John G
P.S. Good to see you still around Dan!

4475. Re: MIDI sysex file problems

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 21:47:52 UTC
From: ebaiz@skyenet.net
Message-ID: <caeG8.338$AP3.146448@newsfeed.slurp.net>
Source record: 34676

On 20 May 2002 10:39:04 , Hallvard Tangeraas wrote:
>I've finally gotten my hands on a universal librarian (Sounddiver) which
>I'll be using to store sounds from all my synthesizers, and I've started
>loading sounds in other formats into my synthesizers, then saving them
>back to this librarian.
>
>But I've run into problems with many sysex data files in the
>form of ".SYX" (raw sysex) and ".MID" (MIDI files) type of files.
>
>I often get error messages of various kinds, which I find strange, given
>that it happens so frequently. Perhaps there are different types of
>formats with the same type of extensions!
>
>I've been using "Dump it" and "Midian" as I haven't had any success with
>other programs. My sequencer (Notator SL) handles ".MID" (MIDI) files,
>but these MIDI files containing sysex data seem to work differently from
>the usual MIDI files with songs in them. Strange.
>
>Anyone know more about this? Any recommended programs which handles
>these kind of files with ease?

Hello,

I have created some SYX files for use with a Roland MT-32. I used a
program called Midi-EX I believe. Worked real good. I am not sure if
the program was just for the MT-32 or what. Been a long time since I
did that sort of thing. Oh BTW, the SYS files worked just fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

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Photo 700 printer, 56k US Robotics Modem, ICQ#91257633

PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4476. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 21:51:38 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.f60453a0.5ce652e2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34677
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Dans le message <3ce53ea43a293d0@pandora.be>
Martin \ a ï¿½crit:

>ftp://chapelie.rma.ac.be/atari/game/nh340gt.lzh
> (1.162.536 bytes) NetHack is a display oriented Dungeons & Dragons(tm) -
>like game.

Qui connaï¿½t bien ce jeu ? Et pourrait, ainsi, me donner quelques bons
tuyaux pour m'en sortir un peu ?

Merci,

J.-Luc

4477. Atari Online Nedws, Etc. #04-20

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 23:19:36 UTC
From: danap8@aol.com
Message-ID: <20020520191936.13316.00000617@mb-mb.aol.com>
Source record: 34678

```
A-ONE #0420 05/17/02

~ StarOffice Released! ~ People Are Talking! ~ Napster CEO Quits!
~ Level 9 Interpreter! ~ TOS 2.06 User Guide! ~ New NetHack Version!
~ Web Porn Law Reviewed! ~ "Deceptive Duo" Raids! ~ Spam Bill Backed!
~ Tempest Project News! ~ Marijuana Mail Update! ~ HighWire Update!

-* Game Console Price Wars On! *-
-* AOL, Microsoft Browser War Continues *-
-* Judge Warns Microsoft To Keep Its Promise! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4478. Re: Free Chat Room Software

Newsgroup: comp.sys.atari.st
Date: 2002-05-20 23:22:58 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205201820470.7222-100000@coazter.myip.org>
Source record: 34679

on 100% atari lan:

ircd and atarirc (from lp).

on mixed platform lan:
ircd and whatever irc client, ircII, bitchX, mirc you name it.

No need to be connected on the internet.

Works really well, can even do file transfer and all the goodies you can
expect from a good chat program/protocol.

On 20 May 2002, Dave wrote:

> I'm looking for free chat room software that I can run on an internal
> LAN - and does not need any internet access at all.
>
> It also has to be available for Business/Commercial use.
>
> Please help someone - I've looked everywhere.
>
> Many thanks,
>
> Dave.
> dave@matrixinfotech.co.uk
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter

4479. LOGO

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 00:00:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <acc2n2$353$1@thorium.cix.co.uk>
Source record: 34680

A friend has asked me where he could get details of the old LOGO
program from - I believe there were PC as well as Atari versions.
And the program itself. Some docs would be useful too. Any ideas?

Regards, /Peter/

4480. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 00:00:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <acc2n2$355$1@thorium.cix.co.uk>
Source record: 34682

In message <3ce6ed76256dd0@madasafish.com>, bindon@madasafish.com said:

>>As some one has pointer out spectrum 512 takes it further.
>
>I think there might have been some tutorials in some old ST mags
>with example code for assembly. And it would need to be done in
>assembly I think. Some demos used 64 colours. If you seen
>Spectrum 512, it's very good!

Agreed. Unfortunately it won't run on my Falcon :-(Presumably the
timing isn't right. Or has someone got it to work on one?

Regards, /Peter/

4481. Re: TOS 2.06 user guide out now!

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 00:00:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <acc2n2$354$1@thorium.cix.co.uk>
Source record: 34683

In message <3ce765c0343081@go2.pl>, atarirulez@go2.pl said:

>I think HYP always work faster than HTML, because it takes time for
>CAB to display the text itself and to display the graphics (convert
>them from GIF format etc.) ST-Guide displays text immediately, and
>displays images (in IMG format) faster than CAB displays GIFs...

I agree, it is a lot faster, specially on slower machines like
those running TOS 2.06. The main reason is that text does not have
to be reformatted - HYPs are compressed files (by HCP) that unpack
and display in ST-Guide with the current system font. It is up to
the author to make sure that the line length is correct for a
standard ST screen - about 72-75 characters. Not quite as
straightforward as it seems, because any commands (such as text
styles, explicit links, ignores etc.) do not count for display but
of course add to the character count in the editor in which you
are writing them :-)

For images you have the choice of IMG or 2- or 16-colour IFFs. In
most cases I have been able to reduce screen shots to this with
Imagecopy: Grab the images in the native resolution, then change
the screen resolution and either use the convert function, or
just screen-grab them again in the new colour depth. Haven't tried
16-colour XIMG.

And as I have said, once you learn UDO (and I haven't!) you can
produce HTML, STG and even plain text from the same source file!
(As I am fairly familiar with STG, I write in it directly, but
then I don't need any other type of output; actually HCP will
produce a plain ASCII file from the HYP on request.)

Regards, /Peter/

4482. Re: German help for xbios5

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 00:00:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <acc2n3$356$1@thorium.cix.co.uk>
Source record: 34681

In message <3ce95705$0$241$626a54ce@news.free.fr>, yves.rogne@free.fr said:

>Xbios 5 don't work the same for graphic cards and for standard Ataris. I got the
>German infos but thats too hard for my German school level. Can anyone help me
>in translating or explaning this :
>
>Die Vorgehensweise ist dabei folgende:
>
>Die NOVA unterst�tzt mehrere Bildschirmseiten. Diese liegen alle im von
>der Grafikkarte zur Verf�gung gestellten Adressraum. Zum Umschalten auf
>eine andere Bildschirmseite wird wie gehabt die XBIOS-Funktion 5 "Set
>Screen" benutzt. Die Anzahl Bildschirmseiten kann aus der NOVA Control
>Block (ICB) Variable scrn_cnt (sprich: "screen count"), erfahren werden.
>Daneben gibt es noch die ICB-Variable scrn_sze, die die Gr��e eines
>Bildschirms in Bytes angibt. Die Variable base gibt die Adresse der
>Bildschirmseite 0 an.
>
>Wollen Sie also physikalisch auf die Seite 1 umschalten, so geschieht
>das einfach mit dem Aufruf (unter der Voraussetzung, da� icb ein Zeiger
>auf den NOVA Control Block darstellt):
>
> Setscreen((void *)-1, icb->base+icb->scrn_sze, -1);
>
>Noch etwas:
>
>Wie Sie vielleicht wissen, kann mit der Funktion (*icb->p_chres)() die
>Aufl�sung der Graphikkarte umgeschaltet werden. Dieser Aufruf ver�ndert
>aber nicht die physikalische Bildschirmadresse. Daher sollte immer zuvor
>ein
>
> Setscreen(icb->base, icb->base, -1);
>
>erfolgen, um die physikalische und logische Bildschirmadresse auf Seite
>0 umzuschalten.
>
>Mit der Funktion (*set_vec)() (Achtung: im Supervisormodus aufrufen)
>wird der VDI-Ausgaberoutinen auf die aktuell eingestellte Aufl�sung
>umgestellt. Dabei wird immer implizit physikalisch und logisch auf die
>Bildschirmseite 0 geschalten.

No problemo!

The procedure for this is as follows:

NOVA supports multiple screen pages. These all lie in address space made available by the graphics card. For switching to a different screen page the XBIOS function 5 "Set screen" is used as usual. The number of screen pages can be ascertained from the NOVA control block (ICB) variable scrn_cnt (pronounced "screen count"). Besides this there is also the ICB variable scrn_sze that gives the size of the screen in bytes. The variable base specifies the address of screen page 0.

So if you want to switch physically to page 1, then this can be done simply with the call (on the understanding that icb represents a pointer to the NOVA control block):

```
Setscreen((void *)-1, icb->base+icb->scrn_sze, -1);
```

Something else:

As you may know, you can switch the resolution of the graphics card with the function (*icb->p_chres)(). But this call does not alter the physical screen address. Therefore you should always use

```
Setscreen(icb->base, icb->base, -1);
```

beforehand to switch the physical and logical screen address to page 0.

With the function (*set_vec)() (Attention: Call in supervisor mode!) the VDI output routine is converted to the currently set resolution. During this it will always implicitly switch physically and logically to screen page 0.

Regards, /Peter/
This has been a public service announcement of DDP.

4483. Re: Cubase Audio version differences

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 00:18:13 UTC
From: nurmix@spam-free.com
Message-ID: <3ce98fcc.7780095@news-server.socal.rr.com>
Source record: 34684

On 20 May 2002 07:15:55 -0700, wmartz@firstpresdalton.org (Wayne Martz) wrote:

>Hm. I've not had problems w/ HDDriver.

Me either, except with CAF.

>Well, I was interested in that, thanks for the report. I've become
>real comfortable working with CAF. Of course, I am pushing 42! Old
>dog, new tricks?

Audio Tracker has some nice features, is fast, and looks good. But some elements of the interface/design are extremely un-intuitive, overly-complicated, and just plain dumb. I really _tried_ to like it, and adapt to it's way of working, but it's just not going to happen.

On the good side, it's given me a new appreciation of certain features of CAF...

...but if CAF continues to give me too much crashing trouble, it'll be time to build a second PC and run ProTools for multitracking audio (keeping the Falcon next to it for all my MIDI work of course).

>I still have my Nemisis Falcon, and 3 of my CD's were done on it. I
>did however never use it in the "High" mode. I would get little
>artifacts on the screen, then as the machine heated up, I'd get
>crashes. Of course, I did the installation myself, so I was probly
>lucky it worked at all. ;-) I also installed the CT030 in my other
>Falcon, and had about 1 1/2 years of problems. It was only solved by
>sending it to R. Cuzba in France. Upon seeing it his email to me said
>something like "When I looked at you mother board I had a vision of
>horror! Who did your installation? The solders looked like big turds!"
>It did'nt bruise my ego too much! :-)

Ha! Well, Alex of ATY Computer in Oakland, California did my Nemesis install. I don't think there's anything wrong with it, as it's never given me trouble that I could tell, and it's almost _always_ running in HIGH mode when I use the Falcon for anything (under TOS and MagiC).

>I noticed from another post about the screen resolution that you might
>be dealing with that stuff too. Have you tried working in just "low,"
>and has that changed anything?

Actually, after doing more testing, and resolving the resolution dilemma, I have noticed that CAF seems to work better with the Nemesis in LOW mode. More thorough testing will come in the next week or two as I'm going to be doing lot's of vocal recording for some of my new

material / projects...

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4484. Jagfest 2002

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 00:59:50 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <a_gG8.30550$Bw6.42028@rwcrnsc51.ops.asp.att.net>
Source record: 34685

Sixth annual Atari Jaguar Festival to be held Downtown St. Louis

For immediate Release:

April 16, 2002

Greg George webmaster of The Atari Times, James Garvin of OMC Games and Daniel Iacovelli Chairperson of The Atari Video Club/Jaguar Community United has agreed to host the Sixth Annual Atari Jaguar Festival (dubbed Jagfest 2k2) in downtown St. Louis, Missouri at The Mayfair Wyndham Historic Hotel. (806 St. Charles Street St. Louis, Missouri 63101. Phone: 314-421-2500.) For the first time this event will be held on two days instead of one, Friday, July 12th and Saturday, July 13th 2002.

The scheduled time for the event is 10am to 6pm on the first day and 10am to 4pm on the second day (a full schedule of events will be announced in the days to come).

Admission cost for this event is $25.00 for those who wish to pre-pay and $30.00 for those who wish pay at the door; this cost covers for both days. At this time table prices are estimated to be: Visitor tables: $40.00 Dealer Tables: $50.00 (extra tables are $5.00 each) (Table Fees are subject to change)

For more information On Jag fest 2k2 e-mail Greg George at greg@ataritimes.com, James Garvin at omc@omcgames.com or Daniel Iacovelli at atarivideoclub@yahoo.com or visit the Jagfest 2002 site at http://omcgames.com/jagfest/
(be sure to visit the Jag fest
message board and post your ideas for this event.)

END PRESS RELEASE

Now accepting payment for Jagfest 2002

For Immediate Release:

April 25, 2002

Greg George, Webmaster of The Atari Times website, has announced that he is now accepting payment for the Sixth Annual Atari Jaguar Festival (dubbed Jagfest 2k2) in downtown St. Louis, Missouri at The Mayfair Wyndham Historic Hotel. (806 St. Charles Street St. Louis, Missouri 63101. Phone: 314-421-2500) on Friday, July 12th and Saturday, July 13th 2002.

Admission cost for this event is $25.00 for those who wish to pre- pay and $30.00 for those who wish pay at the door; this cost covers for both days. Table prices are as follows (admission price is included): Visitor tables:

$35.00 before July 9th (after July 9th its $40.00), Dealer Tables: $45.00 before July 9th (after July 9th its $50.00) (extra tables are $5.00 each). You can pay either by paypal (greg@ataritimes.com) or by sending a Check or Money Order to Gregoary D. George, 347 Banyan Drive, Winter Haven, FL 33884 Attn. Jagfest payments

For more information On Jag fest 2k2 e-mail Greg George at greg@ataritimes.com, James Garvin at omc@omcgames.com or Daniel Iacovelli at atarivideoclub@yahoo.com or visit the Jagfest 2002 site at http://omcgames.com/jagfest/jf2k2.html (be sure to visit the Jag fest message board and post your ideas for this event.)

END PRESS RELEASE

_____ Dan Iacovelli ICQ#: 14051068 Current ICQ status: + More ways to contact me i See more about me:

_____

4485. NEW ST/TT/FALCON CD-ROM NOW FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 05:35:12 UTC
From: Video61@webtv.net
Message-ID: <17670-3CE9DC90-526@storefull-2111.public.lawson.webtv.net>
Source record: 34687

we have acquired the rights to distribute the st. paul atari computer enthusiast's(space)massive st library of pd/shareware/freeware now available on cd-rom..
the library is so massive that this is the library one, library two we hope to release this summer/fall.
there are literally thousands of programs to long to list on this cd-rom.
run it on your real atari, or thru your emulator.
please visit our website at,
www.atarisales.com
click on the ST/TT/FALCON page to view the front and back artwork of the cd-rom jewel case as well as pricing information,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4486. Re: GFA-basic program?

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 06:18:35 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0205202218.1a2f3660@posting.google.com>
Source record: 34688

> I have tried it and it looks nice. It's an almost exact copy of the PG800
> programmer for the Roland JX8P. I modified one or two lines in the
> sourcecode. (In my version you will see the current directory if you open
> the fileselector, instead of C:\.) I have also added a compiled
> ready-to-use jxeditor.prg to the archive. This archive can be downloaded
> from here:
> http://www.home.zonnet.nl/m.tarenskeen/jxeditor.zip
>
> It's not my intention to keep it there forever. Is anyone willing to adopt
> it to put it somewhere permanently (Tim (TAMW), are reading this ?)
>
> Martin Tarenskeen

Hi Martin

I did indeed read it, and now I have put it (with credits of course)
on the Atari-MIDI archive here:

http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Roland/

This dir is linked to my download page on my site as well.

There is also some other Roland stuff there including 100 sounds for
the JX by David Etheridge.

Thank you for your compiling work

TimC

http://tamw.atari-users.net

4487. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 07:26:30 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <accsrlpqh1@news7.svr.pol.co.uk>
Source record: 34689

<xlator@cix.compulink.co.uk> wrote in message
news:acc2n2$355$1@thorium.cix.co.uk...
> In message <3ce6ed76256dd0@madasafish.com>, bindon@madasafish.com said:
>
> >>As some one has pointer out spectrum 512 takes it further.
> > >
> > >I think there might have been some tutorials in some old ST mags
> > >with example code for assembly. And it would need to be done in
> > >assembly I think. Some demos used 64 colours. If you seen
> > >Spectrum 512, it's very good!
> >
> > Agreed. Unfortunately it won't run on my Falcon :-(Presumably the
> > timing isn't right. Or has someone got it to work on one?
> >

Often it won''t even run on an STE...

> > Regards, /Peter/
> >

4488. RE : German help for xbios 5

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 07:52:33 UTC
From: yves.rogne@free.fr
Message-ID: <3ce9fcc0$0$236$626a54ce@news.free.fr>
Source record: 34692

Many thanks for your help, I waited for a long time for it.

I'm delighted, this forum is great.

Best regards

Megamodeste

4489. Re: LOGO

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 08:43:22 UTC
From: Sébastien Liénard <slienard@selftrade.com>
Message-ID: <acd0osatf1@reader1.imaginet.fr>
Source record: 34693

Maybe you can get some information here: http://www.cs.berkeley.edu/~bh/
This is the homepage of UCB Logo, an opensource implementation of Logo.

Sï¿½bastien.

On Tue, 21 May 2002 02:00:34 +0200, xlator wrote:

> A friend has asked me where he could get details of the old LOGO program
> from - I believe there were PC as well as Atari versions. And the
> program itself. Some docs would be useful too. Any ideas?
>
> Regards, /Peter/

4490. Eagle Sonic softwares

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 09:15:38 UTC
From: Pierre TONTHAT <ptonthat@aamass.com>
Message-ID: <acd39s$1ae$1@wanadoo.fr>
Source record: 34694

Bonjour :)

I have got a Falcon with a rare accelerator card (at least in France). It's called "Eagle Sonic" and it's a small board that jumps on the 030 bus extension. On the card is solded upside-down a real 68030 (XC68030RC50 (don't remember the letters very well)).

I have found on the hard disk the MHZ32.PRG that seems to activate the acceleration with this new 030. The acceleration is not fast (+ 40%), but it's good to find some oddities/oldies about Falcon adds-on.

But my problem is that the disk that should contain the drivers and others softwares is unreadable.

So is there more files for the Eagle Sonic than the MHZ32.PRG ? And if yes, where can I get them ?
Other question : I have read that the DSP was disabled during the acceleration, is that true ?

I have searched on the web/usenet... but no results. I have also heard of the Mighty Sonic that seemed to be a sort of CT2 with VME bus (1993/1994). Does anyone have a photo about this stuff ??? Or was it a vaporware ?

Thanks

Pierre
http://rajah.atari.org

PS : also inside the Falcon was a memory card called "Falcon Wings" from H&N that expanded the RAM to 16 MO (4*4Mo SIMM).

4491. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 10:20:23 UTC
From: Mickael Pointier <mpointie@eden-studios.fr>
Message-ID: <acd695$ch2$1@reader1.imaginet.fr>
Source record: 34695

```
> > It is done by switching the pallet in the line blanking interval
>
> > As some one has pointer out spectrum 512 takes it further.
>
> Indeed. Spectrum 512 changes half the palette four times on each scanline.
>
> > I don't think it is that huge, its just it is very time critical.
>
> If you only change the palette on each HBL the overhead is actually quite
> small, but the way Spectrum does it requires very exact timing so you need
> to fill the timeslots between the palette changes with NOPs or something
> useful (but only to Spectrum ofcourse). You can't return from the HBL
> interrupt until the last palette change on each line, which leaves only
> 20% CPU or so for other tasks.

For what I remember, Spectrum 512 is not HBL based, it's VBL based.
At the begining of the screen the program synchronize itself with the
video counter with a code that look like this:

Vbl
; save registers
movem.l d0/d1/a0/a1,-(sp)

;
; Synchronise
;
moveq #0,d0
wait_sync
move.b $ffff8209.w,d0 ; or is it 820a ??? Don' remember :)
beq.s wait_sync

moveq #32,d1 ; A SHIFT operation is at most 32
subq.l d0,d1 ; subtract counter value, in order to get an inverse
timing
lsl d1,d0 ; shift d0 by d1. Each shift takes 2 more clock cycles

;
; Display colors
; (note that for Spectrum, $ffff8240 stay black, to avoid
; color problems in the borders), so only 15 colors are
; changed each line
;
lea colors,a0 ; pointer on colors
lea $ffff8240.w,a1 ; pointer on shifter clut registers
```

```
move #200,d0
loop_scanline
; first change
move.w (a0)+,2(a1)
move.w (a0)+,4(a1)
move.w (a0)+,8(a1)
move.w (a0)+,10(a1)
move.w (a0)+,12(a1)
move.w (a0)+,14(a1)
...
move.w (a0)+,30(a1)

; second change
move.w (a0)+,2(a1)
move.w (a0)+,4(a1)
move.w (a0)+,8(a1)
move.w (a0)+,10(a1)
move.w (a0)+,12(a1)
move.w (a0)+,14(a1)
...
move.w (a0)+,30(a1)

; third change
move.w (a0)+,2(a1)
move.w (a0)+,4(a1)
move.w (a0)+,8(a1)
move.w (a0)+,10(a1)
move.w (a0)+,12(a1)
move.w (a0)+,14(a1)
...
move.w (a0)+,30(a1)

; few nops here ?
dbra d0,loop_scanline

; return from exception
; restore registers
;
movem.l (sp)+,d0/d1/a0/a1
rte
```

Ok I type all that stuff from memory, so there are certainly some errors here and there (the first one being that the synchro is done with a NOP jump table instead of the LSL trick... that do not work on 68030 processor that do all the shift in the same timing due to the barrel shifter, but the whole stuff cannot work on a 68030 anyway :))

Among the improvements that could have been done to this code, most are false good ideas.

The first obvious thing was to replace the

move.w (a0)+,x(a1)

by

move.w (a0)+,(a1)+

sequences that are faster, but the problem became that
you need to reinitialize a1 register to the value $ff8242
between each sequence, so it make the color computation
more difficult because the color change timings are no more
identical. Same thing if you want to use "movem", or "move.l"
it's faster, but instead of having this kind of timing:

. . . . . .

you get something like this:

....

Anyway, a good idea for someone that would like to recreate
a STE only version of Spectrum 512 would be to use the blitter
to do the whole operation. With the right settings it's possible
to perform the whole operation in only one blitter call, having
the fastest and most regular color change. Considering the 4096
color palette, and the fact you can also alternate between two
pictures to produce more colors, it's possible to reach near
true color quality on a STE.

Mickael Pointier (aka Dbug/NeXT)

4492. Wich soft to make FLH

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 10:25:25 UTC
From: yves.rogne@free.fr
Message-ID: <3cea2095$0$237$626a54ce@news.free.fr>
Source record: 34696

Hello,

Does anyone knows a software to make FLH movies (640x200x256c for ours) ?
It must be a non hardware sp&#65533;cific soft.

Regards

M&#65533;gamodeste

4493. Re: MIDI editor for JX synths

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 10:46:27 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205211237310.87-100000@easymint>
Source record: 34697

On Mon, 20 May 2002, Hallvard Tangeraas wrote:

> Martin Tarenskeen <nospam@zonnet.nl> wrote:
> > - The JXEDITOR is made for the JX8P, but I did not find the authors name
> > somewhere.
> > - The program sends midi data using Midi Channel 15 (Pretty
> > weird, I know)
>
> Very weird!!!! I must have skipped that channel when trying it out. A
> program like this usually lets you specify the MIDI channel, or
> alternatively use channel 1.

!!! NEW VERSION AVAILABLE NOW !!!
I have made some simple and obvious changes to the program:
- Freely selectable MIDI channel
- You can choose between JX8P or MKS-70 (Might work with JX-10 too, but I remember the JX10 having a very poor SysEx implementation so I'm not so sure about that).
- With the MKS-70 you can choose between Tone A and Tone B. I believe A is the same as "Upper Tone" and B is "Lower Tone". Let me know.
- I have added a (very) little readme.txt to the archive.

Download from here:

http://www.home.zonnet.nl/m.tarenskeen/jxedtor.zip

Martin Tarenskeen

4494. Midi editor for JX synths

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 10:49:23 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205211247010.87-100000@easymint>
Source record: 34698

Oops. Typo.
The new version of the jxeditor can be found here:

http://www.home.zonnet.nl/m.tarenskeen/jxeditor.zip

Martin Tarenskeen

4495. Re: MIDI sysex file problems

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 11:02:31 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205211254190.87-100000@easymint>
Source record: 34699

On Tue, 21 May 2002, Hallvard Tangeraas wrote:

> At this stage I don't know if the problem is within the synthesizer,
> damaged sysex files or software that won't handle them properly. I've
> posted about the first two options in another group so that people with
> the same synth can try it out.
> As for "MIDIex".... yes, I tried it with that program as well. Still no
> go. This is starting to get pretty irritating and time consuming!
> As with just about any computer related problem.
>

For what synths/devices do you have problematic files ? I have some experience in converting problematic files into useable ones. I have a large collection of SysEX data sheets, UNI_MAN comes with a set of tools for viewing, converting, and managing SysEX files, and I have done some succesful hacking and (gfa) programming with SysEx files for my personal needs in the past. Write to my personal e-mail address, I might be able to help.

Martin Tarenskeen

4496. Jumpers on a TT-RAM expansion board

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 11:07:34 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.6784c220.51e255a2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34700

Hello,

Could someone tell me how to configure the jumpers W101 to W106 on
an Atari TT-RAM expansion, with 4 SIMMs of 1, 2, 4 or 8 MBytes ?

Thanx in advance,

J.-Luc

4497. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 11:32:20 UTC
From: François Galea <fgalea@prism.uvsq.fr>
Message-ID: <Pine.BSF.4.40.0205211327140.31645-100000@languedoc-roussillon.ens.uvsq.fr>
Source record: 34701

Hello Mickaël :)

On Tue, 21 May 2002, Mickael Pointier wrote:

> The first obvious thing was to replace the
>
> move.w (a0)+,x(a1)
>
> by
>
> move.w (a0)+,(a1)+
>
> sequences that are faster, but the problem became that
> you need to reinitialize a1 register to the value $ff8242
> between each sequence, so it make the color computation
> more difficult because the color change timings are no more
> identical.

well, as far as I can understand, there would be max. 4 or 5 address reinitializations per line, thus using the a1, a2, ... registers as a destination would remove the problem. They just would have to be reinitialized all at once in the beginning of each scanline.

François.

4498. Re: How do you display more than 16 colours?

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 11:56:53 UTC
From: Mickael Pointier <mpointie@eden-studios.fr>
Message-ID: <acdbu4drd1@reader1.imaginet.fr>
Source record: 34703

```
>> The first obvious thing was to replace the
>>
>> move.w (a0)+,x(a1)
>>
>> by
>>
>> move.w (a0)+,(a1)+
>>
>> sequences that are faster, but the problem became that
>> you need to reinitialize a1 register to the value $ff8242
>> between each sequence, so it make the color computation
>> more difficult because the color change timings are no more
>> identical.
```

>well, as far as I can understand, there would be max. 4 or 5 address
>reinitializations per line, thus using the a1, a2, ... registers as a
>destination would remove the problem. They just would have to be
>reinitialized all at once in the beginning of each scanline.
>Fran�ois.

```
Yep, sounds like a good idea.

There are some other color change scheme that have never been tested,
like using only 8 color entries for the background picture, but using
the same kind of color tricks for getting more colors, and using the
8 other entries for foreground elements, and trying to make a game
with that. Using the STE hardware scroller capabilities, I suppose a
kind of true color pinball game could be done. The remaining 20% of
CPU time could be used to display the ball sprite and dynamics...

Dbug
```

4499. Re: CCAG 2002

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 12:30:14 UTC
From: <>
Message-ID: <1021981134-19666AEicMi@ntlworld.com>
Source record: 34702

From: "N Harlow" <nick@1632systems.co.uk>

>just can't remember name....

Especially after a couple ;-)

Cheers

Derryck

4500. Re: Jumpers on a TT-RAM expansion board

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 13:46:09 UTC
From: lp <gfa@basic.net>
Message-ID: <B90FC7E1.701C%gfa@basic.net>
Source record: 34704

in article WS3.6784c220.51e255a2.Jean-Luc.Ceccoli@wanadoo.fr, CECCOLI
Jean-Luc at Jean-Luc.Ceccoli@wanadoo.fr wrote on 5/21/02 7:07 AM:

> Hello,
>
> Could someone tell me how to configure the jumpers W101 to W106 on
> an Atari TT-RAM expansion, with 4 SIMMs of 1, 2, 4 or 8 MBytes ?

I don't have the Atari board laying aroud anymore, I sold it. However
it would except 1mb simms or 4mb simms only. Thus you could configure
it for 4mb or 16mb total. I do not have the jumper settings, sorry.
That is if it's an Atari made board.

Lonny Pursell

4501. Re: NEW ST/TT/FALCON CD-ROM NOW FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 13:53:42 UTC
From: lp <gfa@basic.net>
Message-ID: <B90FC9A6.701D%gfa@basic.net>
Source record: 34705

in article 17670-3CE9DC90-526@storefull-2111.public.lawson.webtv.net, Lance Ringquist at Video61@webtv.net wrote on 5/21/02 1:35 AM:

> we have acquired the rights to distribute the st. paul atari computer
> enthusiast's(space)massive st library of pd/shareware/freeware now
> available on cd-rom..

Cool! Is that a mass produced silver CD or home burned CD-R?
I'm asking because I had problems with home burned disks before and
I didn't see this info on the page. I'd like to know this before I order.

Lonny Pursell

4502. Re: HighWire .04 Released

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 14:27:21 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3cea55eb$0$1409$6d5eecc5@news.eurekanet.com>
Source record: 34706

John Garone wrote in message ...
>On 17 May 2002 17:58:50 , "baldrick" wrote:
>>The HighWire Development Team has released the fourth demonstration
package,
>
>Snip
>
>3 cheers!
>John G
>P.S. Good to see you still around Dan!

Hey remember, No matter where you go... There you are ;)

Bit of old Firesign theater.

Dan
aka baldrick

4503. Re: NEW ST/TT/FALCON CD-ROM NOW FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 14:45:16 UTC
From: Video61@webtv.net
Message-ID: <7069-3CEA5D7C-603@storefull-2118.public.lawson.webtv.net>
Source record: 34707

hi lonny,
it was burned on a falcon 030, and tested on macs/pc's/laptops, and of course the real thing, and we have not had a reported problem.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4504. Re: Eagle Sonic softwares

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 15:54:13 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205210754.42ebd9d@posting.google.com>
Source record: 34708

"Pierre TONTHAT" <ptonthat@aamass.com> wrote in message news:<acd39s$1ae$1@wanadoo.fr>...
> Bonjour :)
>
> I have got a Falcon with a rare accelerator card (at least in France). It's
> called "Eagle Sonic" and it's a small board that jumps on the 030 bus
> extension. On the card is solded upside-down a real 68030 (XC68030RC50
> (don't remember the letters very well)).
>
> I have found on the hard disk the MHZ32.PRG that seems to activate the
> acceleration with this new 030. The acceleration is not fast (+ 40%), but
> it's good to find some oddities/oldies about Falcon adds-on.
>
> But my problem is that the disk that should contain the drivers and others
> softwares is unreadable.
>
> So is there more files for the Eagle Sonic than the MHZ32.PRG ? And if yes,
> where can I get them ?
> Other question : I have read that the DSP was disabled during the
> acceleration, is that true ?
>
> I have searched on the web/usenet... but no results. I have also heard of
> the Mighty Sonic that seemed to be a sort of CT2 with VME bus (1993/1994).
> Does anyone have a photo about this stuff ??? Or was it a vaporware ?

I have a Mighty Sonic 32, basically the same as what you have except
for 8 simm banks for 30 pin simms (32mb memory max). The alternate ram
really speeds up the Falcon. I run mine with a Nimesis at 42Mhz. I
don't think there are anyother applications for the Eagle Sonic you
need except for the MHZ32.PRG. The other application installs the
alternate ram. If you download and register DoItF030, you will find a
copy of the Mighty Sonic Manual there as well as photos.
Mike

>
> Thanks
>
> Pierre
> http://rajah.atari.org
>
> PS : also inside the Falcon was a memory card called "Falcon Wings" from H&N
> that expanded the RAM to 16 MO (4*4Mo SIMM).

4505. Re: NEW ST/TT/FALCON CD-ROM NOW FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 16:36:01 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CEA77B4.8CC06B09@rogers.com>
Source record: 34709

Hi Lance,

Lance Ringquist wrote:

> we have acquired the rights to distribute the st. paul atari computer
> enthusiast's(space)massive st library of pd/shareware/freeware now
> available on cd-rom..
> the library is so massive that this is the library one, library two we
> hope to release this summer/fall.
> there are literally thousands of programs to long to list on this
> cd-rom.
> run it on your real atari, or thru your emulator.
> please visit our website at,
> www.atarisales.com
> click on the ST/TT/FALCON page to view the front and back artwork of
> the cd-rom jewel case as well as pricing information,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

That sounds like a pretty good collection. Especially since the space user group is one of the few still active to any degree. The TAF pd/shareware library will be ready a bit later this year as well, soon as the 8bit collection is pacakaged and trasnferred over. The best thing about these user group libraries is that most of them quite often have some unique bits of software in them that doesn't often make it onto the ftp servers.

4506. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 16:37:46 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CEA781E.D947C322@rogers.com>
Source record: 34710

derryck@.NOT~THIS~cix.co.uk wrote:

> From: "Paul Gifford" <paul.gifford@comcast.excise-this.net>
> Date: Sun, 19 May 2002 20:36:55 GMT
>
> >As I said before...
>
> Do you send this message automatically every month on a time-switch?
>
> It means absolutely nothing to anyone in here I'll bet.
>
> Cheers
>
> Derryck

I agree, that dudes nothing but troll bait, and rather lame at that.

4507. Re: NEW ST/TT/FALCON CD-ROM NOW FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 17:06:47 UTC
From: Video61@webtv.net
Message-ID: <5360-3CEA7EA7-436@storefull-2112.public.lawson.webtv.net>
Source record: 34711

hi james,
yes you are right about these libraries, there are lots of goodies that never make it into wide circulation, and i love to click, and see whats next.
when you get your libraries ready i would love to own them,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4508. Re: MIDI editor for JX synths

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 19:45:24 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205212141580.90-100000@easymint>
Source record: 34712

On Tue, 21 May 2002, Hallvard Tangeraas wrote:

> Would it be possible to make the program more "intelligent" so that it
> would find its files regardless of these settings? Many programs are
> smart enough to handle this by themselves, while others need to have it
> set by TOS as shown here.

I'll think about it.

Martin

4509. Re: MIDI sysex file problems

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 20:09:17 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205212145550.90-100000@easymint>
Source record: 34713

On Tue, 21 May 2002, Hallvard Tangeraas wrote:

> but regarding your librarian...
> You mentioned in an earlier posting that you were thinking of releasing
> it as freeware -is there any chance of this happening soon? What's
> keeping it from being released?
>

The first problem is that I'm not the author of UNI_MAN, nor am I the distributor. I am "just" the one who created most of the "device adaptors" for many, many synths and other Midi equipment. And I still create new adaptors once in a while, and am maintainer of the UNI_MANiacs website.

Another problem is that the program is copy-protected with a method that uses the original master floppydisk as copy-protect key. A very irritating method, and risky too: If anything happens to my original floppy, I will not be able to use my UNI_MAN anymore.

If UNI_MAN is released as freeware, the copy-protection routines have to be removed in the source code. The current protected version is not suitable to be released as freeware on the internet.

It's all in the hands of Zadok, the original distributor. All I can do is send him some e-mails and phonecalls once in a while.

Martin Tarenskeen

4510. Re: STOS Game Creator

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 20:14:01 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1022012040.18246.0.nnrp-13.3e31118f@news.demon.co.uk>
Source record: 34714

I used to use STOS a lot (and I mean a lot), although I had many of the
extensions that really make it fast, the manual is a real must. Mine is
looking very sorry for its self.

I would also recommend getting the compiler to increase the speed of your
progs by ten fold, as for extensions;

I forget the name (the one that came with lots of demos, hmm, fast screen
copy routines and sound playing things), really good.
STE/Blitter is good for testing, then convert them to pokes.
TOME can be good for quick programs like map design that do not need speed.
There was a GEM interface extension but never used it.

I think there were many others later on that I never used, such as Falcon.

In fact, anyone know of a complete list of extensions and how good they are?

Elliot...

"Steve Stupple" <Steve@the-asx.co.uk> wrote in message
news:0kJPwgFd5$28EwsR@atari.org.uk...
> On Thu, 9 May 2002 at 09:23:10 a message from Stephen Moss was created
> on the subject of STOS Game Creator.
> >Although being e-mail or downloading free copies of software is cheap
> >you could try supporting the few remaining Atari stockist/second hand
> >dealers by purchasing from them instead!.
> >
> >Stephen Moss
>
> :)))
>
> And you usually get a nice box and reference manual and the full disks
> to go with it:))))
>
> --
> -- Cheers! For Now
> Steve <><
> WWW: www.the-asx.co.uk * * *
> Email: steve@the-asx.co.uk * * *
> Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4511. Re: NEW ST/TT/FALCON CD-ROM NOW FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 21:47:09 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <acef08$9ui$1@thorium.cix.co.uk>
Source record: 34715

Hmm i would be interested in buying a few....

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

4512. Looking to buy Atari TT030

Newsgroup: comp.sys.atari.st
Date: 2002-05-21 23:43:40 UTC
From: Piotr Sadowski <peters77@optonline.net>
Message-ID: <MYAG8.95557$ja.27812975@news02.optonline.net>
Source record: 34716

Hi,

do you guys have any idea where I can find Atari TT030 for sale?

any info will be appreciated

--
Peter Sadowski
peters77@optonline.net

4513. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 00:35:14 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205211635.2ff6376@posting.google.com>
Source record: 34717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CEA781E.D947C322@rogers.com>...
> derryck@.NOT~THIS~cix.co.uk wrote:
>
> > From: "Paul Gifford" <paul.gifford@comcast.excise-this.net>
> > Date: Sun, 19 May 2002 20:36:55 GMT
> >
> > >As I said before...
> >
> > Do you send this message automatically every month on a time-switch?
> >
> > It means absolutely nothing to anyone in here I'll bet.
> >
> > Cheers
> >
> > Derryck
>
> I agree, that dudes nothing but troll bait, and rather lame at that.

Oh, and what did your post contribute to? You are the leader on troll bait.

BTW...How is Chunks

sinclap!

4514. Re: Weird Okami

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 03:33:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ceb271a208480@madasafish.com>
Source record: 34729

Hi Grzegorz,

>After using Okami for a week I saw something weird: sometimes
>the subjects of the posts are reduced to > or " sign. It is
>very annoying. You may see how it looks like at
>http://gregory.atari.pl/okami.gif
>Is it just a limitation of an unregistered version?

It is showing that it is part of the thread, I think it's
possible to turn off. Doesn't really annoy me as it's useful to
see what subjects are together.

--
Lyndon Amsdon

4515. Re: MIDI editor for JX synths

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 07:10:39 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205220857200.102-100000@easymint>
Source record: 34718

On Tue, 21 May 2002, Hallvard Tangeraas wrote:

> Just tried it and it works! I've been able to transfer sounds over to
> the JX-8P!
> But there's a minor (butt irritating) cosmetic problem.
>
> I use TOS 2.06, and if I make an alias of the program on the desktop
> (i.e. drag the program's icon to the desktop) and don't set it to "full
> path", the program apparently won't find its custom fonts and looks like
> crap (very hard to read).
>

I have had similar situations where the program didn't start, exiting with a tos error -33 (File not found). I also found that the fonts were needed, but not used when using NVDI. I only discovered yesterday what they should look like on screen: I nearly always have NVDI installed.

Anyway, I have fixed the problem radically. These fonts are not needed anymore. Also reduces the size of the program and sourcecode quite a lot.

The fixed version can be found on the same old location:

http://www.home.zonnet.nl/m.tarenskeen/jxeditor.zip

If there are any problems with this new version, let me know.

Martin Tarenskeen

4516. Re: Eagle Sonic softwares

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 07:16:46 UTC
From: Pierre TONTHAT <ptonthat@club-internet.fr>
Message-ID: <acfgmu$e55$1@wanadoo.fr>
Source record: 34719

Bonjour :)

> I don't think there are anyother applications for the Eagle Sonic you
> need except for the MHZ32.PRG.

Okay

> If you download and register DoItF030, you will find a
> copy of the Mighty Sonic Manual there as well as photos.

Downloaded, registred and read.
This DoItF030 is a great stuff :)

Bye and thanks

Pierre
http://rajah.atari.org

4517. Re: STOS Game Creator

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 08:42:42 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <acflh7$1ko$1@pegasus.csx.cam.ac.uk>
Source record: 34720

"Elliot" <stuff@recycledsteel.co.uk> wrote in message
news:1022012040.18246.0.nnrp-13.3e31118f@news.demon.co.uk...
>
> I used to use STOS a lot (and I mean a lot), although I had many of
the
> extensions that really make it fast, the manual is a real must.
Mine is
> looking very sorry for its self.
>
> I would also recommend getting the compiler to increase the speed of
your
> progs by ten fold, as for extensions;
>
> I forget the name (the one that came with lots of demos, hmm, fast
screen
> copy routines and sound playing things), really good.
> STE/Blitter is good for testing, then convert them to pokes.
> TOME can be good for quick programs like map design that do not need
speed.
> There was a GEM interface extension but never used it.
>
> I think there were many others later on that I never used, such as
Falcon.
>
> In fact, anyone know of a complete list of extensions and how good
they are?
>
> Elliot...

I believe you were thinking of the Missing Link extension. There are
probably more extensions than those I have listed below (do a web
search), but in my experiance they all tended to offer the same kind
of commands. Although some extensions may have executed then better
than others.

Official Extensions.
3D
Create and move 3D objects in 3D space - not bad once you get used to
it however the complexity of the objects and the colours you can use
on them is limited.
MAESTRO
Add and playback Sampled sounds - I do not know how good this is as I
have not used it .
SPRITES 600
Not actually an extension, just a collection of sprite nor are there

600, 600 images maybe be they only allow you to animate 15 or 20 sprites - Not really worth getting.
COMPILER
Personally I would consider this an essential if you want anyone other than fellow STOS owners to be able to run your programs and I dont understand the reason for making it a sepperatly packaged extension - easy to use and essential if you want as many Atarians as possible to have access to your programs.

Third Party (user) Extensions
MISSING LINK - by Top Notch?
I believe that the Misty extension was an early version of this one, and that this is the one most users appeared to prefere - as many Stossers used this extension I suppose it must be good although for some reason did not like it much, this may have had something to do with the fact that it did not really have any functions I wanted as that were not already available in the Extra extension, also as I recall it interfered with the Extra extension.
EXTRA - by Martin Cubitt (aka Sinbad)
Commands for Disk formatting/copying, finding TOS/GEM versions, amount of installed Memory, Image/Screen Compacting/Expanding and Partial loading of files among other things - not bad although as with all things its usefulness depends on if it has the features you require, I mostly use the TOS function to find what type of machine (ST/TT/Falcon) the user is trying to run the sofware on.
BETA 2 - by Anthony Jacques
This is more of an upgrade than an extension as it included a newer version of the STOS loader (STOS207.PRG) that had been patched to work with most TOS versions, it also includes TOS patches for the Compiler that "fixes" compiled programs during the compilation stage so that they will run with various TOS version, essentially providing the same function as his eariler STOS fix program but in a more user friendly and useable way - useful though possibly not essential if your only programming for yourself.
FALCON - by Anthony Jacques
Graphic, Sound and JagPad commands for the Falcon - it looks quite useful although I have only played with it from the point of getting STOS programs written for the ST to also run on the Falcon, thus making them available to more people although a problem with the compiler extension is currently preventing compiled programs from running on ST's, Doh!.

I personally found that having all the avaiable exensions installed was messy, unnecessary as most of them provided the same range of functions and imposible if you don't own a Hard Drive, also some appeared to interfere with others, beware of different extension using commands with the same name!.

Stephen Moss

4518. Re: Looking to buy Atari TT030

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 08:48:02 UTC
From: Diedrich Dirks <ddwhv@web.de>
Message-ID: <VA.00000178.001bf47a@id-68569.user.dfncis.de>
Source record: 34721

Piotr Sadowski:

> do you guys have any idea where I can find Atari TT030 for sale?
>
> any info will be appreciated

search on <http://www.ebay.de> with "Atari TT" delivers 3 offers.

Tschï¿½s,
Diedrich

4519. TT ram board

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 09:57:01 UTC
From: Oracle <No.Return@go.away>
Message-ID: <4SJG8.15642$b5.54526@newsfeeds.bigpond.com>
Source record: 34722

While seeing a post below it got me thinking.

mine has the old fasioned sipp type sockets on the board where you have to press in the simms, the simms have pins soldered on the contact pads.

Is it ok to desolder these ancient things and put in modern plastic 30 pin simm sockets? so i can easily put in 4 x 4mb 30pin simms ? i have tons of it from 486's

4520. Re: TT ram board

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 10:08:06 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.849a213e.52065982.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34723

Dans le message <4SJG8.15642$b5.54526@newsfeeds.bigpond.com>
Oracle a ï¿½crit:
>While seeing a post below it got me thinking.

>mine has the old fasioned sipp type sockets on the board where you have to
>press in the simms, the simms have pins soldered on the contact pads.

>Is it ok to desolder these ancient things and put in modern plastic 30 pin
>simm sockets? so i can easily put in 4 x 4mb 30pin simms ? i have tons of it
>from 486's

I'm looking for such items (4mb SIMMs).
Would you mind selling me 4 ?
And, for your problem, it depends on the board you own.
More at http://fishpool.fi/~q-funk/TT030/tt-ram.html
I was given this link yesterday, as an answer to my post.
Learnt much thanks to this.

Regards,

J.-Luc

4521. Re: TT ram board

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 10:35:09 UTC
From: Oracle <No.Return@go.away>
Message-ID: <QpKG8.15680$b5.54646@newsfeeds.bigpond.com>
Source record: 34724

I have the original atari ram board part number: CA400312

apon closer inspection, the ram is soldered straight on the board, no sockets at all

I also have 3 x 3 pin jumpers marked w1, w2 & w3

I hope someone can tell me for sure if i can desolder these and put sockets on...

Ps, I'm in australia, i dont think the ram would survive traveling that far :)

thanks

"CECCOLI Jean-Luc" <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message news:WS3.849a213e.52065982.Jean-Luc.Ceccoli@wanadoo.fr...
> Dans le message <4SJG8.15642$b5.54526@newsfeeds.bigpond.com>
> Oracle a crit:
> >While seeing a post below it got me thinking.
>
> >mine has the old fasioned sipp type sockets on the board where you have to
> >press in the simms, the simms have pins soldered on the contact pads.
>
> >Is it ok to desolder these ancient things and put in modern plastic 30 pin
> >simm sockets? so i can easily put in 4 x 4mb 30pin simms ? i have tons of it
> >from 486's
>
> I'm looking for such items (4mb SIMMs).
> Would you mind selling me 4 ?
> And, for your problem, it depends on the board you own.
> More at http://fishpool.fi/~q-funk/TT030/tt-ram.html
> I was given this link yesterday, as an answer to my post.
> Learnt much thanks to this.
>
> Regards,
>
> J.-Luc
>
>
>

4522. Re: Jumpers on a TT-RAM expansion board

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 11:46:45 UTC
From: wordworks@greeleynet.com
Message-ID: <fb0a1f23.0205220346.7059284f@posting.google.com>
Source record: 34726

CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
news:<WS3.6784c220.51e255a2.Jean-Luc.Ceccoli@wanadoo.fr>...
> Hello,
>
> Could someone tell me how to configure the jumpers W101 to W106 on
> an Atari TT-RAM expansion, with 4 SIMMs of 1, 2, 4 or 8 MBytes ?
>
> Thanx in advance,
>
> J.-Luc

Jean-Luc,

I've never seen an Atari TT RAM expansion board (I have a GE Soft in mine) so I do not know if the following instructions physically match the layout of the board you have.

Based on the following instructions, it may be you can only have 4 - 1 meg SIMMs or 4 - 4 meg SIMMs:

****

With the board placed in the TT and looking at it from the front, there are two rows of jumpers. There are 5 on the bottom and 1 on the top.

From this perspective each jumper can have 2 settings. Either on the lower 2 pins (D) or the upper 2 pins (U). (Lower is closer to the front of the TT.)

4 Meg Settings:

Top Row: U
Bottom Row: U,U,U,U,D

16 Meg settings:

Top Row: D
Bottom Row: D,D,U,U,D

****

This info was originally posted on GEnie (for those that remember it) in May, 1996 by Roger Burrows of Anodyne Software. Neither he, nor I, can vouch for the accuracy.

Use these instructions at your own risk.

Good luck.

Ken

4523. Re: TT ram board

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 12:01:42 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.570ff2ab.506a59c2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34732

Dans le message <QpKG8.15680$b5.54646@newsfeeds.bigpond.com>
Oracle a ï¿½crit:
>I have the original atari ram board part number: CA400312

>apon closer inspection, the ram is soldered straight on the board, no
>sockets at all

>I also have 3 x 3 pin jumpers marked w1, w2 & w3

>I hope someone can tell me for sure if i can desolder these and put sockets
>on...
The whole process is thoroughly explained in the document the link
points at. According to it, in addition to desoldering the RAM and
soldering sockets instead, you have to add a resistor and do some
extra wiring. The most difficult IMO would be to unsolder the RAM
without damaging the board...

>Ps, I'm in australia, i dont think the ram would survive traveling that far
>:)
Would you mind contacting me directly by mail ?

>thanks

J.-Luc

4524. Re: Looking to buy Atari TT030

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 12:11:52 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0205220411.455a0bd5@posting.google.com>
Source record: 34727

"Piotr Sadowski" <peters77@optonline.net> wrote in message
news:<MYAG8.95557$ja.27812975@news02.optonline.net>...
> Hi,
>
> do you guys have any idea where I can find Atari TT030 for sale?
>
> any info will be appreciated

I saw a couple for sale on German Ebay the other day.

4525. Weird Okami

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 12:25:06 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3ceb8e267b0ca0@go2.pl>
Source record: 34725

Hi,

After using Okami for a week I saw something weird: sometimes
the subjects of the posts are reduced to > or " sign. It is
very annoying. You may see how it looks like at
http://gregory.atari.pl/okami.gif
Is it just a limitation of an unregistered version?

--
Grzegorz Pawlik
http://marijuana.atari.org/

4526. Re: FS: Abacus Atari ST series books

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 14:14:31 UTC
From: doug@doughodson.com
Message-ID: <5c1646a8.0205220614.12bfe60d@posting.google.com>
Source record: 34728

George,

I've been trying to contact you about purchasing 2 of the Abacus
books. I would like to get both the ST Internals book and Machine
Language. Please contact me if you can....

Thanks
Doug Hodson

my email: doug@doughodson.com

"George G." <screw.you.spammer.b9pjnc001@sneakemail.com> wrote in message
news:<Xns920C9D4424799b9pjnc001sneakemailc@66.40.56.91>...
> I have the following paperback books:
>
> 0 - Presenting the Atari ST
> 1 - The Atari ST for Beginners
> 2 - Atari ST Internals - Third revision inludes blitter chip information
> 3 - Atari GEM Programmers Reference
> 4 - Atari ST Machine Language
> 5 - Atari ST Trick & Tips
> 7 - Atari ST LOGO User's Guide
> 9 - Atari ST BASIC Training Guide
> 10 - Atari ST Introduction to MIDI Programming
> 11 - Atari ST BASIC to C
> 12 - Atari ST 3D Graphics
> 13 - ST Disk Drives: Inside and Out
>
> All in excellent condition.
>
> Take one or take them all at US$5 flat per shipment, plus actual postage.
>
> I'm located in central Canada.
>
> Email me if you are interested. (remove the obvious words from the address)
>
> George.

4527. Re: TT ram board

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 15:41:59 UTC
From: Rory McMahon <mcmahon@nospam.atariuniverse.com>
Message-ID: <220520021041012366%mcmahon@nospam.atariuniverse.com>
Source record: 34730

In article <QpKG8.15680$b5.54646@newsfeeds.bigpond.com>, Oracle
<No.Return@go.away> wrote:

Hi,

I have a removed the SIPPS from a TT board and put 30 pin sockets on
it. The sipps are simms with legs soldered on. I clipped the sipps off
the board, and removed the legs from the sipps. I removed all the
clipped ends from the TT board (be VERY CAREFUL not to rush and tear
traces), and install simm holders. Make sure you dont have solder
bridges and visually check the board with magnifying lamp. Re install
simms and test with memory checker or Atari TT Diag cart.

Rory

> I have the original atari ram board part number: CA400312
>
> apon closer inspection, the ram is soldered straight on the board, no
> sockets at all

> > More at http://fishpool.fi/~q-funk/TT030/tt-ram.html

4528. Re: Weird Okami

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 16:59:09 UTC
From: tos4ever@pandora.be
Message-ID: <1fclkx3.1sldhshiy5ft6N%tos4ever@pandora.be>
Source record: 34731

Grzegorz Pawlik <atarirulez@go2.pl> wrote:

> Hi,
>
> After using Okami for a week I saw something weird: sometimes
> the subjects of the posts are reduced to > or " sign. It is
> very annoying. You may see how it looks like at
> http://gregory.atari.pl/okami.gif
> Is it just a limitation of an unregistered version?

It isn't a bug or a limitation. It's a feature. This way you can easily see the thread. This doesn't bother me at all.
The first posting in a thread is listed fully. e.g. Weird Okami (or Re: Weird Okami if the original posting lacks)
All the replies to this message will be showed as: >

On thing puzzle me though. I can't understand why you get sometimes a " sign.
On my setup I see something like this:
Oracle TT ram board
CECCOLI Jean-Luc >
Oracle >
Rory McMahon >

AFAIK on can't change this behaviour. I should say play around with msgmenu.fmt. (o.inf)
Mine looks like this:
msgmenu.fmt=%22f %n %4h %2l %50s %12d %t

CU,
Martin

4529. Re: Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 18:48:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200205222048.a2689@ki.maus.de>
Source record: 34738

derryck <derryck@.NOT~THIS~cix.co.uk> wrote:

>Ghostscript (free) and Porthos (commercial) will both read PDF
>files (with varying success, it must be said).

Porthos can be found here:

<http://www.dsd.net/prod/atari/porthos.php>

Unfortunatelly the manual is only in German, but You can change the language the programme uses to German, English, Netherlands, Czech, Italian or Swedish.

From the above mentioned link You can download a demo version which is able to print the first page of each pdf document - enough for having a first look, I think. :-)

The most actual version on the above mentioned page is 1.28, but there's a good further development. I'm a registered user and beta tester for that software. I now use version 2.00 dated 31.01.2002, which has a lot of improvements compared to version 1.28.

The advantages compared to Ghostscript for Atari:

- much faster
- uses GEM user interface
- recognizes and uses FPU, if available
- has a very good support by the author - doesn't matter if You're registered or not

(Maybe) disadvantages:
- needs at least NVDI 5
- needs mulitasking os
- needs WDIALOG or at least MagiC 3.0

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

4530. Re: Wich soft to make FLH

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 22:19:15 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205221419.52a50bd3@posting.google.com>
Source record: 34733

yves.rogne@free.fr (M?gamodeste) wrote in message
news:<3cea2095$0$237$626a54ce@news.free.fr>...
> Hello,
>
> Does anyone knows a software to make FLH movies (640x200x256c for ours) ?
> It must be a non hardware spi¿½cific soft.
>
> Regards
>
> Mi¿½gamodeste

I think the Phoenix/Xenomorph package came with some FLH utilites. The
author of Mountain also released some FLH/I/C utilites as well. Search
out Mountain Software, and on the utility page, you should find the
softs.
Mike

4531. Re: Wich soft to make FLH

Newsgroup: comp.sys.atari.st
Date: 2002-05-22 23:15:58 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205221515.11babb59@posting.google.com>
Source record: 34734

yves.rogne@free.fr (M?gamodeste) wrote in message
news:<3cea2095$0$237$626a54ce@news.free.fr>...
> Hello,
>
> Does anyone knows a software to make FLH movies (640x200x256c for ours) ?
> It must be a non hardware spi¿½cific soft.
>
> Regards
>
> Mi¿½gamodeste

Also check out

http://www.ief.u-psud.fr/~lecoat/

http://www.geocities.com/SiliconValley/Bay/8745/pages/software.html

4532. Re: STOS Game Creator

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 00:03:58 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4pIcjoCuHD78EwFV@atari.org.uk>
Source record: 34735

In article <acflh7$1ko$1@pegasus.csx.cam.ac.uk>, Stephen Moss
<sgm23@eng.cam.ac.uk> writes
>I personally found that having all the avaiable exensions installed
>was messy, unnecessary as most of them provided the same range of
>functions and imposible if you don't own a Hard Drive, also some
>appeared to interfere with others, beware of different extension using
>commands with the same name!.
>
>Stephen Moss

Yup! STOS went through the usual extension craze, where lots of people
where doing there own extensions. Very few were unique, like 3D and
maestro, many incorporated other extensions into one package.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4533. Re: NEW ST/TT/FALCON CD-ROM NOW FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 02:01:25 UTC
From: lp <gfa@basic.net>
Message-ID: <B911C5B5.709C%gfa@basic.net>
Source record: 34736

in article 7069-3CEA5D7C-603@storefull-2118.public.lawson.webtv.net, Lance Ringquist at Video61@webtv.net wrote on 5/21/02 10:45 AM:

> hi lonny,
> it was burned on a falcon 030, and tested on macs/pc's/laptops, and of
> course the real thing, and we have not had a reported problem.

I ordered one. You are not in Ohio, but seeing how few dealers are left
you are practically local! Looking forward to seeing the disk.
Thanks for putting it together for us...

Lonny Pursell

4534. SC1224 Color Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 02:30:24 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <4vYG8.30758$D41.1222941@bgtnsc05-news.ops.worldnet.att.net>
Source record: 34737

I have a spare SC1224 Color Monitor lying around. If anyone can use it and
can pick it up in Asheville, NC, you can have it for FREE. If interested,
reply in Email to me at s.winick@worldnet.att.net
(please don't ask for it to be shipped -- local pick up only).

Sheldon

4535. Re: Wich soft to make FLH

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 05:03:50 UTC
From: yves.rogne@free.fr
Message-ID: <3cec7835$0$239$626a54ce@news.free.fr>
Source record: 34739

4536. Re: LOGO

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 05:04:22 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3CEC9438.B9071B21@ev1.net>
Source record: 34740

xlator@cix.compulink.co.uk wrote:
>
> A friend has asked me where he could get details of the old LOGO
> program from - I believe there were PC as well as Atari versions.
> And the program itself. Some docs would be useful too. Any ideas?
>
Are you meaning the old DR-LOGO that used to come with the
Atari 1040 ST??? I am sure many on this group have a copy
of this program. Also, has someone scanned in the manual???

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

4537. Sounds....

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 06:15:14 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1022138762-208928AEicMi@xs4all.nl>
Source record: 34741

Rational Sounds has just become freeware. It is a
funny program. Does anyone know where to get more and
other sounds? And are there somewhere the elder
archives for this program? (I think it used to be
called Crazysounds)?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4538. Re: Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 10:42:10 UTC
From: <>
Message-ID: <1022225512-70046AEicMi@ntlworld.com>
Source record: 34602

From: Eick_Wagner@ki.maus.de (Eick Wagner)
Date: Wed, 22 May 2002 20:48:00 +0200

>Porthos can be found here:
>
><http://www.dsd.net/prod/atari/porthos.php>

Yep, thanks. The download links had disappeared from that page when I checked last.

>The advantages compared to Ghostscript for Atari:

With apologies to the author, it isn't a patch on Acrobat. But it does knock spots off Ghostscript for the reasons you list.

I do find the font that it uses for screen display is very hard to read though, is there any reason why it cannot use the correct PS fonts like GS can?

Cheers

Derryck

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4539. Re: Jumpers on a TT-RAM expansion board

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 11:04:34 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.8e192bbd.51225da2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 34742

Hello,

Dans le message <fb0a1f23.0205220346.7059284f@posting.google.com>
Ken Springer a ï¿½crit:
>CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message news:<WS3.67
>84c220.51e255a2.Jean-Luc.Ceccoli@wanadoo.fr>...
>> Hello,
>>
>> Could someone tell me how to configure the jumpers W101 to W106 on
>> an Atari TT-RAM expansion, with 4 SIMMs of 1, 2, 4 or 8 MBytes ?
>>
>> Thanx in advance,
>>
>> J.-Luc

>Jean-Luc,

>I've never seen an Atari TT RAM expansion board (I have a GE Soft in
>mine) so I do not know if the following instructions physically match
>the layout of the board you have.

>Based on the following instructions, it may be you can only have 4 - 1
>meg SIMMs or 4 - 4 meg SIMMs:

>********************

>With the board placed in the TT and looking at it from the front,
>there are two rows of jumpers. There are 5 on the bottom and 1 on the
>top.

>From this perspective each jumper can have 2 settings. Either on the
>lower 2 pins (D) or the upper 2 pins (U). (Lower is closer to the
>front of the TT.)

>4 Meg Settings:

>Top Row: U
>Bottom Row: U,U,U,U,D

>16 Meg settings:

>Top Row: D
>Bottom Row: D,D,U,U,D

>****************************

>This info was originally posted on GEnie (for those that remember it)
>in May, 1996 by Roger Burrows of Anodyne Software. Neither he, nor I,

>can vouch for the accuracy.

>Use these instructions at your own risk.

>Good luck.

>Ken

Thank-you all for your answers.

Greetings,

J.-Luc

4540. Re: Wich soft to make FLH

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 17:13:57 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205230913.1e904200@posting.google.com>
Source record: 34743

yves.rogne@free.fr (M?gamodeste) wrote in message
news:<3cec7835$0$239$626a54ce@news.free.fr>...
> ï¿½http://www.ief.u-psud.fr/~lecoat/
> ï¿½http://www.geocities.com/SiliconValley/Bay/8745/pages/software.html
>
> Thanks for your help !
>
> Regards

I forgot about Mountain Software (in the US, Atari, but not on topic),
and when I searched for Remi's "Mountain" program, the website came up
as missing in action. Might be able to find them arcived somewhere, if
not let me know, I have them on CD.
Also try this, it's older, but might be what you want for 256 color.

http://www.umich.edu/~archive/atari/Graphics/Fli/

Mike

4541. Odd Falcon Floppy DMA/HD Driver

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 17:28:10 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205230928.bd5321a@posting.google.com>
Source record: 34744

Short and sweet.
I have been trying to get a SCSILINK Ethernet adapter setup on my Falcon, but seem to have DMA problems with the STinG scsilink.stx driver installed. HD Driver (Uwe, you may not have the info, purchased through Systems for Tomorrow, and the defunct place out of England) is controlling the device at bootup, the driver loads ok when STinG loads from the autofolder, the CPX reports it installed. However, the floppy drive fails with the driver active. Removing the scsilink.stx driver (and leaving the device attached to the SCSI bus) everything is back to normal. I've disabled the fastram and caches on the Afterburner hoping to elimate DMA problems as well. I have extensively tested the SCSI bus using Kobold and TreeCheck with megs and megs of data and no errors reported.

Afterburner, alternate ram disabled, caches disabled
Tried DMA snoop (AB utility) in autofolder.
Just running TOS, haven't tested MiNT yet.

Roger is looking into this, but was wondering about the hardware side of the problem.

TIA,
Mike

4542. Email address for HDDRIVER support

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 17:46:42 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CED2B02.2080401@seimet.de>
Source record: 34745

Hi,

I noticed that some users still use my old email addresses for asking
questions related to HDDRIVER. Please note that most of the old
addresses will soon be invalid. Please exclusively use the addresses
listed on my webpages. Everything else may fail without notice.

Best regards, Uwe

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4543. Re: Wich soft to make FLH

Newsgroup: comp.sys.atari.st
Date: 2002-05-23 20:43:10 UTC
From: yves.rogne@free.fr
Message-ID: <3ced545d$0$246$626a54ce@news.free.fr>
Source record: 34596

>I forgot about Mountain Software (in the US, Atari, but not on topic),
>and when I searched for Remi's "Mountain" program, the website came up
>as missing in action. Might be able to find them arcived somewhere, if
>not let me know, I have them on CD.
>Also try this, it's older, but might be what you want for 256 color.
>http://www.umich.edu/~archive/atari/Graphics/Fli/

Thanks Mike : Mountain software is realy good, but there is only d>mo for free,
and as I'm not rich for the moment I can't buy the full version. The d>mo
version gave me reverse moves that caused me headache before to understant where
it came from.

Fortunately the world famous umich is still there.

Regards

M>gamodeste

4544. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 01:43:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205231840090.3907-100000@shell1.aracnet.com>
Source record: 34597
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

http://www.aracnet.com/~atari/specials.htm I'm Currently running a Death, Taxes & Moving Sale! I'm not Dying! But I've moved to a new ISP Plus I've just bought out another Atari Dealer! So to Celebrate and get the Word out that I've Moved. I'm offering a Discount, giving Atarians an opportunity to Buy while I work on adding more Inventory to my Atari Catalogs. So I'm Currently offering a 25% Discount on All References/Books & Games/SoftWare for Classic 8 Bit and Atari ST Computer Lines! So spend your Tax Refund at my shop, at Bravo Sierra Computers! Check my WebLink above at specials.htm

I've added many boxes of new ST Games & HardWare. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4545. Re: Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 04:43:00 UTC
From: donw@intergate.com
Message-ID: <ackgci$2sji$1@trip.net>
Source record: 34599

Hi Erick, and All,

I D/L Porthos, it sounds like a very nice program but will not run on
my TT30 as it is looking for NVDI-5 and I run NVDI 4.10. I have NVDI-5
but never got it working right on my system, so I went back to 4.10,
when time permits I'll give 5 another go.:)

Thanks, Donner.....

On 22 May 2002 20:48:00 , Eick Wagner wrote:
>derryck <derryck@.NOT~THIS~cix.co.uk> wrote:
>
>>Ghostscript (free) and Porthos (commercial) will both read PDF
>>files (with varying success, it must be said).
>
>Porthos can be found here:
>
><http://www.dsd.net/prod/atari/porthos.php>
>
>Unfortunatelly the manual is only in German, but You can change the language
>the programme uses to German, English, Netherlands, Czech, Italian or Swedish.
>
>From the above mentioned link You can download a demo version which is able to
>print the first page of each pdf document - enough for having a first look, I
>think. :-)
>
>The most actual version on the above mentioned page is 1.28, but there's a good
>further development. I'm a registered user and beta tester for that software. I
>now use version 2.00 dated 31.01.2002, which has a lot of improvements compared
>to version 1.28.
>
>The advantages compared to Ghostscript for Atari:
>
>- much faster
>- uses GEM user interface
>- recognizes and uses FPU, if available
>- has a very good support by the author - doesn't matter if You're registered
>or not
>
>(Maybe) disadvantages:
>- needs at least NVDI 5
>- needs mulitasking os
>- needs WDIALOG or at least MagiC 3.0
>
>

>Ciao, Eick
>--
> Internet: atlan@foni.net - http://home.foni.net/~atlan/
> *** ICQ: 101411946 * No HTML coded mails please! ***
>
>.

4546. Laptop (Gateway)

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 04:43:01 UTC
From: donw@intergate.com
Message-ID: <ackgck$2sji$2@trip.net>
Source record: 34598

To All,

I'm thinking about buying a Gateway Pentium-4 1.5gh Laptop computer
with all the bells and whistles on it.

Does anyone have experience this Company ??

Thanks, Donner......

4547. Re: Laptop (Gateway)

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 05:14:36 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <ackhv2$do9$1@thorium.cix.co.uk>
Source record: 34600

Make sure of the warranty, since Gateway are withdrawing from Europe

Nick

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

4548. Re: Weird Okami

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 07:51:10 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3cedf1045b06e0@go2.pl>
Source record: 34601

> > After using Okami for a week I saw something weird: sometimes
> > the subjects of the posts are reduced to > or " sign. It is
> > very annoying. You may see how it looks like at
> > http://gregory.atari.pl/okami.gif
> > Is it just a limitation of an unregistered version?
>
> It isn't a bug or a limitation. It's a feature. This way you can easily
> see the thread. This doesn't bother me at all.
> The first posting in a thread is listed fully. e.g. Weird Okami (or Re:
> Weird Okami if the original posting lacks)
> All the replies to this message will be showed as: >

Thanx. Now I understand. :-)

> On thing puzzle me though. I can't understand why you get sometimes a "
> sign.
> On my setup I see something like this:
> Oracle TT ram board
> CECCOLI Jean-Luc >
> Oracle >
> Rory McMahon >
>
> AFAIK on can't change this behaviour. I should say play around with
> msgmenu.fmt. (o.inf)

I don't need to change it, because as I know now that > means "the
same subject as above" it doesn't annoy me any more ;-))

But is there any way to make Okami display the threads in a way
Newsie (or Netscape Messenger...) does? I.e. sort the messages
according to the _thread_, not date or subject?

--
Grzegorz Pawlik
http://marijuana.atari.org/

4549. FS Expose Video Digitiser (UK)

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 08:28:19 UTC
From: mathman242000@yahoo.com
Message-ID: <59f561e5.0205240028.15c58349@posting.google.com>
Source record: 34603

For sale Expose Video Digitiser

The ultimate video digitiser for the Falcon. Fits
on to the internal expansion adapter. The unit
fits inside the standard Falcon case, and has a
remote RGB Splitter pod. Email me for pictures.

Works in any resolution (including TrueColour).

Typical transfer rates on a standard Falcon

128x80 25fps
256x160 17fps
512x256 6fps

Features composite video and S-Video input. Colour,
Contrast and Brightness controls on the RGB splitter.

Fully functional the package includes

*Expose Digitiser PCB (fits inside Falcon)
*RGB Splitter Pod
*Expose Manual (installation and use)
*FalCUBE and FalCAM disk (lets you view
video input in realtime)

The Expose is compatible with various software
packages including Apex Media (not supplied).

You will need a standard 12v DC PSU with a
2.1mm plug to power the RGB splitter. This can
be supplied if required.

*Expose 75ukp
*PSU 10ukp

Post and packing extra.

Contact mathman242000 [AT] yahoo [DOT] com

Pictures of the unit are available.

4550. Re: Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 10:08:28 UTC
From: <>
Message-ID: <1022314690-85686AEicMi@ntlworld.com>
Source record: 34623

From: nurmix@spam-free.com (Paul Nurminen)
Date: Fri, 17 May 2002 23:44:54 GMT

>Well, I messed around with Videlity some more today, and finally got a
>different resolution to work with CAF. I guess there was something
>about the particular 2 color resolution that I had previouisly that
>CAF didn't like? But I found a setting of 800x600 does work out ok.

You might find that other resolutions which divide equally by 32 (864 etc)
and set to 4*3 aspect ratio in Videlity also work?

Cheers

Derryck

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4551. Re: Laptop (Gateway)

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 11:49:37 UTC
From: Carby <techsupport@spamnews.dsl.pipex.com>
Message-ID: <3cee28b7$0$231$cc9e4d1f@news.dial.pipex.com>
Source record: 34605

"N Harlow" <nick@1632systems.co.uk> wrote in message
news:ackhv2$do9$1@thorium.cix.co.uk...
> Make sure of the warranty, since Gateway are withdrawing from Europe
>
>
> Nick
>

Seems the poster is from the States, so that shouldn't be a problem.

However, I would seriously reccomend Dell for reliability, price, and an
excellent warranty service.

Or, alternatively, buy a ST book (if you can find one...)

Simon

4552. FS: Recased STFM with PAK/30 and more!

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 11:54:56 UTC
From: Carby <techsupport@spamnews.dsl.pipex.com>
Message-ID: <3cee29f5$0$238$cc9e4d1f@news.dial.pipex.com>
Source record: 34604

For sale: STFM recased in a quality Lighthouse Tower case.

Powered by a 25MHz 68030 PAK/30 board, FRAKK/2 board with 16mb TT ram, PANTHER ISA adapter driving an ET4000 SVGA card.

4mb ST ram upgrade.

230mb Hard drive

1.44 floppy with the HD modification (needs repairing, wire come loose)

Will come with a backup of the Hard drive on CDROM. hard drive needs reloading, but without a working floppy drive, I am unable to do it.

Machine is operational, apart from the mentioned floppy (I really should have learned to solder)

Offers please by email. I'm UK based, but will ship anywhere required at buyers cost.

Remove spamnews from address

Simon

4553. FS: NVDI 5 original!

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 11:56:25 UTC
From: Carby <techsupport@spamnews.dsl.pipex.com>
Message-ID: <3cee2a4f$0$234$cc9e4d1f@news.dial.pipex.com>
Source record: 34606

Original copy of NVDI 5 with manual. Immaculate condition, and a must for anyone needing fonts, faster screen redraws, or for running GFX cards like ET4000.

Offers please by email. I am UK based, but will ship anywhere at buyers cost.

remove spamnews from email address to reply

Simon

4554. Re: FS: Recased STFM with PAK/30 and more!

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 12:06:37 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205241403490.115-100000@easymint>
Source record: 34607

On Fri, 24 May 2002, Carby wrote:

> Machine is operational, apart from the mentioned floppy (I really should
> have learned to solder)

Soldering is not required to replace a floppydrive, is it ?

Martin

4555. Re: FS: Recased STFM with PAK/30 and more!

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 12:47:33 UTC
From: Mickael Pointier <mpointie@eden-studios.fr>
Message-ID: <aclc0t$4rg$1@reader1.imaginet.fr>
Source record: 34608

> > Machine is operational, apart from the mentioned floppy (I really should
> > have learned to solder)
>
> Soldering is not required to replace a floppydrive, is it ?

I suppose there are some wires that need to be re-soldered
because he talks about a 1.44 floppy adapter. Ajax controler
instead of wd1793 I suppose ?

Dbug

4556. Re: FS: Recased STFM with PAK/30 and more!

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 12:50:44 UTC
From: Carby <techsupport@spamnews.dsl.pipex.com>
Message-ID: <3cee370a$0$231$cc9e4d1f@news.dial.pipex.com>
Source record: 34609

"Mickael Pointier" <mpointie@eden-studios.fr> wrote in message
news:aclc0t$4rg$1@reader1.imaginet.fr...
> > > Machine is operational, apart from the mentioned floppy (I really
should
> > > have learned to solder)
> >
> > Soldering is not required to replace a floppydrive, is it ?
>
> I suppose there are some wires that need to be re-soldered
> because he talks about a 1.44 floppy adapter. Ajax controler
> instead of wd1793 I suppose ?
>
> Dbug

Wires have come loose from the ajax modification, so the floppy is unable to
read disks

Simon

4557. Re: Weird Okami

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 12:58:38 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cee84783ccd4a0@pandora.be>
Source record: 34613

on Fri 24-05-2002 08:51 Grzegorz Pawlik wrote:

>But is there any way to make Okami display the threads in a way
>Newsie (or Netscape Messenger...) does? I.e. sort the messages
>according to the _thread_, not date or subject?

If you mean the postings of the same thread listed in a folder bearing
the title of the posting, no Okami can't do this.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4558. Re: Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 13:05:14 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3cee84783ccd4a1@pandora.be>
Source record: 34612

on Thu 23-05-2002 09:42 derryck@.NOT~THIS~cix.co.uk wrote:

>From: Eick_Wagner@ki.maus.de (Eick Wagner)
>Date: Wed, 22 May 2002 20:48:00 +0200

>With apologies to the author, it isn't a patch on Acrobat. But it does knock
>spots off Ghostscript for the reasons you list.

Ghostscript however does a much better printing job then Porthos 2.00.
IMHO, Porthos performs very weak at this point. Also the screen output
doesn't look good either. I guess in the future things will be improved
but at this moment I still prefer Ghostscript.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4559. Re: Laptop (Gateway)

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 13:56:49 UTC
From: lp <gfa@basic.net>
Message-ID: <B913BEE1.70DF%gfa@basic.net>
Source record: 34610

in article ackgck$2sji$2@trip.net, don wolfe at donw@intergate.com wrote on 5/24/02 12:43 AM:

> To All,
>
> I'm thinking about buying a Gateway Pentium-4 1.5gh Laptop computer
> with all the bells and whistles on it.
>
> Does anyone have experience this Company ??
>
> Thanks, Donner......

You don't trust the cow in the ads? ;-)

Lonny Pursell

4560. Re: Recased STFM with PAK/30 and more!

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 14:17:47 UTC
From: Carby <techsupport@spamnews.dsl.pipex.com>
Message-ID: <3cee4b71$0$8513$cc9e4d1f@news.dial.pipex.com>
Source record: 34611

Removed from sale, sorry

4561. Re: Laptop (Gateway)

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 17:48:38 UTC
From: Carby <techsupport@spamnews.dsl.pipex.com>
Message-ID: <3cee7cdb$0$8514$cc9e4d1f@news.dial.pipex.com>
Source record: 34614

"lp" <gfa@basic.net> wrote in message news:B913BEE1.70DF%gfa@basic.net...
> in article ackgck$2sji$2@trip.net, don wolfe at donw@intergate.com wrote
on
> 5/24/02 12:43 AM:
>
> > To All,
> >
> > I'm thinking about buying a Gateway Pentium-4 1.5gh Laptop computer
> > with all the bells and whistles on it.
> >
> > Does anyone have experience this Company ??
> >
> > Thanks, Donner......
>
> You don't trust the cow in the ads? ;-)
>

Cow? How a-MOO-sing

<groan>

Si

4562. Re: Newsie problems

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 21:59:08 UTC
From: swampfax@atlantic.net
Message-ID: <MIyH8.8134$uq2.138982@news1.atlantic.net>
Source record: 34615

On 18 May 2002 22:07:57 , Jim DeClercq wrote:
>For what little it may be worth, what happens with Newsie is that when its
>log files get bigger than 16148 bytes, they get written as used but
>unlinked clusters, and since the operating system does not know about
>these, they can "overfill" a drive, and cause data loss.
>
>One solution is to delete log files, on a regular basis. There is one on
>what you did with it, and another that lists mail sent, and perhaps
>others.
>

Would'nt disabling logging work? Also, keep the mail boxes as empty as
possible. I keep the lists down to one page and it seems to minimize
spurious files being written and crashes to a minimum!

>
>And, even using HHdriver, you can run ICD Cleanup, which is slower than
>Discus, by clicking on ICDBOOT, to relog drives, and then Cleanup works.
>Then, call up HDDriver again, and relog drives under it, and proceed. It
>is a long way around, but if you have ICD Pro Tools, and not Discus, it
>does the job. In either case, erase those new files with names you never
>saw before, found on the root of the drive that has Newsie in it.
>
>There are of course several other solutions, but this one also works.
>
>Jim

A note on Cleanup program, disable the sector test first unless you
have lawns to mow or car tune-ups to do (or something better) while you
wait :)

John G.

4563. Re: LOGO

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 22:35:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <acmf7s$e14$1@thorium.cix.co.uk>
Source record: 34616

In message <3CEC9438.B9071B21@ev1.net>, richmond@ev1.net said:

>Are you meaning the old DR-LOGO that used to come with the
>Atari 1040 ST??? I am sure many on this group have a copy
>of this program. Also, has someone scanned in the manual???

That's the one, though there were PC versions as well. If anyone
has a scanned-in manual, I'd be grateful for a copy. Thanks!

Regards, /Peter/

4564. Re: Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 22:35:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <acmf7s$e15$1@thorium.cix.co.uk>
Source record: 34617

In message <3cee84783ccd4a1@pandora.be>, tos4ever@pandora.be said:

>Ghostscript however does a much better printing job then Porthos 2.00.
>IMHO, Porthos performs very weak at this point. Also the screen output
>doesn't look good either. I guess in the future things will be improved
>but at this moment I still prefer Ghostscript.

Ghostscript is OK if you only have 1 or 2 pages per document, but the looooooong wait while it reloads all the fonts for each new page gets me down! Also you can't always jump to a page (for a reprint, say). I agree with Derryck about Porthos' poor screen font, but have had little trouble printing out from it (except if I set the NVDI print dialog to greyscale - sometimes it works, other times nothing prints for some reason!).

Regards, /Peter/

4565. Re: Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-24 23:39:47 UTC
From: tos4ever@pandora.be
Message-ID: <1fcptes.136ghcm1expqo8N%tos4ever@pandora.be>
Source record: 34618

<xlator@cix.compulink.co.uk> wrote:

> In message <3cee84783ccd4a1@pandora.be>, tos4ever@pandora.be said:
>
> >Ghostscript however does a much better printing job then Porthos 2.00.
> >IMHO, Porthos performs very weak at this point. Also the screen output
> >doesn't look good either. I guess in the future things will be improved
> >but at this moment I still prefer Ghostscript.
>
> Ghostscript is OK if you only have 1 or 2 pages per document, but
> the looooooong wait while it reloads all the fonts for each new
> page gets me down! Also you can't always jump to a page (for a
> reprint, say). I agree with Derryck about Porthos' poor screen
> font, but have had little trouble printing out from it (except if
> I set the NVDI print dialog to greyscale - sometimes it works,
> other times nothing prints for some reason!).

Hmm, have you ever tried to load a 150 MB (433 pages with lots of heavy pictures) pdf into Porthos 2,0? On my system this is certainly not possible. Porthos dies with a bus error. With Gemscript no problem whatsoever. I only must pass that pdf through pdf2ps.ttp in order to get access to all the pages.
Under certain condition (I believe with pdf's with imbedded fonts) Porthos really makes a mess of the print job.

TTFN,
Martin

4566. SCANX PRO

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 00:25:13 UTC
From: <>
Message-ID: <JRAH8.1471$SI2.59459703@newssvr15.news.prodigy.com>
Source record: 34619

I'm receiving the following error when trying to preview or scan in SCANX
PRO:
Bad Inquiry Window Data Block.
Incorrect request sent to program.
An Error occurred! Click to continue.

Can anyone help with this? (remove <nospam> from e-mail)
Thanks!

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

4567. Re: SCANX PRO

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 01:09:44 UTC
From: lp <gfa@basic.net>
Message-ID: <B9145C98.70F8%gfa@basic.net>
Source record: 34620

in article JRAH8.1471$SI2.59459703@newssvr15.news.prodigy.com,
jdplace@prodigy.net (Joseph D. Place) at nospam wrote on 5/24/02 8:25 PM:

> I'm receiving the following error when trying to preview or scan in SCANX
> PRO:
> Bad Inquiry Window Data Block.
> Incorrect request sent to program.
> An Error occurred! Click to continue.
>
> Can anyone help with this? (remove <nospam> from e-mail)
> Thanks!

I have this program, but I've never seen such an error.

I would suggest trying to get hold of the author. Hopefully an address
on his pages is still valid.

http://www.geocities.com/nmontaser/

Lonny Pursell

4568. Re: SCANX PRO

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 01:39:28 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CEEEBA2.39708ED@rogers.com>
Source record: 34621

"jdplace@ prodigy.net (Joseph D. Place)" wrote:

> I'm receiving the following error when trying to preview or scan in SCANX
> PRO:
> Bad Inquiry Window Data Block.
> Incorrect request sent to program.
> An Error occurred! Click to continue.
>
> Can anyone help with this? (remove <nospam> from e-mail)
> Thanks!

Hi Joseph,

I hate to ask the totally obvious but asking Nima Montaser would probley get you the most direct answer, I think he posted here recently (past couple weeks).

4569. Flatbed Scanner - FREE

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 02:44:36 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <oUCH8.2991$UT.205640@bgtnsc05-news.ops.worldnet.att.net>
Source record: 34622

I'm no longer using the flatbed scanner with my Atari TT030 system, so if anyone would like it and can pick it up in Asheville, NC, you can have it for free. I don't have the shipping carton so please don't ask for it to be shipped -- it must be picked up.

The scanner is a Panasonic FX-RS505 flatbed scanner, which originally sold for around $1200 when it was new (boy, have prices on those things came down!). I'm also including all cabling, the Atari cartridge port interface and ScanSoft scanning software (that bundle cost me another $600 when I bought it).

The system should work with most any Atari ST, STe, Mega or TT030 system, but your really should have at least 2MB of RAM, preferably 4MB, for it to work efficiently.

If anyone is interested, please reply to me at s.winick@worldnet.att.net .

Sheldon

4570. Re: SCANX PRO

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 09:30:48 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205251123340.121-100000@easymint>
Source record: 34624

On Fri, 24 May 2002, lp wrote:

> I would suggest trying to get hold of the author. Hopefully an address
> on his pages is still valid.
>
> http://www.geocities.com/nmontaser/
>
Or e-mail to homa@canada.nl (Nima Montaser). The address is still valid. I
just bought ScanXPRO from him the other day. Paymant thru Paypal - thanx
to my MiNTnet ssl support :-)

Martin Tarenskeen

4571. Re: Wich soft to make FLH

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 09:57:32 UTC
From: J�r�me Ginestet <ginestet.jerome@wanadoo>
Message-ID: <3cef5ef0$0$234$626a54ce@news.free.fr>
Source record: 34625

"M�gamodeste" <yves.rogne@free.fr> a �crit dans le message news:
3ced545d$0$246$626a54ce@news.free.fr...

> Thanks Mike : Mountain software is realy good, but there is only d�mo for
free,
> and as I'm not rich for the moment I can't buy the full version. The d�mo
> version gave me reverse moves that caused me headache before to understant
where
> it came from.

```
Mountain is free since 08/2001.

http://tntmag.atari.org

--
```

J�r�me

4572. Re: Wich soft to make FLH

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 10:39:22 UTC
From: J�r�me Ginestet <ginestet.jerome@wanadoo>
Message-ID: <3cef68c5$0$243$626a54ce@news.free.fr>
Source record: 34626

"J�r�me Ginestet" <ginestet.jerome@wanadoo> a �crit dans le message news:
3cef5ef0$0$234$626a54ce@news.free.fr...
> "M�gamodeste" <yves.rogne@free.fr> a �crit dans le message news:
> 3ced545d$0$246$626a54ce@news.free.fr...
>
> > Thanks Mike : Mountain software is realy good, but there is only d�mo
for
> free,
> > and as I'm not rich for the moment I can't buy the full version. The
d�mo
> > version gave me reverse moves that caused me headache before to
understant
> where
> > it came from.
>
> Mountain is free since 08/2001.
>
> http://tntmag.atari.org

```
And on the same site "FLX work pack" should be useful too for creating FLH.

--
```

J�r�me

4573. Re: Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 11:03:36 UTC
From: <>
Message-ID: <1022323250-797774AEicMi@ntlworld.com>
Source record: 34627

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Fri, 24 May 2002 15:05:14 +0200 (CET DST)

>Ghostscript however does a much better printing job then Porthos 2.00.
>IMHO, Porthos performs very weak at this point. Also the screen output
>doesn't look good either. I guess in the future things will be improved

I dare say that it's to do with the font rendering engine thingy he's using,
since it's obviously restricted to using only a small set of fonts.

I haven't found GS' printing routines to be very reliable, I often get "file
not found" type errors because I can never remember the right order of
incantations ;-)

As we say in England though, "beggars can't be choosers" :-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4574. Re: SCANX PRO

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 11:07:20 UTC
From: <>
Message-ID: <1022323252-798075AEicMi@ntlworld.com>
Source record: 34628

From: James Alexander <james-m-alexander@rogers.com>
Date: Sat, 25 May 2002 01:39:28 GMT

>I hate to ask the totally obvious but asking Nima Montaser would probley get
>you the most direct answer, I think he posted here recently (past couple
>weeks).

Indeed. As a result I got an upgrade to ScanX Pro which has removed the bug
that bit when re-scanning the SCSI bus if the scanner wasn't switched on at
boot-up time.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4575. Re: SCANX PRO

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 11:09:54 UTC
From: <>
Message-ID: <1022323252-798366AEicMi@ntlworld.com>
Source record: 34629

From: jdplace@<nospam>prodigy.net (Joseph D. Place)
Date: Sat, 25 May 2002 00:25:13 GMT

>I'm receiving the following error when trying to preview or scan in SCANX
>PRO:

Has this bug only just bitten?

What have you added or subtracted from your system to bring this about?

Try running Steffen Engle's SCSIDRV.TOS once before scanning.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4576. JXEDITOR release 0.3

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 13:35:23 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205251527420.84-100000@easymint>
Source record: 34630

I haven't stopped working on this little Gfa project, a virtual PG800
programmer for Roland JX8P and MKS-70 Super-JX synthesizers.

Last changes:
- User definable colors when working in 16 or more colors .
(Falcon, TT, etc.)
- Intelligent fileselector routines.
- Simplified, but more effective Tone-name editing. (IMO)

Martin Tarenskeen

4577. Re: Laptop (Gateway)

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 18:10:34 UTC
From: donw@intergate.com
Message-ID: <acok2p$13ui$1@trip.net>
Source record: 34631

Hi Lonny,

Just checking to see if that Cow has any Milk.:)

On 24 May 2002 09:56:49 , lp wrote:
>in article ackgck$2sji$2@trip.net, don wolfe at donw@intergate.com wrote on
>5/24/02 12:43 AM:
>
>> To All,
>>
>> I'm thinking about buying a Gateway Pentium-4 1.5gh Laptop computer
>> with all the bells and whistles on it.
>>
>> Does anyone have experience this Company ??
>>
>> Thanks, Donner......
>
>You don't trust the cow in the ads? ;-)
>
>-------------
>Lonny Pursell
>
>
>.

4578. Re: JXEDITOR release 0.3

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 19:02:19 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <3cefdf6e$0$16756$79c14f64@nan-newsreader-02.noos.net>
Source record: 34632

Hello Martin :-)

> I haven't stopped working on this little Gfa project, a virtual PG800
> programmer for Roland JX8P and MKS-70 Super-JX synthesizers.
>
> Last changes:
> - User definable colors when working in 16 or more colors .
> (Falcon, TT, etc.)
> - Intelligent fileselector routines.
> - Simplified, but more effective Tone-name editing. (IMO)

Well, it's a good news :-)

Is the location of the file is here ?
http://www.home.zonnet.nl/m.tarenskeen/jxeditor.zip

Thank you :-)

--
Paul CAILLET.
http://music-atari.org
http://musique.atari.org

4579. FS: Atari Falcon TORONTO

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 19:23:30 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <OvRH8.22886$Hf4.3541116@news20.bellglobal.com>
Source record: 34633

```
Atari Falcon
-14meg Ram (Wizztronics)
-no hd
-no mouse
-no monitor
-no VGA adapter

TORONTO pickup only

res@sympatico.ca
```

4580. Re: JXEDITOR release 0.3

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 19:42:36 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205252137500.107-100000@easymint>
Source record: 34634

On Sat, 25 May 2002, Paul CAILLET wrote:

> Hello Martin :-)
>
> > I haven't stopped working on this little Gfa project, a virtual PG800
> > programmer for Roland JX8P and MKS-70 Super-JX synthesizers.
> >
> > Last changes:
> > - User definable colors when working in 16 or more colors .
> > (Falcon, TT, etc.)
> > - Intelligent fileselector routines.
> > - Simplified, but more effective Tone-name editing. (IMO)
>
> Well, it's a good news :-)
>
> Is the location of the file is here ?
> http://www.home.zonnet.nl/m.tarenskeen/jxeditor.zip
>

Yes. Your guess is correct. Betatesters please be my guest there.
Especially because I don't have a JX8P or MKS70 myself.

Martin Tarenskeen

4581. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 21:39:18 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <WxTH8.20288$Bo3.2038855@e3500-atl2.usenetserver.com>
Source record: 34635

"Frederic Fouche" <g213778@coazter.myip.org> wrote in message
news:Pine.SGI.4.10.10205051721420.10721-100000@coazter.myip.org...
>
> MagiC users, please speak aloud, I know you have been reading this 'now'
> long thread about magic/cli/gem/gui/sql.
> None of you really dipped in it. Why is that?

Because I'm still trying to figure out how to get STing to work under
MiNT, N.AES, and that thread has ONE reply, which didn't work :/
Why would I want to run STing under MiNT? Simple...at this time it's the
only Stack that looks at my ethernet on an Atari Falcon.

> Are you satisfied with what Dennis Vermeire has to say?

I've missed his post, but from what I've seen before, he's usually pretty
down to earth, with pleads that APPLICATIONS be more thoughtful in not
crying for rescources not found in normal TOS/GEM...unless it's truly needed
for the application to work.

I think a reasonable set of rules for anyone developing a new application
would be to focus in early versions of the software on functionality. Get
the basics of the software down so it works on a plain 1meg ST. Obviously
there are some things where this simply might not be possible, and a
multitasking kernel and more memory will be a REQUIREMENT. However...most
things, with some thought it can be done.

Now...there's a basic version that works under all the variants of TOS/GEM.
Later versions of the application may begin to pick up on features of the
newer AESes and such....that's fine...the plain TOS/GEM user can just go
back to the older versions that work for them.

That sounds fair enough...
And I honestly believe that 'most' developers HAVE done exactly that.
Almost every 'commercial' application I can think of has at least one
version that runs well under plain TOS/GEM. Actually...the only things I've
ever tried to run that cared barked at me, "Must have MiNT installed!"

> Do you consider Dennis the spokesman for you, being MagiC users?

No

> I am just curious, because I know that there are MORE than 1 user (Dennis)
> here using MagiC.
> Yet none of you really said anything, speak up! :)

Unfortunately, I have to use all of them and it's a real pain in the ass.
When I want to work with graphics or get onto my ethernet, I boot MagiC.

When I want to work with pearl and bash scripts and large batch operations I end up booting MiNT. When I want to run CuBase Audio, I boot clean. When I want to deal with large disk partitions (over 2 gig) it's back to MiNT again to take advantage of ext2. It's a bloody night mare that I have to load a different OS depending on what I'd like to get done.

Okay, I'm hopeful about this so called MagiCNet. Somehow I'm in a gap that doesn't upgrade...go figure. I have version 6.01 english, and there's no way to get to 6.2 without buying a new German Version from overseas? Or maybe some kind soul would upgrade it for me, but it'd still have to be done from over seas and I'd have to get some obscure not officially supported english rsc and documentation files from somewhere else...if....I can even find it again.

But then....why bother? I heard that only 'special ports' of the mint net clients and servers work with it anyway. Heh...do we get tools to port them with? What's the point in upgrading? Someday fairly soon I suppose I will....as building a fast lan is of interest to me.

In this respect...MiNT seems a little nicer...it's all in the cvs repository ONLINE. If it's avilable at all, chances are, it's there or it doesn't exist.

I like being able to grab code off the net for certian things, and compile under gcc.
Definately a plus of MiNT. There's a lot of good code out there that compiles under net with one simple command. make

On my Falcon CT2b...
Both MagiC and MiNT/N.AES 2.0 crash ALOT!
I can move stuff around the desk top and think (oh, this is so cool) for hours with no problems. But when I start actually trying to use the thing, I find I better SAVE constantly, and be in a very paitent mood to boot/reboot/tweak/boot/reboot/tweak.

In the contest of 'stability' and things behaving as they should, on my Falcon...MagiC wins hand down. It's faster feeling and freezes/crashes/hangs far less than my current MiNT/N.AES setup. Under MagiC, All the Falcon resolutions work as they should with software like Photoline, PixArt, TrueImage, etc. With both N.AES and XAAES and alot of great graphics software, some resolutions work fine...other's just display garbage.

Why do I bother messing with it?
It's fun sometimes....
And I'm hopeful that someday I can just sit down, turn on the machine, use it, and forget about what OS is running on it. Like my good old Mega ST felt with Notator, KCS Omega, Cubase, etc. I've been very happy with my ST running MIDI apps :) The Falcon to a large degree has been a constant disappointment.
Always 'so close' to working with this 'drool factor of coolness'...but dern when I start actually trying to use it often ends up being a waste of time.

I'd hoped the Falcon would be a step above the ST, in allowing those great MIDI apps to run along side some other basic production tools. Oh well...a good attempt for 1992 ;)

Someday....
There might be one 'something' I can boot, and run a complete SUITE of software
in a single work session to do anything I wanna do without having to reboot a different stinking kernel. So far...there's no such thing for my Falcon given my current library of software.

Brian

4582. Let'em'Fly

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 22:07:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3cf00b04$0$29605$4c56ba96@master.news.zetnet.net>
Source record: 34636

Hi, Gang!

1. On a TT I have recently frequently suffered the infamous Error 69
several times, from which I thought I was immune, with MagiC6.01.

This time, I discovered that the effects that "Let'em'Fly" (in AUTO)
provides have disappeared with each "Error 69" (like underlined chars,
use of Undo in (/shame) Yokon card game (/endshame) etc).

So: is this "error 69" due to "let'em'fly" or what?

2. In Protext, and otherwise, the mouse pointer sometimes disappears:
only "mouse-on.prg" will bring it back. Comments?

Regards to all here,
Charles.

PS, for those who know: both my new Hades060 and my Syquest drive have
gone dead-wise, and needed spondulics for repairs are totally absent :)

Cheers, All.

4583. Re: SCANX PRO

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 22:10:43 UTC
From: <>
Message-ID: <DZTH8.3396$G91.95325446@newssvr17.news.prodigy.com>
Source record: 34637

On 25 May 2002 10:09:54 , <derryck@.NOT~THIS~cix.co.uk> wrote:
>From: jdplace@<nospam>prodigy.net (Joseph D. Place)
>Date: Sat, 25 May 2002 00:25:13 GMT
>
>>I'm receiving the following error when trying to preview or scan in SCANX
>>PRO:
>
>Has this bug only just bitten?
>
>What have you added or subtracted from your system to bring this about?
>
>Try running Steffen Engle's SCSIDRV.TOS once before scanning.
>
>Cheers
>
>Derryck

Thanks everyone, I found that using the CBHD driver took care of the
problem (thanks Nima).

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

4584. Re: Reading WINXP.DOC & .PDF FILES

Newsgroup: comp.sys.atari.st
Date: 2002-05-25 23:00:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1022408312.12589.1@demeter.uk.clara.net>
Source record: 34641

Hi Derryck

> As we say in England though, "beggars can't be choosers" :-)

Oy!, check your political correctness manual, in Wales, Ireland and
Scotland, its "Asylum seekers can be choosers".

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.365 / Virus Database: 202 - Release Date: 25/05/2002

4585. Pagestream 2.2/Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 06:33:18 UTC
From: <>
Message-ID: <Ok%H8.2682$KW7.140164311@newssvr16.news.prodigy.com>
Source record: 34638

When I run Pagestream 2.2 on my Falcon, it takes about 2 minutes to start.
On my STe, it starts right up. Things seem to run fine on the Falcon once
it finally starts. Does anyone know if there is a fix available for this?
Was there a different version compiled for the Falcon?

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

4586. TOSfiles...

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 06:59:46 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1022418706-926336AEicMi@xs4all.nl>
Source record: 34645

A few days ago thwere was a post here that pointed to
the files on the net regarding these '#-69' error
messages. I erased the posting by mistake. Does
anyone has this address or URL?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4587. Re: Pagestream 2.2/Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 07:12:18 UTC
From: yves.rogne@free.fr
Message-ID: <3cf08ad1$0$243$626a54ce@news.free.fr>
Source record: 34639

On 26 May 2002 06:33:18 , Joseph D. Place wrote:
�When I run Pagestream 2.2 on my Falcon, it takes about 2 minutes to start.
�On my STe, it starts right up. Things seem to run fine on the Falcon once
�it finally starts. Does anyone know if there is a fix available for this?
�Was there a different version compiled for the Falcon?

What's about looking the programm flags ? Fastbit seems to be off.

Regards

M�gamodeste

4588. Wanted to buy FDI interface for atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 08:47:31 UTC
From: fonocrop@yahoo.es
Message-ID: <83ffacc2.0205260047.5ec6e98e@posting.google.com>
Source record: 34640

Pleasse mail-me to fonocrop@yahoo.es

thx in advance!

4589. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 11:07:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1022519184.18062.1@doris.uk.clara.net>
Source record: 34564

Hi Brian

> Okay, I'm hopeful about this so called MagiCNet. Somehow I'm in a gap
that
> doesn't upgrade...go figure. I have version 6.01 english, and there's no
> way to get to 6.2 without buying a new German Version from overseas? Or
> maybe some kind soul would upgrade it for me, but it'd still have to be
done
> from over seas and I'd have to get some obscure not officially supported
> english rsc and documentation files from somewhere else...if....I can even
> find it again.

If you were to obtain the DDP translations you'd be able to eMail the team
direct with any problems that you wont be able to find.

I worked with the DDP team and nitpicked profusley before the translations
saw the light of day, you are unlikely to find any problems, so no support
would be needed

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.365 / Virus Database: 202 - Release Date: 24/05/2002

4590. Need advice on releasing a game as freeware

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 11:12:56 UTC
From: TGoacher <gah@cesint.demon.co.uk>
Message-ID: <Yq3l8.150542$5g4.26792@news.easynews.com>
Source record: 34642

I have a game written for Red Rat Software in 1988 that was not released due to the compnay going bust, and feel that it should be released as freeware.

I would be gratefull if anyone could suggest a good site or group that would be the best place to post it.
Thanks in advance
GAH

4591. Re: Need advice on releasing a game as freeware

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 11:20:52 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrnaf1hah.ri.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 34643

On Sun, 26 May 2002 11:12:56 GMT, TGoacher <gah@cesint.demon.co.uk> wrote:
>I have a game written for Red Rat Software in 1988 that was not released due
>to the compnay going bust, and feel that it should be released as freeware.
>
>I would be gratefull if anyone could suggest a good site or group that would
>be the best place to post it.
>Thanks in advance
>GAH

The best would be to put it on a website in downloadble form and announce it
on ATARI.ORG (http://www.atari.org/) and in other ST related forums
(as on LGD http://www.atari.st).

Tell others where to find it and it will be found!
Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321 PGP-Key: http://home.tu-clausthal.de/~ifmar/pubkey.asc

4592. Re: Wanted to buy FDI interface for atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 11:24:23 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <3cf0c599$0$17308$79c14f64@nan-newsreader-01.noos.net>
Source record: 34644

Hello Marc :-)

ATARI Workshop
http://www.atari-workshop.co.uk/products/soundpool.htm

WB Systemtechnik GmbH
http://www.wbsystemtechnik.de/atari/katalog/kat_soun.htm

Emmesoft di Marco Greppi
http://www.emmesoft.com/atari/hard.htm

Regards :-)

--
Paul CAILLET.
http://music-atari.org
http://musique.atari.org

4593. Re: Need advice on releasing a game as

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 12:19:24 UTC
From: yves.rogne@free.fr
Message-ID: <3cf0d2cc$0$223$626a54ce@news.free.fr>
Source record: 34546

> In article <Yq3I8.150542$5g4.26792@news.easynews.com>, TGoacher
> > I would be gratefull if anyone could suggest a good site or group that would
> > be the best place to post it.
> > Thanks in advance
> There is a comp.binaries.atari.st newsgroup. I think that would be an
> excellent place to post software like you described.

I didn't knew that one, thanks.

As binaries forums don't keep the files more thant one month (on my isp) it may not be the best place to release it.

> There is also the Belgian ftp-site chapelie.rma.ac.be

That's a great place (-;

Regards

M>gamodeste

4594. comp.binaries.atary.st

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 12:24:17 UTC
From: yves.rogne@free.fr
Message-ID: <3cf0d3f1$0$243$626a54ce@news.free.fr>
Source record: 34547

On 26 May 2002 11:41:19 , SwampHick wrote:

�comp.binaries.atari.st

Didn't found it)-:

4595. New Atari/multi platform site

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 14:34:41 UTC
From: Bondie0001 <bondie0001@yahoo.co.uk>
Message-ID: <acqrq1$1ljb$1@news.dialups.co.uk>
Source record: 34548

All,

If your into Atari ST games, check out my site.

www.tq-gaming.com

Rgs,

Chris

4596. OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 15:47:47 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205261744320.102-100000@easymint>
Source record: 34549

My latest toy, a 2nd hand Umax scanner, is now working with my Falcon
running ScanXPRO. Very nice!

Is there any OCR software for Atari computers that I could try ?
Does it work well ?

Martin Tarenskeen

4597. [WEB] TransAction : update

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 16:04:41 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <3cf1074a$0$639$79c14f64@nan-newsreader-02.noos.net>
Source record: 34550

Hello :-)

Translated softwares pages has been updated:
Web pages links of any translated softwares has been actived...

InterActive pages has been updated:
ftp://sofa.dartnet.co.uk/pub/atari/interactive/
was dead, all links works now in internal to permit you to be continued to
download the software described in the InterActive pages...

Regards...

Paul CAILLET
for TransAction
http://transaction.atari.org

4598. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 16:09:49 UTC
From: Paul CAILLET <atarinews@alussinan.org>
Message-ID: <3cf1087e$0$10258$79c14f64@nan-newsreader-03.noos.net>
Source record: 34551

Hello Martin :-)

> Is there any OCR software for Atari computers that I could try ?
> Does it work well ?

I don't know if it's work very well, but it's an OCR software:
http://www.clauss-net.de/atari.html#ocr

Regards :-)

--
Paul CAILLET.
http://music-atari.org
http://musique.atari.org

4599. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 16:54:18 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1022435828-350525AEicMi@xs4all.nl>
Source record: 34552

Hi Martin,

Check this out:

http://www.clauss-net.de/atari.html#ocr

It works good and shows all in real time. There is
also a package that is from Migraph who made scan
software for the handscanners. It is reliable but a
little bit out of date. You have to export your
scanned text as a ASCII file and then open it to
chack the result. In OCR from Claus that can be seen
uring the process.

Try his one first...

Raoul Teulings
Wilhelminastraat 77-II
1054 VX Amsterdam
tel: 020-6206167
fax: 084-8820845
GSM: 06-55172683
email: rt@xs4all.nl

4600. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 19:41:43 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <1103_1022442103@news.frii.com>
Source record: 34553

On Sun, 26 May 2002 17:47:47 +0200, you wrote in comp.sys.atari.st:
> My latest toy, a 2nd hand Umax scanner, is now working with my Falcon
> running ScanXPRO. Very nice!
>
> Is there any OCR software for Atari computers that I could try ?
> Does it work well ?
>
> Martin Tarenskeen
>

I don't know about the software on Claus's site, but the Migraph software has the ability to "learn" fonts it doesn't recognize automatically. Also, I discovered that if the font being scanned had thick horizontal components to the letters in relation to the vertical components often caused problems. As a result, an uppercase "D" was often recognized as "I)".

I never used the program much, found out I didn't need OCR all that often. But the letter recognition problem may be partly linked to the resolution of the handscanner I was using. With the higher resolutions available on flatbeds, it may not be a problem. And I seem to remember (too lazy to look in the book at the moment) you may be able to adjust the amount of space the program "looks at" as being the area that a letter takes up.

I keep telling myself I'll put it back on the TT someday, but someday never seems to come. :-)

Ken

4601. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 19:59:35 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205262150590.62-100000@easymint>
Source record: 34554

On Sun, 26 May 2002, Raoul Teulings wrote:

> Hi Martin,
>
> Check this out:
>
> http://www.clauss-net.de/atari.html#ocr
>

Thanx. I downloaded it and it looks and works quite nicely.
It's a shame that Alexander Clauss has left the Atari platform. (?)
CD-Player, CAB, and OCR: He has given us some really nice Atari software.

question. I sometimes read about GDPS drivers. Is there a GDPS driver for
a UMAX 1220s somewhere, and if so, where should I find one ?

Martin Tarenskeen

4602. Re: Pagestream 2.2/Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 20:23:32 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3cf143b5.19608525@news.free.fr>
Source record: 34555

Le 26 May 2002 07:12:18 GMT, yves.rogne@free.fr (M�gamodeste) �crit:
>...
>What's about looking the programm flags ? Fastbit seems to be off.
>
Fasload must also be set on the printer drivers(yes!), and perhaps
import/export filters.
-
Attention, adresse anti-spam

4603. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-05-26 21:01:50 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B9169BBC.2262C%nameerf@flash.net>
Source record: 34556

in article 1103_1022442103@news.frii.com, Ken Springer at
wordworks@greeleynet.com wrote on 5/26/02 11:41 AM:

> On Sun, 26 May 2002 17:47:47 +0200, you wrote in comp.sys.atari.st:
>> My latest toy, a 2nd hand Umax scanner, is now working with my Falcon
>> running ScanXPRO. Very nice!
>>
>> Is there any OCR software for Atari computers that I could try ?
>> Does it work well ?
>>
>> Martin Tarenskeen
>>
>
> I don't know about the software on Claus's site, but the Migraph software has
> the ability
> to "learn" fonts it doesn't recognize automatically.

A. Clauss's has this also. If it comes across something it doesn't identify
as a known letter/font, it asks you to type which letter it is supposed to
be, or you can tell OCR to ignor it if it is just a stray mark on the page.

It's quite a nice program. It displays the scanned image in a window at the
top part of the screen, and at the bottom displays a text window that shows
in real time what it has recognized and entered as part of the text. Nice,
simple dialogs come up to ask you to identify unrecognized characters. A
fairly elegant piece of software (for its age - it's been out and un-updated
for quite a while now).

Mike Freeman
nameerf@flash.net

4604. Re: Laptop (Gateway)

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 03:07:57 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205261907.18b430ea@posting.google.com>
Source record: 34557

donw@intergate.com (don wolfe) wrote in message news:<ackgck$2sji$2@trip.net>...
> To All,
>
> I'm thinking about buying a Gateway Pentium-4 1.5gh Laptop computer
> with all the bells and whistles on it.

Why? A TiBook and or iBook are the way to go.

>
> Does anyone have experience this Company ??

There on their last leggs according to their balance sheet and The Street.

> Thanks, Donner......

sinclap!

4605. Re: Laptop (Gateway)

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 03:17:16 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205261917.4c89335@posting.google.com>
Source record: 34558

"Carby" <techsupport@spamnews.dsl.pipex.com> wrote in message
news:<3cee28b7$0$231$cc9e4d1f@news.dial.pipex.com>...
> "N Harlow" <nick@1632systems.co.uk> wrote in message
> news:ackhv2$do9$1@thorium.cix.co.uk...
> > Make sure of the warranty, since Gateway are withdrawing from Europe
> >
> >
> > Nick
> >
>
> Seems the poster is from the States, so that shouldn't be a problem.
>
> However, I would seriously reccomend Dell for reliability, price, and an
> excellent warranty service.

Not! Check your local consumer group for more.
>
> Or, alternatively, buy a ST book (if you can find one...)

> Simon

sinclap!

4606. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 03:30:11 UTC
From: nmontaser@hotmail.com
Message-ID: <e657320c.0205261930.4cbe301a@posting.google.com>
Source record: 34559

Martin,
The s/w you are using (ScanX PRO) is a GDPS scanner driver when
used as an ACC or standalone program under Multitasking OS. So, all
you'd need to do is to use an application that supports direct
scanning via GDPS (such as Photoline, OCR1.4, etc) and then you'd be
all set.

cheers,
Nima

Martin Tarenskeen <nospam@zonnet.nl> wrote in message
news:<Pine.MNT.4.31.0205262150590.62-100000@easymint>...
> On Sun, 26 May 2002, Raoul Teulings wrote:
>
> > Hi Martin,
> >
> > Check this out:
> >
> > http://www.clauss-net.de/atari.html#ocr
> >
>
> Thanx. I downloaded it and it looks and works quite nicely.
> It's a shame that Alexander Clauss has left the Atari platform. (?)
> CD-Player, CAB, and OCR: He has given us some really nice Atari software.
>
> question. I sometimes read about GDPS drivers. Is there a GDPS driver for
> a UMAX 1220s somewhere, and if so, where should I find one ?
>
> Martin Tarenskeen

4607. MagIC-PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 05:19:40 UTC
From: donw@intergate.com
Message-ID: <acsflb$2h1s$1@trip.net>
Source record: 34560

Would like to hear from anybody running MAGIC-PC, and will it run on a Pentium 4, and is it still being supported ??

Thanks, Donner......

4608. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 08:30:49 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205271030060.73-100000@easymint>
Source record: 34561

On 26 May 2002, Nima Montaser wrote:

> Martin,
> The s/w you are using (ScanX PRO) is a GDPS scanner driver when
> used as an ACC or standalone program under Multitasking OS. So, all
> you'd need to do is to use an application that supports direct
> scanning via GDPS (such as Photoline, OCR1.4, etc) and then you'd be
> all set.
>

Cool !!

Martin Tarenskeen

4609. Re: Wanted to buy FDI interface for atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 11:00:41 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <ykoI8.485$PI3.38206@news8-gui.server.ntli.net>
Source record: 34562

Hello.

Re: Falcon FDI.

I have a Steinberg FDI for sale.

Look at the other sites then make me a sensible offer.

Barrie at Keychange Music.

www.keychange.co.uk

4610. Atari Online News, Etc. #04-21

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 12:51:21 UTC
From: danap8@aol.com
Message-ID: <20020527085121.18827.00000758@mb-cc.aol.com>
Source record: 34563

```
A-ONE #0421 05/24/02

~ Microsoft Will Comply! ~ People Are Talking! ~ Netscape 7.0 In Beta
~ Kids Internet-Friendly ~ Xbox On Losing End! ~ JagFest 2K2 News!
~ Nintendo Boss Retiring ~ Copy-proof CDs Cracked ~ GameCube Price Cut!
~ Major Solaris Upgrade! ~ Kazaa Case Collapsing! ~ HighWire News!

-* Wireless Gaming Gains Ground *-
-* E3 Depicts Gaming Console Battles! *-
-* Microsoft Case 4 Years Old, Far From Over? *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4611. Atari web espa&#65533;ol

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 17:26:39 UTC
From: Numbnao <unifer@latinmail.com>
Message-ID: <3cf25dab$1_2@nova.entelchile.net>
Source record: 34571
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,ctdl.sys.atari8

Espa&#65533;ol: Hola, nueva pagina de atari 8 bit en espa&#65533;ol
Atari alternative version
http://mipagina.123.cl/fercaster

English: Hello, new it paginates web of atari 8bit in Spanish
Atari Alternative
http://mipagina.123.cl/fercaster

4612. Re: Wanted to buy FDI interface for atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 17:32:59 UTC
From: DylanSOB <dylansob@earthlink.net>
Message-ID: <f5uI8.771$K64.169@newsread2.prod.itd.earthlink.net>
Source record: 34565

Do you have a Falcon ADAT audio interface for sale?

Thanks,
Dylan O'Brien

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:ykoI8.485$PI3.38206@news8-gui.server.ntli.net...

> I have a Steinberg FDI for sale.
>
> Look at the other sites then make me a sensible offer.
>
>
> Barrie at Keychange Music.
>
> www.keychange.co.uk

4613. Re: Pagestream 2.2/Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 17:38:14 UTC
From: <>
Message-ID: <aaul8.2648$Qb4.119937059@newssvr15.news.prodigy.com>
Source record: 34566

On 26 May 2002 20:23:32 , Thierry A.C wrote:
>Le 26 May 2002 07:12:18 GMT, yves.rogne@free.fr (M&#65533;gamodeste) &#65533;crit:
>>...
>>What's about looking the programm flags ? Fastbit seems to be off.
>>
>Fasload must also be set on the printer drivers(yes!), and perhaps
>import/export filters.
>-
>Attention, adresse anti-spam
>.

How do I look at the program flags? Fastload is set in Neodesk, if this is what you mean.
Thanks!

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

4614. FS: SCSI stuff - HD - cables, Connectors - case , CPUs etc

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 17:47:00 UTC
From: nmontaser@hotmail.com
Message-ID: <e657320c.0205270947.2bbd2d6a@posting.google.com>
Source record: 34567

Hi gang,
I have a whole whack of SCSI stuff for sale. The first to offer me
$40 Or best offer, gets it all. I must warn you, due to the nature of
some of the items, you might end up paying big bucks for the shipping.
It is your choice, you can exclude some of the items from shipping, if
you wish. Shipping is extra.

- Syquest Syjet 1.5GB Removal drive + 2 cartridges. No cable.
- SCSI A/B switch box, 50pin centronix (used to switch between two
SCSI chains, i.e, when sharing between PCs)
- Several high grade SCSI cables, various lenghts, various connectors
(50 pin, 25 pin, etc)

- SCSI Ribbon cable building kit: (used for building either internal
cables, or scsi case connectors)
* 40~50 feet of SCSI ribbon cable
* 34 50pin Male head connectors
* 12 50pin centronix Male connectors

- > 12 3head SCSI internal ribbon cables

- A couple of enclosures for devices. Can house SCSI HDs.

CPUS: (they should be working, they were pulled out from working
systems)
- Several MC68030 PGA processors
- A couple of MC68882 PGA Match Coprocessors

Chips: (for free)
- Dozens of 1MB, 256KB Simms, 80-150 ns, not sure of their state.
- Lots of chips which I have no idea what they are, and what systems
(mac, pc, etc) they were putted out from. You never know, you might
hit a gold mine with them.

Let me know if you are interested, or call me at 613-277-5577

cheers,
Nima

4615. Re: MagIC-PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 18:26:38 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cf27b9d$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 34568

"don wolfe" <donw@intergate.com> wrote in message
news:acsflb$2h1s$1@trip.net...
| Would like to hear from anybody running MAGIC-PC, and will it run on a
| Pentium 4, and is it still being supported ??

I have version 1.2 running on an Athlon. It works quite well. I don't know enough to say whether it iwll or will not run on a Pentium 4 but I don't see why not. There is a later version but I think German only. Try the ASH website.

JI Logan

4616. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 18:30:58 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cf27bf0$0$29608$4c56ba96@master.news.zetnet.net>
Source record: 34569

OCR - Optical Character Recognition for all Atari compatibles

Author: Alexander Clauss, Stresemannstr. 44, D-64297 Darmstadt, Germany

Email: aclauss@rbg.informatik.th-darmstadt.de

Download from chapelie.rma.ac.be perhaps? or prehaps InterActive?

It is very good, though has to be taught the font - if you are prepared to do that, you can get a lot done. The font means a particular size and shape of letters. If you have exactly the same page scanned at a different resolution you might have to re-train it. Modern PC ocr programmes are more automatic but often while you can correct errors, the program cannot be taught.

Someone mentioned Migraph. There is also Syntex. Neither are very useable - Syntex might be better than Migraph but needs good clear images.

JI Logan

4617. Atari apps for FM synths

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 18:40:07 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0205271040.1cfb9685@posting.google.com>
Source record: 34570

Hi All

Just compiled this. For those of you with FM synths and Atari's this
will be a treat!!

TimC

==========

Atari apps for FM synths

==========

Caged Artist 4-OP deluxe Editor
http://tamw.atari-users.net/4opdelux.zip

DX Heaven MPE compatable Caged Artist editor
http://tamw.atari-users.net/dxheav1.zip

DX Heaven without MPE Caged artist editor
http://tamw.atari-users.net/dxheav2.zip

Tims DX sounds with DumpIt
http://tamw.atari-users.net/timdxsnd.zip

DX7, Fbo1 and CZ Sounds from Andrew , with librarian
http://groups.yahoo.com/group/atari-midi/files/Dx.zip

Dump & editor program for Yamaha DX-21, DX27 and DX100
http://groups.yahoo.com/group/atari-midi/files/Dx21over.zip

DX7 edit .prg by Jaap Kramer. Load Standard Sysex and send one patch
at a time.
http://groups.yahoo.com/group/atari-midi/files/Dx7edit.prg

Tim's DX7 Sounds in Standard Sysex format. 30 banks Use DUMPIT to
load them.
http://groups.yahoo.com/group/atari-midi/files/Timdxsnd.zip

Dutch Atari- Midi TX81Z dumper
http://groups.yahoo.com/group/atari-midi/files/Tx81z.zip

Tims TX81Z files in Caged artist format for 4 Op Deluxe. Contains a
whole library of Microtonal scales as well as performance setups. and
Sounds by Tim.
http://groups.yahoo.com/group/atari-midi/files/Tx81z_ca.zip

These are utilities for the Yamaha TX81Z. TX Convert will convert
sysex files from a variety of formats (Advanced 4OP, 4OP Ed, Omni

Bank, Super Librarian, sysex, and others) into .DXX files for use in Dr. T's 4OP Editor. Listing will create an alphabetic listing of all your patches in all your .DXX files.
http://groups.yahoo.com/group/atari-midi/files/Tx_conv.zip

TX81Z, TQ5, DX11 Sounds in XOR and Caged Artist Format : 4 OP Deluxe (From Trond)
http://groups.yahoo.com/group/atari-midi/files/Txsounds.zip

Uniman Demo with DX7 profiles
http://groups.yahoo.com/group/atari-midi/files/Uniman_d.zip

programs for dx100 and cz-101 plus sourcecode
http://groups.yahoo.com/group/atari-midi/files/cz-dx/

David Black's TX81Z editor
http://groups.yahoo.com/group/atari-midi/files/dbtx81z.zip

DX7 sounds in Standard Sysex format. The best organized Collection I have seen from the Net! Load them with DUMPIT or MIDIAN.
http://groups.yahoo.com/group/atari-midi/files/dx.zip

DXpatch. A single voice patch editor for the DX7
http://groups.yahoo.com/group/atari-midi/files/dxpatch.zip

DX-Shuttle. Dx7 librarian with banks of sounds
http://groups.yahoo.com/group/atari-midi/files/dxshuttl.zip

FM wave analysis Application
http://groups.yahoo.com/group/atari-midi/files/fmwave.zip

DXpert DX7 Librarian DEMO that can load regular SysEX banks where you can create banks and audition them. The Zip also contains many DX sounds including those from the book "600 Sounds". The banks are in .SND extension but are still regular sysex banks. Note: the actual program only works from Drive A.
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Dx7/Dexpert.zip

DX7 and TX816 Editor
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Dx7/Dxed.prg

DX7 Sounds used in the production of Les Miseribles which uses 4 DX7's in the score
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Dx7/Dxsounds.zip

Stephan Ibsen's staggering collection of 10,417 sounds for the DX7/6 Op synths in standard sysex format. No duplicates!
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Dx7/dx7_syx_v101.zip

DX-Convert. Utility by Ross Maclver. Converts Dr T/Xor format files to standard sysex as well as Sysex to Dr T . Excellent! A Much needed utility.
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Dx7/dx_conv.zip

Excellent DX7 Editor and Librarian. Freeware from Germany. Works on 030 machines in Hi Color modes as well
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Dx7/dxbunker.zip

DX-ANDROID! by Tom Bajoras. Assembled by David Leaver from a modified version of the original source code. Released as Freeware! You will need a blank disc to put your sounds onto when first starting the program.
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Dx7/dxdroid.zip

Cubase Mixermaps for the FB01 and some other 4-OP Synths
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Fb01/4op_mix.zip

YS editor version for FB01 (beta) from
http://www.telebyte.nl/~mt/yseditor.htm
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Fb01/ysedfb01.zip

4-Op Librarian from Quin Soft
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Tx81z/adv_4_op.zip

More TX81Z Sounds ! 32 banks. Standard Sysex. Use midian or Dumpit to load them
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Tx81z/TX81Z.zip

Contains the editor FOUROPED.PRG for Yamaha 4 OP FM synthesizers, TX81Z, DX 100, DX 11 etc. and loads of sounds
http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/Yamaha/Tx81z/DX11.zip

DX7 sounds Sounds from DX7 list members. Use DUMPIT or MIDIAN (atari) to load them
ftp://byrd.math.uga.edu/pub/music/dx7/list-archive/patches

DX7 On-Line manual
http://www.multimania.com/chipple/dx7/dx7.html

4618. Atari 520STFM trouble

Newsgroup: comp.sys.atari.st
Date: 2002-05-27 23:29:46 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3CF33FD1.CC82F262@libero.it>
Source record: 34572

Hi!

Last weekend I've bought from a friend two STs; a 1040STF, that works well, and a 520STFM, with this problem: when turned on, the 520 shows on screen only some coloured vertical stripes, then freeze.
Anyone have an idea? It could be the ROMs? I'm thinking to change roms from the 1040 to 520 to discover, but first I'd like to know if I could be right :-)

Thanks!

--
Tony
|||
|||
/ | \
Atari Maniac!

4619. Re: Atari 520STFM trouble

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 01:58:01 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3cf2d619@news.victoria.tc.ca>
Source record: 34573

T.J. (tjskidNOSPAM@libero.it) wrote:
: Hi!

: Last weekend I've bought from a friend two STs; a 1040STF, that works
: well, and a 520STFM, with this problem: when turned on, the 520 shows on
: screen only some coloured vertical stripes, then freeze.
: Anyone have an idea? It could be the ROMs? I'm thinking to change roms
: from the 1040 to 520 to discover, but first I'd like to know if I could
: be right :-)

If something is wrong in the 520 then the 520 could damage any 1040 parts
you put in it, (and vice versa, parts from the 520 could damage the 1040
if you took them from the 520 and put them in the 1040 without testing
them first).

I would not do what you suggest.

I am no expert, but I would assume that the first things to test would be
things in the video output circuitry.

Perhaps an old atari book or magazine has hardware trouble shooting
guides. I would read them first before risking damaging the working ST.

4620. Re: Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 02:04:53 UTC
From: nurmix@spam-free.com
Message-ID: <3cf2d945.9896613@news-server.socal.rr.com>
Source record: 34574

On Fri, 24 May 2002 09:08:28 -0100, <derryck@.NOT~THIS~cix.co.uk>
wrote:

>You might find that other resolutions which divide equally by 32 (864 etc)
>and set to 4*3 aspect ratio in Videlity also work?

Thanks for the tip, I'll give it a try.

It's strange. I just noticed that when I boot under HD Driver
(Nemesis LO+Videlity) with my current 2-color resolution of 800x600,
the display looks good. However, as I mentioned, CAF is more prone to
crashing under HD Driver on my system (more about this in another
message)...

When I boot under ICD Pro (Nemesis LO+Videlity) with my current
2-color resolution of 800x600, CAF is much less likely to crash, but
the display has some problems - in fact, the problems start at the
desktop, before even launching CAF. Any icon below or to the right of
what the NORMAL screen size would be no longer shows any text label.
The space for the text is there under the icon, just not the text
itself.

For example, I boot under ICD Pro (Nemesis LO+Videlity), to achieve an
800x600 2 color resolution. The trash can icon is located in the
lower right corner of the screen. This puts it in the "extra screen
space" I've added by using Videlity. When it's there, I see no text
under it's icon. If I move it on the desktop within the area that
would be considered the NORMAL Falcon 2-color screen resolution
(without Videlity), the icon text shows.

The same thing is true if I open a drive window and maximize it.
Anything outside of what would be the NORMAL Falcon 2-color screen
resolution shows the icon, but no text under it. When I launch CAF at
this resolution, all the small text labels on the transport bar are
gone, but the program works well.

Any thooughts on this one?

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4621. Re: MagIC-PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 02:10:52 UTC
From: donw@intergate.com
Message-ID: <acuovc$6jr$1@trip.net>
Source record: 34575

On 27 May 2002 19:26:38 , "JI Logan" wrote:
>"don wolfe" <donw@intergate.com> wrote in message
>news:acsflb$2h1s$1@trip.net...
>| Would like to hear from anybody running MAGIC-PC, and will it run on a
>| Pentium 4, and is it still being supported ??
>
>I have version 1.2 running on an Athlon. It works quite well. I don't
>know enough to say whether it iwll or will not run on a Pentium 4 but I
>don't see why not. There is a later version but I think German only. Try
>the ASH website.

I have a Pentium-4 Laptop on order and will want to run many of my
Atari programs on this platform. From what you say, version 1.2 must
be in english ??

Thanks, Donner....

4622. CAF Bombs with HD Driver / not with ICD Pro

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 02:19:36 UTC
From: nurmix@spam-free.com
Message-ID: <3cf2e5d1.13109382@news-server.socal.rr.com>
Source record: 34576

Ok, here's the scenario (Falcon+Nemesis set to LO / HD Driver version 7.61). Note: turning the Nemesis OFF, and/or disabling ALL ACC and AUTO programs makes no difference; the results are still the same.

Normally, I use HD Driver on my Falcon for just about everything; under TOS, MagiC, whatever. It works well, and as it should.

When I run CAF under HD Driver, all the MIDI functions of CAF work, and it's very stable (with or without the Nemesis).

However, when I try to record AUDIO with CAF and HD Driver, that's where the trouble starts...

For example, let's say I want to record in mono on track 3. I select track 3, and open the monitor window, where I click to select a new filename. Of course, I can also simply hit record, at which point CAF will prompt me for a filename.

I name the file, hit or click OK - there's a pause of about 2 seconds, then BOOM... multi-bomb crash to the desktop, where the Falcon is completely locked up.

This happens every time without fail.

So, I boot under ICD Pro 6.5.5 using a floppy with the driver on it (by holding down ALTERNATE during bootup to make the Falcon look to the floppy drive).

I do the exact same thing, but this time, naming the file DOES NOT cause a crash, and CAF functions as it should.

So, why should the hard disk driver I use make any difference? I just can't understand what's causing the multi-bomb crashes under HD Driver. Is it some setting within HD Driver that needs to be changed?

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4623. Trampa Radovan ??

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 04:37:06 UTC
From: donw@intergate.com
Message-ID: <acv1hh$9pu$1@trip.net>
Source record: 34577

Does anyone know the E-Mail address of "Trampa Radovan" ??

Thanks, Donner.....

4624. Re: CAF Bombs with HD Driver / not with ICD Pro

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 06:32:00 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CF32460.1040608@seimet.de>
Source record: 34578

Paul Nurminen wrote:

> So, why should the hard disk driver I use make any difference? I just
> can't understand what's causing the multi-bomb crashes under HD
> Driver. Is it some setting within HD Driver that needs to be changed?

I don't think so. HDDRIVER 8 is known not to work with CAF, at least on some machines, because CAF has its own SCSI code, which is not compliant to the standard. But older versions are known to work fine, e. g. 7.9. Can you please send me your HDDRIVER serial number? I noticed that you are not registered yet with my user database.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4625. Re: Atari 520STFM trouble

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 08:27:49 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <5sf6fu48e8qji7vo4slit7bp7oj0mvc7pe@4ax.com>
Source record: 34581

On Mon, 27 May 2002 23:29:46 GMT, "T.J." <tjskidNOSPAM@libero.it>
wrote:

>Hi!
>
>Last weekend I've bought from a friend two STs; a 1040STF, that works
>well, and a 520STFM, with this problem: when turned on, the 520 shows on
>screen only some coloured vertical stripes, then freeze.
>Anyone have an idea? It could be the ROMs? I'm thinking to change roms
>from the 1040 to 520 to discover, but first I'd like to know if I could
>be right :-)
>
>Thanks!

Stripes could be a symptom of a memory problem.

Does this 520STFM have a "memory expansion" installed..?

ROMs do not (or so seldom as to be never) "go bad", so it's probably
not the ROMs.

It COULD be corrosion on the chip legs and socket, or "floating chips"
(the STs are notorious for their chips "creeping" out of their sockets
and causing all kinds of problems).

The FIRST thing to do would be to open up the system and carefully,
but firmly, press all the socketed chips back down into their sockets.

You'll hear a "crunch" as they re-seat.

Be sure to also do this for the Video Shifter chip located inside a
small metal RF shield on the righthand side of the motherboard (not to
be confused with the RF modulator on the backside of the motherboard-
there's nothing inside the modulator that needs to be reseated, so
don't open it up).

If this doesn't fix it, try VERY GENTLY lifting the socketed chips up
out of their sockets SLIGHTLY with a small screwdriver, then press
them back down into the sockets. This will "wipe" the corrosion off
the chip legs and the socket contacts.

Don't however do this with the square "MMU" chip toward the middle of
the motherboard, just push it back down without trying to lift it.

The socket this chip is in can be broken very easily, which will trash
the entire computer.

When you open the system up, if you find a loose printed circuit board floating around inside the case with a bunch of wires going to the main motherboard, you've probably got a "memory upgrade", and this is probably the source of the problems. You'll have to try VERY GENTLY to re-seat all the connections and socketed chips on the memory expansion board.

BobR

4626. Re: Atari 520STFM trouble

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 08:30:00 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <acvbik$6vo$1@news5.svr.pol.co.uk>
Source record: 34579

"T.J." <tjskidNOSPAM@libero.it> wrote in message
news:3CF33FD1.CC82F262@libero.it...
> Hi!
>
> Last weekend I've bought from a friend two STs; a 1040STF, that works
> well, and a 520STFM, with this problem: when turned on, the 520 shows on
> screen only some coloured vertical stripes, then freeze.

Are the bars stationary? Or do they move?

> Anyone have an idea? It could be the ROMs?

It could but ROMS, but they are one of the simplest component in an ST,
and not something that has a reputation for failing. If they are true ROMS
then they would be very low on my list of suspect devices. If they are
E-Prom
then possibly. I certainly would not mess with a good Atari to try and fix
a broken one. They are just too delicate, and too easy to damage.

>I'm thinking to change roms
> from the 1040 to 520 to discover, but first I'd like to know if I could
> be right :-)

I would not try this. It is very unlikley to be correct. If the ST has not
been used for some time, and stored in a high humidity environment,
or even some where where there are large ranges of temperature change
then it could be that a socketed IC (including a ROM) is not making
perfect contact, and the first thing I would try is reseating the ICs in
their sockets
after taking proper electrstatic precautions.

If that does not cure it then you are really down to real diagnoistics which
are outside the scope of this group. Bad memory (RAM not ROM) would
be next on my list of suspect areas, but to test you would need a diagnostic
cartridge, and if the RAM is as bad as I suspect then that would not work
either.

Any way I see BEST Electronics

http://www.best-electronics-ca.com/520_1040.htm

list the service manuals at $40.00 and the Diagnostic Cartridge at $39.00,
but I guess you could get a good ST from E Bay for that (assuming your are
in
the US but your headers seem to indicate Italy).

>
> Thanks!
>

That is o.k.

>
> --
> Tony
> |||
> |||
> / | \
> Atari Maniac!
>

Well the "Maniac" seems about right :-)

>

Dave

4627. Printing to file in NVDI

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 09:39:30 UTC
From: <>
Message-ID: <1022571766-153444AEicMi@ntlworld.com>
Source record: 34580

Hi all,

I've just tried Samba/Magxnet to print a file on a printer on my laptop PC, connected to my Falcon by Ethernet.

The routine actually works very well, but the result (a colour graphic) was over-inked.

Has anyone any experience of printing NVDI print-files on a PC? Do all the settings for print quality/paper type/brightness/contrast from the printer control panel get embedded into the file produced by NVDI, since there's obviously going to be a problem with the printer driver on the PC end introducing its own settings?

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4628. Re: Atari apps for FM synths

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 10:04:41 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205281157180.91-100000@easymint>
Source record: 34582

On 27 May 2002, Tim Conrardy wrote:

> Hi All
>
> Just compiled this. For those of you with FM synths and Atari's this
> will be a treat!!
>

Nice list of links Tim ! I will put some of those links on my YSEDITOR page, if you don't mind. Note: All the sounds in Tim's list that are for 4-OP FM synths (not the DX-7 ones) can be loaded into one of the YSEDITOR versions (Plus, V50, or FB01 version).

If you come across a fileformat in the list that YSEDITOR can't handle, please let me know and I will try to make YSEDITOR recognize that format too.

Martin Tarenskeen
http://yseditor.atari.org

4629. Re: LIMITMEM.TTP

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 10:14:41 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205281207120.91-100000@easymint>
Source record: 34583

On Tue, 28 May 2002, Hallvard Tangeraas wrote:

> Can someone please tell me how to use "LIMITMEM.TTP" or any other
> program which will let me assign how much memory a program will be
> using? I'll be trying it out with Notator SL (the MIDI sequencer from
> C-Lab/Emagic) first of all.
>
>

The THiNG desktop has the possibility to do this in it's "install application" options menu. This is especially usefull when using some old pre-multitasking apps under Multitasking. But I don't recommend running Notator or Cubase under a multitasking OS.

Martin Tarenskeen

4630. Re: Attention: MagiC Users.

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 11:54:38 UTC
From: <>
Message-ID: <1022663982-467112AEicMi@ntlworld.com>
Source record: 34501

From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Sun, 26 May 2002 12:07:20 +0100

>> from over seas and I'd have to get some obscure not officially supported
>> english rsc and documentation files from somewhere else...if....I can even
>> find it again.
>
>If you were to obtain the DDP translations you'd be able to eMail the team
>direct with any problems that you wont be able to find.

We've tried to make installation of our translated files as easy and as non-
obscure as possible :-)

Best place to ask questions is in here though, as everyone can benefit from
the replies and the experiences of others.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4631. Re: Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 12:05:02 UTC
From: <>
Message-ID: <1022663988-468060AEicMi@ntlworld.com>
Source record: 34502

From: nurmix@spam-free.com (Paul Nurminen)
Date: Tue, 28 May 2002 02:04:53 GMT

>When I boot under ICD Pro (Nemesis LO+Videlity) with my current
>2-color resolution of 800x600, CAF is much less likely to crash, but
>the display has some problems - in fact, the problems start at the
>desktop, before even launching CAF. Any icon below or to the right of
>what the NORMAL screen size would be no longer shows any text label.

That's really wierd. Do you have NVDI installed, and if so, does it run
before or after Videlity? The screen size doesn't seem to be being reported
correctly.

You might also try the Centek version of Videlity. It doesn't work at all
well with my CT2 whereas Videlity is fine.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4632. Re: MagIC-PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 12:26:27 UTC
From: Stanislav Opichal <stop@systinet.com>
Message-ID: <3CF37773.50308@systinet.com>
Source record: 34584

```
>>| Would like to hear from anybody running MAGIC-PC, and will it run on a
>>| Pentium 4, and is it still being supported ??
>>
>>I have version 1.2 running on an Athlon. It works quite well. I don't
>>know enough to say whether it iwll or will not run on a Pentium 4 but I
>>don't see why not. There is a later version but I think German only. Try
>>the ASH website.
>
> I have a Pentium-4 Laptop on order and will want to run many of my
> Atari programs on this platform. From what you say, version 1.2 must
> be in english ??

Why don't you choose ARAnyM? http://aranym.atari.org. You don't need to
pay for anything and you can run MagiC, MiNT or SingleTOS as you like.

regards

STan
```

4633. Re: Trampa Radovan ??

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 13:02:24 UTC
From: Diedrich Dirks <ddwhv@web.de>
Message-ID: <VA.00000182.00f62917@id-68569.user.dfncis.de>
Source record: 34585

Don wolfe:

> Does anyone know the E-Mail address of "Trampa Radovan" ??

Google: <trampa@sezampro.yu>

Tschï¿½s,
Diedrich

4634. Re: Weird Okami

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 14:14:26 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3cf3a2463936f10@europe-shareware.org>
Source record: 34586

Hello,

in article <3cedf1045b06e0@go2.pl> (comp.sys.atari.st)
Grzegorz Pawlik wrote on Fri 24-05-2002 08:51 (+0100):

> > > After using Okami for a week I saw something weird: sometimes
> > > the subjects of the posts are reduced to > or " sign. It is

> > It isn't a bug or a limitation. It's a feature. This way you can easily

> Thanx. Now I understand. :-)

And I think the quote sign is there when the message have the same
subject but is not in the same thread.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

4635. Req: STinG and Ethernet help

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 19:31:39 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205281131.769ec46@posting.google.com>
Source record: 34587

Here's where the experts are:)

I have a SCSILINK connected to a Falcon utilizing Anodynes
scsilink.stx driver.
The ethernet connection is provided by a Linksys 4 port cable modem
router, which is in turn connected to a cable modem.
As far as I can tell, the Falcon is properly connected to the LAN, and
can Ping the router, print server and two other PC's on the network,
and can ping the Falcon/SCSILINK from those machines. I can not ping
outside the LAN however.

I'm still not 50% confident in my settings of STinG, and not sure if I
am missing something in the setup. I ran an HTTP client on my XP
machine, and tried to access the port from the Falcon using CAB, but
it couldn't find or resolve the address. I can ping the IP/port that
the router is forwarding the HTTP request to, CAB just cannot access
the html page.

It seems that I might be having problems with resolve, and would like
to see how someone else has theirs setup, ie, what STX files other
then scsilink.stx are needed by STinG, what their route.tab looks
like, if dial.cfg is needed and what settings to use in that file, and
just the values in general for an ethernet connection.
TIA,
Mike

4636. FVDI 959 & Papyrus

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 19:33:17 UTC
From: Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk>
Message-ID: <ad3nt0$t22$1@news5.svr.pol.co.uk>
Source record: 34516

Can any Eclipse & FVDI users explain the following.

Should I wish to print out when using Papyrus 5.15 the Print via TOS needs to be enabled other wise the print is sent to the screen other than output to the connected printer.

Auto set up in this order Magxboot, xboot, extendos, PCI_BIOS, FVDI, NVDI & Xgem

On my set up have never managed to get NVDI 5.03 to boot before FVDI

thanks

Thomas

4637. Re: OCR for Atari ?

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 19:42:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200205282142.a45388@su2.maus.de>
Source record: 34517

Hi Martin,

MT>Is there any OCR software for Atari computers that I could try ? Does
MT>it work well ?
I own OCR by Alexander Clauss (RSC files for several languages) and Syntex.

And there was Augur, but very expensive (~ 3000 DM, EUR 1500).

Und TTschï¿½
ps

4638. Re: STinG and Ethernet help

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 20:27:19 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ad0p41$v7a$1@newsg2.svr.pol.co.uk>
Source record: 34588

"rustynutt" <rustynutt@hotmail.com> wrote in message
news:fc53daf3.0205281131.769ec46@posting.google.com...
> Here's where the experts are:)
>
> I have a SCSILINK connected to a Falcon utilizing Anodynes
> scsilink.stx driver.
> The ethernet connection is provided by a Linksys 4 port cable modem
> router, which is in turn connected to a cable modem.
> As far as I can tell, the Falcon is properly connected to the LAN, and
> can Ping the router, print server and two other PC's on the network,
> and can ping the Falcon/SCSILINK from those machines. I can not ping
> outside the LAN however.
>

This sounds like you have routing or proxy set incorrectly.
What is in your c:\sting\route.tab file ?
What proxy settings do you have in CAB ?

> I'm still not 50% confident in my settings of STinG, and not sure if I
> am missing something in the setup. I ran an HTTP client on my XP
> machine, and tried to access the port from the Falcon using CAB, but
> it couldn't find or resolve the address. I can ping the IP/port that
> the router is forwarding the HTTP request to, CAB just cannot access
> the html page.
>

I am not sure what you are saying here. Can you explain in more detail.
Also try doing "nslookup" on the address on the XP machine and then
a "traceroute" on both the Falcon and the XP machine.

> It seems that I might be having problems with resolve, and would like
> to see how someone else has theirs setup, ie, what STX files other
> then scsilink.stx are needed by STinG, what their route.tab looks
> like, if dial.cfg is needed and what settings to use in that file, and
> just the values in general for an ethernet connection.

Check out http://dwade.freeserve.co.uk/dwade/atari/main.html
Its for the Cartridge Port Ethernet card, but as far as I can tell
the only difference between using that and the Anodyne is that
I have a enec.stx and you have scsilink.stx for the card driver.
You should not need dial.cfg or any such things.

> TIA,
> Mike

Hope this helps.

Dave

4639. Re: LIMITMEM.TTP

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 20:58:44 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205282247540.111-100000@easymint>
Source record: 34500

On Tue, 28 May 2002, Hallvard Tangeraas wrote:

> Yup. Notator won't even work under any other OS than plain TOS.
> But surely the .TTp program I mentioned isn't just for multitasking
> OSes? And is Thing really needed to configure programs with it?
> I mean, I do have and use Thing, but when using my ST for MIDI
> applications I boot into plain TOS 2.06 and use the desktop there to
> save memory.
>

If you want to save memory, why do you want to limit the memory ?
Sounds like a contradiction to me. I think LIMITMEM.TTP makes a program
believe that the computer has less memory, say 520 KB, than it really has,
for example 4 MB. (Correct me if I'm wrong)

Martin Tarenskeen

4640. Re: MIDI sysex bulk-loader?

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 21:09:44 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205282300320.111-100000@easymint>
Source record: 34499

On Tue, 28 May 2002, Hallvard Tangeraas wrote:

> There are several MIDI sysex loaders available for our platform, but are
> there any *bulk* loaders available?
>
> Here's the situation: I downloaded a .zip file containing loads of
> sounds for my Roland JX-8P
> (http://members.bluefrognet.net/~rlsnuffy/jx8p/syx.zip).
> The strange thing is that the creator of this archive had made one
> single ".SYX" (sysex) for each sound, resulting in an awful lot of work.
>
> So I'm looking for a program that will load, say all ".SYX" files within
> a specific folder (i.e. "*.SYX") and assign them to different locations
> within the JX-8P. Is there something like this around?
>

This is really more a JX8P problem than a problem with the SysEx apps.
The SysEx specs of the JX8P don't allow sending or receiving a complete
bank, only single patches. Maybe it is possible with a sequence of Program
changes in combination with tone dumps. If it is possible I must have used
this possibility when I made a device adaptor for UNI_MAN. That was some
time ago, I'll take a look at it. I also have another old JX8P edit
program somewhere in my shoeboxes with Atari floppies. I'll see if I can
find it.

Martin Tarenskeen

4641. Re: MagIC-PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 21:50:31 UTC
From: JI Logan <jlog@snip.this.zetnet.co.uk>
Message-ID: <3cf3fcdb$0$29612$4c56ba96@master.news.zetnet.net>
Source record: 34589

| >I have version 1.2 running on an Athlon. It works quite well. I don't
| >know enough to say whether it iwll or will not run on a Pentium 4 but
I
| >don't see why not. There is a later version but I think German only.
Try
| >the ASH website.
|
| I have a Pentium-4 Laptop on order and will want to run many of my
| Atari programs on this platform. From what you say, version 1.2 must
| be in english ??

Well, my version is. I'm sure there was a German version of 1.2 as well.

4642. MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 21:59:16 UTC
From: Keith Brooks <brooksie1@shaw.ca>
Message-ID: <B91959D3.10432%brooksie1@shaw.ca>
Source record: 34590

What's the latest with MagiCMac - does it run on OS X or still only pre OS9?
I'd sure like to get some use out of the huge investment I made in Calamus
plus there are still some things that I can do in Calamus that Illustrator,
Quark and Photoshop haven't accomplished.

Thanks!

Keith Brooks
Calgary, Alberta

4643. Re: CAF Bombs with HD Driver / not with ICD Pro

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 22:09:10 UTC
From: nurmix@spam-free.com
Message-ID: <3cf3ff58.14690929@news-server.socal.rr.com>
Source record: 34591

On Tue, 28 May 2002 08:32:00 +0200, Uwe Seimet <us@seimet.de> wrote:

>Paul Nurminen wrote:
>
>> So, why should the hard disk driver I use make any difference? I just
>> can't understand what's causing the multi-bomb crashes under HD
>> Driver. Is it some setting within HD Driver that needs to be changed?
>
>I don't think so. HDDRIVER 8 is known not to work with CAF, at least on
>some machines, because CAF has its own SCSI code, which is not compliant
>to the standard. But older versions are known to work fine, e. g. 7.9.
>Can you please send me your HDDRIVER serial number? I noticed that you
>are not registered yet with my user database.

Sure Uwe, and thanks for the quick response.

I bought it several years ago from Systems For Tomorrow (if memory
serves). The serial number on the original floppy is 44021570. As I
mentioned, it's version 7.61.

Other than the problems with CAF, it works great. Can you suggest any
settings I might play with to make it more compatible/stable with CAF?

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4644. Re: MIDI sysex bulk-loader?

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 22:16:07 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205282355530.36-100000@easymint>
Source record: 34498

On Tue, 28 May 2002, Martin Tarenskeen wrote:

> On Tue, 28 May 2002, Hallvard Tangeraas wrote:
> > a specific folder (i.e. "*.SYX") and assign them to different locations
> > within the JX-8P. Is there something like this around?
> >
>
My reply, PART 2.

In my JX-8p adaptor for UNI_MAN it is possible to load single tones from disk in a bank, and then send the complete bank to the JX8P as a whole. But this loading of all these little files to create a complete bank in UNI_MAN still has to be done by hand.

I also found this old JX-8p editor/bankloader. It's in German, it's quite old and primitive, but it might work. I can mail it to you if you're interested.

Martin

4645. AHDI and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 22:45:15 UTC
From: nurmix@spam-free.com
Message-ID: <3cf4003e.14920725@news-server.socal.rr.com>
Source record: 34592

Well, I did some experiments with AHDI and CAF yesterday. Up to this point, I had only used either HD Driver or ICD Pro. I created a boot floppy with all the necessary files for AHDI [with AHDI.PRG in the floppy's AUTO folder], which correctly loads the driver from the floppy (when holding ALTERNATE during bootup to force the Falcon to look to the floppy drive instead of drive C:).

During my CAF tests, everything seemed to work well. As I have mentioned in previous posts, CAF will crash with HD Driver when trying to record audio. And under ICD Pro, it runs fairly stable, but there are other problems.

I think AHDI might _finally_ be the solution to my CAF crashing/stability problems. The only thing is, I'm not very familiar with it or it's limitations. And the main problem is that it's not recognizing all of my partitions, which I assume is just a limitation of the driver itself?

Here's the rundown of my Falcon drives:

[C] is my boot drive - the built-in 85MB IDE drive

Then, I have a 4.3gig SeaGate Barracuda drive for [D] through [M]:

[D] is a 349MB empty partition used for audio recording
[E] is a 349MB partition for "Applications"
[F] is a 349MB partition for "Utilities"
[G] is a 349MB empty partition used for audio recording
[H] is a 349MB partition for "Graphics & data"
[I] is a 349MB empty partition used for audio recording
[J] is a 244MB partition for miscellaneous storage
[K] is a 799MB empty partition used for audio recording
[L] is a 799MB empty partition used for audio recording
[M] is a 349MB partition for "MIDI & Music" programs

[N] is my SyQuest EZ Flyer 230

[O] is my Pioneer CD ROM drive
[P] is my Yamaha CD-RW drive

AHDI only recognizes drives [C:] through [H:] (however, even though it "sees" [H], the drive can't be opened). Is there some way to make it recognize any of the other partitions, or is that all it will handle? Both ICD Pro and HD Driver recognize all of them.

If there is no work around, I can always rearrange my drive so that there will be more space available for audio recording when booting under AHDI. As it is now, it _will_ work, since the [D] and [G] partitions are both available for audio recording. But this would limit the amount I could record in any one session with CAF (not a big deal actually). The only other drawback is that I had to copy CAF itself over to [E] since it's original drive [M] was not available.

Any help or suggestions would be appreciated!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4646. Re: Atari 520STFM trouble

Newsgroup: comp.sys.atari.st
Date: 2002-05-28 22:56:21 UTC
From: ebaiz@skyenet.net
Message-ID: <pWTI8.268$_L5.127052@newsfeed.slurp.net>
Source record: 34593

On 27 May 2002 23:29:46 , "T.J." wrote:
>Hi!
>
>Last weekend I've bought from a friend two STs; a 1040STF, that works
>well, and a 520STFM, with this problem: when turned on, the 520 shows on
>screen only some coloured vertical stripes, then freeze.
>Anyone have an idea? It could be the ROMs? I'm thinking to change roms
>from the 1040 to 520 to discover, but first I'd like to know if I could
>be right :-)

Hello,

I know for a fact it is loose chips. I get the same thing on a 1040,
but when I press down on all the chips, the computer boots. Now, if
this does not work, then it is probably a bad chip.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4647. Re: Atari 520STFM trouble

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 00:26:51 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3CF49EB2.5A909031@libero.it>
Source record: 34594

Thank to all of you, guys! I'll try to do what you suggests, then I'll post
here the results :-)

Tony

"Edward S. Baiz Jr." wrote:

> On 27 May 2002 23:29:46 , "T.J." wrote:
> >Hi!
> >
> >Last weekend I've bought from a friend two STs; a 1040STF, that works
> >well, and a 520STFM, with this problem: when turned on, the 520 shows on
> >screen only some coloured vertical stripes, then freeze.
> >Anyone have an idea? It could be the ROMs? I'm thinking to change roms
> >from the 1040 to 520 to discover, but first I'd like to know if I could
> >be right :-)
>
> Hello,
>
> I know for a fact it is loose chips. I get the same thing on a 1040,
> but when I press down on all the chips, the computer boots. Now, if
> this does not work, then it is probably a bad chip.
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> --

--
Tony
|||
|||
/ | \
Atari Maniac!

4648. Re: HDdriver and boot-floppies

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 00:37:05 UTC
From: nurmix@spam-free.com
Message-ID: <3cf412a1.1890397@news-server.socal.rr.com>
Source record: 34595

On Thu, 16 May 2002 13:49:51 GMT, northstar2010@_del_ete_yahoo.no (Hallvard Tangeraas) wrote:

>OK, to clear up what I've found out, here's everything I've written >about the matter (from my TOS 2.06 user guide in the "keyboard >shortcuts" section):

Hallvard,

I think I've come up with an 'elegant' solution to your (and MY) problem. The explanation takes a while, but once you're done, it's very easy, I promise!
;-)

I too have recently found the need to boot with AHDI when running Cubase Audio (only when I need to do audio recording). Normally, I boot under HD Driver for just about everything. And Cubase Audio _does_ work ok under HD Driver, if I'm _just_ using the MIDI portion of the software. But as you've no doubt seen in some of my recent posts, I have crashing problems with it when I try to record audio after booting under HD Driver.

In the past, I was booting under ICD Pro (from a floppy - with the driver in the AUTO folder of the floppy). This allowed me to record audio without crashing. Well, it still occasionally crashed, but not as much as it did under HD Driver. However, many people told me to try AHDI, as it was bare-bones and best for use with CAF (and SoundPool's Audio Tracker too).

I too was having the problem you were though. I could boot ok from the floppy, AHDI would load, and AUTO programs would also load from floppy. But, like you noticed, ACC programs (which in general, are a bad idea when running CAF!) would load from drive [C], as would the NEWDESK.INF from drive [C] - although I have more to say on this at the end of the explanation*.

So, here's what I did...

First off, create your AHDI boot floppy, with AHDI.PRG in the floppy's AUTO folder, and any other AUTO programs you might want also in the floppy's AUTO folder.

Now, you need to be using some sort of boot manager for this to work right. I use X-Boot, and I'm sure if you don't have that, you've got something similar.

As you no doubt know, X-Boot allows you to configure different "sets" - which allow for various boot setups. One for graphics work, one for MagiC, one for MIDI work, etc. Well, as I'm sure you also know, X-Boot allows you to create and use numerous different NEWDESK.INF files. I have about 20 (in a folder on my [C] partition called "DESKTOPS"), all named based on what boot "set" I'm going to use them with - ie. "MIDI.INF", "16COLOR.INF", "256COLOR.INF", etc.

In X-Boot, each individual "set" can have it's own NEWDESK.INF file assigned to it. When booting, X-Boot takes this custom NEWDESK.INF file, and writes it to the root of [C], over-writing any old NEWDESK.INF file that was there.

Bare with me here. A little bit of preparation is needed to get it all to come together and work...
;-)

First off, I did a normal HD Driver bootup to a 2 color desktop, and created the desktop that I'll want to see when booting from floppy [later] with AHDI. In this case, just a simple 2 color desktop, with an icon for CAF, and the drive icons I'll use for audio recording.

I then do a "SAVE DESKTOP", which writes the NEWDESK.INF file to the root of [C]. Then, I immediately copy _that_ NEWDESK.INF file from [C] to the root directory of my boot floppy. I also copy it to the folder in drive [C] where I store all of my other variations of NEWDESK.INF files for X-Boot to utilize. I then re-named the one in my "DESKTOPS" folder to "NOTHING.INF".

Next, reboot under HD Driver, and create a new "set" in X-Boot, with _no_ AUTO programs, _no_ ACCs, and _no_ CPXs. I named the set "nothing". And I configure this "set" to use the "NOTHING.INF" [newdesk.inf] file. and save the set.

Now, whenver, you want to boot from your floppy to AHDI, and you DON'T want any other ACCs to load, but you ALSO want to correct NEWDESK.INF file to load, you first do a normal HD Driver bootup to X-Boot, choose the "nothing" set, and let if boot. Now, once booted your "NOTHING.INF [newdesk.inf] file has just been written to the root of [C] by X-Boot, and X-Boot has also renamed all ACC extensions to .ACX, making them inactive.

Now you're ready to do a floppy/AHDI boot...

Obviously, make sure your AHDI boot floppy is in drive [A], and simply do a cold boot/reset, and when you see the Atari logo (bypass memory test if needed - I have mine disabled but you might not), hold ALTERNATE to force the Falcon to boot from floppy. AHDI will load, as will any AUTO programs from the AUTO folder of your boot floppy, and when you get to the desktop, the correct NEWDESK.INF file will have been loaded from [C] but no ACCs, because remember, your previous 'clean boot' under HD Driver using your "nothing" set from X-Boot disabled all of them!

That's basically it!

To reiterate: from now on, when you want to do an AHDI/floppy boot, simply FIRST do a normal boot with HD Driver, load your "nothing" X-Boot "set". Once it's done booting, re-boot from your floppy.

*Regarding _also_ copying the NEWDESK.INF file to [A]. I _think_ you're partially right about the NEWDESK.INF file being read from [C] when booting from floppy. But if I don't ALSO have that same NEWDESK.INF file I use for my "nothing" boot "set" from X-Boot on my floppy, it doesn't seem to work right. It's as if the Falcon reads the NEWDESK.INF file from _both_ [A] and [C]. I'm not 100% sure what it's doing, but as long as you follow my directions here, it WILL work.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4649. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 03:33:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cf44bc21407d1@madasafish.com>
Source record: 34509

Hi,

>> Does anyone know of a chess game that will run on a Falcon?
>
>There is a port of GNU Chess that should work, but it may require turninig
>off caches.

What about Chessmaster 2000? That was pretty good IMO,
series still runs on PC.
--
Lyndon Amsdon

4650. Re: CAF Bombs with HD Driver / not with ICD Pro

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 05:02:05 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CF460CD.6040707@seimet.de>
Source record: 34496

Paul Nurminen wrote:

> Other than the problems with CAF, it works great. Can you suggest any
> settings I might play with to make it more compatible/stable with CAF?

No, but since other users have never reported similar problems I doubt
that is has something to do with HDDRIVER, and probably also not with
CAF. Does your Falcon have a clockpatch?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4651. Re: AHDI and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 05:04:05 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CF46145.4070505@seimet.de>
Source record: 34497

Paul Nurminen wrote:

> I think AHDI might _finally_ be the solution to my CAF
> crashing/stability problems. The only thing is, I'm not very familiar
> with it or it's limitations. And the main problem is that it's not
> recognizing all of my partitions, which I assume is just a limitation
> of the driver itself?

AHDI does not support SCSI drives larger than 1 GByte. AHDI only
recognizes the first GByte of a SCSI drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4652. Re: LIMITMEM.TTP

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 09:39:43 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnaf984q.c46.atari@core.preferuje.luzik.pl>
Source record: 34503

> If you want to save memory, why do you want to limit the memory ?
> Sounds like a contradiction to me. I think LIMITMEM.TTP makes a program
> believe that the computer has less memory, say 520 KB, than it really has,
> for example 4 MB. (Correct me if I'm wrong)

Every program you run gets ALL avialible memory at startup. This was ok for SingleTOS, but it is not proper for multitasking purposes. That is why modern applications just free that memory after starup. Other (older) programs that do not do this must have some restrictions. Thist is why some form memory limitation is implemented. If I understand the idea correctly, memory is limited only on startup (program does not get whole memory but only the ammount we are limiting it) but after startup it can malloc more memory (exdending the limit).

Adam Klobukowski
atari@gabo.pl

4653. Re: Pagestream 2.2/Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 10:04:38 UTC
From: swampfax@atlantic.net
Message-ID: <WI1J8.81$e%6.92085@news1.atlantic.net>
Source record: 34504

On 26 May 2002 06:33:18 , Joseph D. Place wrote:
>When I run Pagestream 2.2 on my Falcon, it takes about 2 minutes to start.
>On my STe, it starts right up. Things seem to run fine on the Falcon once
>it finally starts. Does anyone know if there is a fix available for this?
>Was there a different version compiled for the Falcon?
>

Hi Joseph,
I had the same problem. You need FLXIFAST.PRG. It will set all bits
that are possible to set to "fast" or "slow". Send me an E-mail (my above
address is good) and I'll send the program to you.
Regards,
John G.

4654. FS (UK) Hardware & software

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 12:14:17 UTC
From: ash@coldblackroom.demon.co.uk
Message-ID: <ash-2905021214170001@coldblackroom.demon.co.uk>
Source record: 34505

For sale (and open to sensible offers!):

Cubase Audio Falcon 2 @ £60
Traxdata CDR4120 internal SCSI CDR drive @ £35
GFA BASIC v3.5 + Face Value v1 @ £15
Lattice C v5.6 @ £15

MAKE ME AN OFFER for Wangtek SCSI Tape Streamer, Pagestream v2.2,
Calligrapher Pro, Floppyshop Collection CD-ROM, SCSI-Burster, PC
Case Fan, Home Accounts 2, Superbase Personal 2, VIP Professional,
Falcon030 4MB Memory Board, Floppyshop DTP+ CD-ROM, Textstyle,
Borodino, Oxford Chess, Chuck Yeager's Advanced Flight Simulator,
Blue Max, GFA BASIC v3 Interpreter, Universal Item Selector III,
EdHak, Forget-Me-Clock II

C'mon guys - I'm moving in a couple of weeks - save me the effort
of packing this lot up, shifting it across the country and then
unpacking it again! ;-)

For more details, take a look at the following web
page:

http://www.coldblackroom.demon.co.uk/for_sale/atari.htm

Offers or enquiries to ash@coldblackroom.demon.co.uk

It's also possible some of you might be interested in some
magazines and computer books (not Atari-specific ones), and music
hardware I'm auctioning. Take a look at:

http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=sadoldg
oth&include=0&since=-1&sort=2&rows=25

best wishes,

Ash

4655. Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 12:20:08 UTC
From: swampfax@atlantic.net
Message-ID: <YH3J8.92$e%6.95549@news1.atlantic.net>
Source record: 34506

Hi All,
Does anyone know of a chess game that will run on a Falcon?
John G.

4656. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 12:37:40 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnaf9iif.cg0.atari@core.preferuje.luzik.pl>
Source record: 34507

> Does anyone know of a chess game that will run on a Falcon?

There is a port of GNU Chess that should work, but it may require turninig
off caches.

Adam Klobukowski
atari@gabo.pl

4657. Symbolic Composer Atari released as shareware

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 12:53:41 UTC
From: Trond Einar Garmo <trond.einar.garmo@hf.ntnu.no>
Message-ID: <3CF4CF55.3170D88@hf.ntnu.no>
Source record: 34508
Body handling: Binary attachment payload not displayed: trond.einar.garmo.vcf

Hi.

Symbolic Composer, Atari version 2.01 is now released as shareware. This version is especially prepared to run in Windows (or Linux?) under the Steem Atari emulator.

It is downloadable from the Symbolic Composer homepage (shareware price is 39.95 EUROS):

http://www.mracpublishing.com/download_00.html

In addition to asking the author if he would release the program I have done two-three things:

1) Prepared the complete manual as a Windows Help-file. The printout of this helpfile was then converted to PDF, so you have both options. (The PDF-file looks ugly and is very big.)

2) I made a KCS-to-SCOM spreadsheet in Microsoft Excel. This analyzes and converts the printout from KCS tracks (via Steem) to Symbolic Composer symbols.

3) I made some files for the Windows Text editor TextPad. (Plus I wrote some readmefiles about how to set up the program in Steem.)

My files was made to run Symbolic Composer smoothly in Windows under Steem, so Atari only users won't benefit from them. But the complete program in it's latest version is there for you anyway.

What is Symbolic Composer?
This program is in my opinion the most comprehensive composing environment ever written. It was developed on the Atari from 1987 to 1996, but was ported to the Mac in the beginning of the 90's. The Macversion has a much nicer user interface with menus etc. and is a quite different beast today, but the main set of functions are the same for both programs. A PC version is in the works also, but the project has been delayed a few years.

Symbolic Composer is a LISP based programming language. It kind oflives on top of LISP, although LISP functions can also be used directly in the source code. When you have written your sourcefile the LISP interpreter/compiler compiles standard MIDI-files. In the Atari version these files must be edited in a sequencer to add MIDI channels, programs, controllers etc. The best environment for the compiler and text editor is Dr. T's KCS sequencer with MPE, although both Cubase with MROS and Notator with Softlink can be used (on Atari's - in Steem only

KCS can be used, and on PC's any Windows sequencer can be used, of course).

The program takes some time to learn fluently, but the package comes with good tutorials and quite many example files in a number of styles - rock, jazzrock, new age, electroacoustic and C20 classicalstyle compositions. I would highly recommend this program, despite the (lack of) user interface and steep learning curve. (For Steem users it looks a bit nicer, especially if you run the recommended setup with TextPad.)

Trond Einar Garmo

--

_____
Trond Einar Garmo
kontorsjef
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Fax 73596588
E-mail trond.einar.garmo@hf.ntnu.no

[One or more binary attachments are retained only in the source text.]

4658. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 17:04:37 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnafa270.dko.atari@core.preferuje.luzik.pl>
Source record: 34510

```
>>> Does anyone know of a chess game that will run on a Falcon?
>>
>>There is a port of GNU Chess that should work, but it may require turninig
>>off caches.
>
> What about Chessmaster 2000? That was pretty good IMO,
> series still runs on PC.

I doubt if it will run on Falcon, but you're free to try :)

Adam Klobukowski
atari@gabo.pl
```

4659. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 17:10:17 UTC
From: Mickael Pointier <mpointie@eden-studios.fr>
Message-ID: <ad319bimv1@reader1.imaginet.fr>
Source record: 34511

> >>> Does anyone know of a chess game that will run on a Falcon?
> >>
> >>There is a port of GNU Chess that should work, but it may require
turninig
> >>off caches.
> >
> > What about Chessmaster 2000? That was pretty good IMO,
> > series still runs on PC.
>
> I doubt if it will run on Falcon, but you're free to try :)

I do not see why C2000 would not run on the falcon.
This program, if I remember well, was runing both
in 320x200x16 color mode, and monochrome, and except
digi sound does not do anything particularly tricky.

Dbug

4660. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 20:01:55 UTC
From: claytone@foxinternet.com
Message-ID: <3cf533b3_1@news.foxinternet.com>
Source record: 34512

Hi Adam-

There is a chess-war game called "Medieval". It's played with joysticks. 2 players, or 1 player against computer. It's a little different than "normal" chess in that you don't automatically win a battle when your piece outranks your opponent. You still have to do battle, and injuries are carried with that piece into it's next battle, but will eventually heal. It's pretty fun, and rather humorous. If you're looking for a serious tournament-level game, this might not be what you're looking for.

I have a Falcon with Nemesis, and it runs fine on it. I can't remember if I needed to slow it down or turn off any caches. I have a CPX module for my Nemesis that allows me to set it at 24, 20, 16, or 8 mhz, and to turn off the data and instruction caches. Maybe that CPX would work for the caches even without having Nemesis installed? If not, I'm sure there are others.

Hope that helps,

Clayton Murray
Seattle, WA USA

On 29 May 2002 12:37:40 , Adam Klobukowski wrote:
>> Does anyone know of a chess game that will run on a Falcon?
>
>There is a port of GNU Chess that should work, but it may require turninig
>off caches.
>
>Adam Klobukowski
>atari@gabo.pl
>.

4661. newbeat.atari.org login problems

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 20:38:03 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0205292231430.194-100000@easymint>
Source record: 34513

I got my registration for ACE MIDI and tried to login on the ACE MIDI website, http://newbeat.atari.org. But my login was rejected. I tried both with CAB and Lynx using MiNTnet. Both the same problem.

Then I tried again, but now using Dan Ackermans CAB.OVL, after running gluestik I could now suddenly login with CAB and my password on the newbeat website without problems.

Can anyone explain ?

Martin Tarenskeen

p.s. ACE is great !

4662. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 21:34:00 UTC
From: Franz_Iberl@ll.maus.de
Message-ID: <200205292334.a9596@ll.maus.de>
Source record: 34533

b> What's the latest with MagiCMac - does it run on OS X or still only pre OS9?
runs with 9.2.2 here (iBook). Some peable tell intermitent Problems, but it
is working for tehm nevertheless.

About the last five weeks we read "OS X probably next week". Oliver
wrote they fixed stil some bugs just now, so it seems they are really
driving it.

Servus
Franz

4663. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 21:47:01 UTC
From: ebaiz@skyenet.net
Message-ID: <p%bJ8.166$r46.111280@newsfeed.slurp.net>
Source record: 34514

On 29 May 2002 12:37:40 , Adam Klobukowski wrote:
>> Does anyone know of a chess game that will run on a Falcon?
>
>There is a port of GNU Chess that should work, but it may require turninig
>off caches.

I have that game and it runs great on my Hades with all caches on.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

4664. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-05-29 23:14:31 UTC
From: swampfax@atlantic.net
Message-ID: <rhdJ8.131$e%6.115058@news1.atlantic.net>
Source record: 34515

On 29 May 2002 13:01:55 , Clayton Murray wrote:
>Hi Adam-
>
>There is a chess-war game called "Medieval".
snip

sounds interesting (although I was looking for something more on the
line of that good 'ol 2600 chess game). Is it downloadedable from
somewhere or commercial?

4665. Re: Cubase Audio in HIGHER resolution

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 02:59:25 UTC
From: nurmix@spam-free.com
Message-ID: <3cf5952c.5147879@news-server.socal.rr.com>
Source record: 34518

On Tue, 28 May 2002 11:05:02 -0100, <derryck@.NOT~THIS~cix.co.uk>
wrote:

>From: nurmix@spam-free.com (Paul Nurminen)
>Date: Tue, 28 May 2002 02:04:53 GMT
>
>>When I boot under ICD Pro (Nemesis LO+Videlity) with my current
>>2-color resolution of 800x600, CAF is much less likely to crash, but
>>the display has some problems - in fact, the problems start at the
>>desktop, before even launching CAF. Any icon below or to the right of
>>what the NORMAL screen size would be no longer shows any text label.
>
>That's really wierd. Do you have NVDI installed, and if so, does it run
>before or after Videlity? The screen size doesn't seem to be being reported
>correctly.

Yes, I'm running NVDI, and it loads before Videlity. This 'weirdness'
only happens when I boot under ICD Pro, _not_ HD Driver or AHDI.

>You might also try the Centek version of Videlity. It doesn't work at all
>well with my CT2 whereas Videlity is fine.

I might check that out, thanks.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4666. Re: CAF Bombs with HD Driver / not with ICD Pro

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 03:02:09 UTC
From: nurmix@spam-free.com
Message-ID: <3cf595b9.5289066@news-server.socal.rr.com>
Source record: 34519

On Wed, 29 May 2002 07:02:05 +0200, Uwe Seimet <us@seimet.de> wrote:

>Paul Nurminen wrote:
>
>> Other than the problems with CAF, it works great. Can you suggest any
>> settings I might play with to make it more compatible/stable with CAF?
>
>No, but since other users have never reported similar problems I doubt
>that is has something to do with HDDRIVER, and probably also not with
>CAF. Does your Falcon have a clockpatch?

Yes, to the best of my knowledge it does. It also has the Nemesis
accellerator installed (and the person who installed it told me the
clock patch _had_ been done).

I've done more testing with ICD Pro, HD Driver, and AHDI. CAF seems
to run best with AHDI so far.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4667. Re: AHDI and Partitions

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 03:03:31 UTC
From: nurmix@spam-free.com
Message-ID: <3cf59669.5465094@news-server.socal.rr.com>
Source record: 34520

On Wed, 29 May 2002 07:04:05 +0200, Uwe Seimet <us@seimet.de> wrote:

>AHDI does not support SCSI drives larger than 1 GByte. AHDI only
>recognizes the first GByte of a SCSI drive.

Well, that would explain it then!

Thanks.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4668. Re: CAF Bombs with HD Driver / not with ICD Pro

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 04:24:25 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CF5A979.2080405@seimet.de>
Source record: 34521

Paul Nurminen wrote:

> Yes, to the best of my knowledge it does. It also has the Nemesis
> accellerator installed (and the person who installed it told me the
> clock patch _had_ been done).
>
> I've done more testing with ICD Pro, HD Driver, and AHDI. CAF seems
> to run best with AHDI so far.

Try CAF_FIX from the HDDRIVER distribution. The Falcon's bad SCSI/DMA
hardware is still the best guess for the source of your problems, in
particular because others users do not observe the same problems.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4669. Re: Pagestream 2.2/Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 05:27:27 UTC
From: <>
Message-ID: <3LiJ8.174$dn3.12445934@newssvr17.news.prodigy.com>
Source record: 34522

On 29 May 2002 10:04:38 , John Garone wrote:
>On 26 May 2002 06:33:18 , Joseph D. Place wrote:
>>When I run Pagestream 2.2 on my Falcon, it takes about 2 minutes to start.
>>On my STe, it starts right up. Things seem to run fine on the Falcon once
>>it finally starts. Does anyone know if there is a fix available for this?
>>Was there a different version compiled for the Falcon?
>>
>
>Hi Joseph,
> I had the same problem. You need FLXIFAST.PRG. It will set all bits
>that are possible to set to "fast" or "slow". Send me an E-mail (my above
>address is good) and I'll send the program to you.
>Regards,
> John G.
>
>.
John,
Thanks for your help, but I guess this is not my problem. The program said
that it was already set to fastload. I tried both fast and slow, but it
still takes forever to load.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

4670. Hallvard Tangeraas' Atari TOS manual??

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 09:59:13 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cf605f01713490@tripnet.se>
Source record: 34523

I simply can't locate the TOS manual that Hallvard Tangerï¿½s wrote and announced here some time ago.

There is no link on his "Launchpad", strange??

His posts to this group are all marked as "X-No-Archive: Yes" so they can't be found on Google either. Btw a very bad idea IMHO...

Anyone??

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4671. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 10:52:06 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0205300252.687b50a5@posting.google.com>
Source record: 34524

swampfax@atlantic.net (John Garone) wrote in message
news:<YH3J8.92$e%6.95549@news1.atlantic.net>...
> Hi All,

Hi John,

> Does anyone know of a chess game that will run on a Falcon?

I think I have Psion Chess stil here. It runs perfectly on a Falcon.

Greetings,
Matthias

MJ Software Webshop
* HP-Penguin * stc-Archive offline * NewSDK development kit *
http://www.mypenguin.de/shop/
Atari Up-to-Date-List - http://www.atariuptodate.de
ST-Computer Archive - http://www.stcarchiv.de

4672. Re: STinG and Ethernet help

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 11:34:15 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205300334.329fe57b@posting.google.com>
Source record: 34525

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:<ad0p41$v7a$1@newsg2.svr.pol.co.uk>...
> "rustynutt" <rustynutt@hotmail.com> wrote in message
> news:fc53daf3.0205281131.769ec46@posting.google.com...
> This sounds like you have routing or proxy set incorrectly.
> What is in your c:\sting\route.tab file ?
> What proxy settings do you have in CAB ?

>
> > I'm still not 50% confident in my settings of STinG, and not sure if I
> > am missing something in the setup. I ran an HTTP client on my XP
> > machine, and tried to access the port from the Falcon using CAB, but
> > it couldn't find or resolve the address. I can ping the IP/port that
> > the router is forwarding the HTTP request to, CAB just cannot access
> > the html page.
> >
>
> I am not sure what you are saying here. Can you explain in more detail.
> Also try doing "nslookup" on the address on the XP machine and then
> a "traceroute" on both the Falcon and the XP machine.
>
> > It seems that I might be having problems with resolve, and would like
> > to see how someone else has theirs setup, ie, what STX files other
> > then scsilink.stx are needed by STinG, what their route.tab looks
> > like, if dial.cfg is needed and what settings to use in that file, and
> > just the values in general for an ethernet connection.
>
> Check out http://dwade.freeserve.co.uk/dwade/atari/main.html
> Its for the Cartridge Port Ethernet card, but as far as I can tell
> the only difference between using that and the Anodyne is that
> I have a enec.stx and you have scsilink.stx for the card driver.
> You should not need dial.cfg or any such things.
>
> > TIA,
> > Mike
>
> Hope this helps.
>
> Dave

The link above is broke, or no longer valid from here. I'll post
answers to what you ask after I test settings Roger (Anodyne Software)
sent.
Thanks,
Mike

4673. [UPD] from june of Eureka :-)

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 12:21:25 UTC
From: lecoat@atari.org
Message-ID: <e895cb13.0205300421.5cb324d4@posting.google.com>
Source record: 34526

Hi all,

I have uploaded the june release of Eureka on my WEB page.
My software is a 2D Graph Describer and a 3D Modeller. About
news, I can tell that the compatibility of POV 3.1 export
is now good when using POV 3.5. The LDG screen driver is
now better handled, and more compatible with some platforms.
I can say that Tos2Win is now OK, though it was very tricky
since then. The RAM is also better managed. Thanks to that,
I could run Eureka + OpenGl in 4Mb of memory on my Falcon
and MagiC Mac demo. These are my references about a minimal
configuration. Of course, without OpenGl, Eureka should
work in 1Mb of memory (can anyone tell me more ?). I also
performed some optimizations in speed. Shortly, I strongly
recommend it to you ! Any comment is welcomed.

So, see you soon for updated news of ATARI front-line ...

-- Franï¿½ois LE COAT
Eureka 2.12 Author (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

4674. Re: newbeat.atari.org login problems

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 14:38:52 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3cf63606$0$3331$6d5eecc5@news.eurekanet.com>
Source record: 34527

Martin Tarenskeen wrote in message ...
>
>I got my registration for ACE MIDI and tried to login on the ACE MIDI
>website, http://newbeat.atari.org. But my login was rejected. I tried both
>with CAB and Lynx using MiNTnet. Both the same problem.
>
>Then I tried again, but now using Dan Ackermans CAB.OVL, after running
>gluestik I could now suddenly login with CAB and my password on the
>newbeat website without problems.
>
>Can anyone explain ?
>

I guess I'm just an amazing programmer ;) More than likely it's a
problem with
cookies.

Dan
aka baldrick

4675. Re: STinG and Ethernet help

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 16:08:42 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205300808.4fba2537@posting.google.com>
Source record: 34528

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:<ad0p41$v7a$1@newsg2.svr.pol.co.uk>...
> "rustynutt" <rustynutt@hotmail.com> wrote in message
> news:fc53daf3.0205281131.769ec46@posting.google.com...

> > I have a SCSILINK connected to a Falcon utilizing Anodynes
> > scsilink.stx driver.
> > The ethernet connection is provided by a Linksys 4 port cable modem
> > router, which is in turn connected to a cable modem.
> > As far as I can tell, the Falcon is properly connected to the LAN, and
> > can Ping the router, print server and two other PC's on the network,
> > and can ping the Falcon/SCSILINK from those machines. I can not ping
> > outside the LAN however.
> >
>
> This sounds like you have routing or proxy set incorrectly.
> What is in your c:\sting\route.tab file ?
> What proxy settings do you have in CAB ?

192.168.1.1 (router) 255.255.255.0 Ethernet0 0.0.0.0
0.0.0.0 255.255.255.0. Ethernet0 0.0.0.0

Tried no proxy setting in CAB and tried the 192.168.1.1 as a proxy
server also.
Have also tried using the PC as a gateway "192.168.1.4" server for the
Falcon.

>

Falcon IP 192.168.1.5
Router IP 192.168.1.1

> > I'm still not 50% confident in my settings of STinG, and not sure if I
> > am missing something in the setup. I ran an HTTP client on my XP
> > machine, and tried to access the port from the Falcon using CAB, but
> > it couldn't find or resolve the address. I can ping the IP/port that
> > the router is forwarding the HTTP request to, CAB just cannot access
> > the html page.
> >
>
> I am not sure what you are saying here. Can you explain in more detail.
> Also try doing "nslookup" on the address on the XP machine and then
> a "traceroute" on both the Falcon and the XP machine.

I have a mini "Webserver" running on the XP machine.
The Linksys cablemodem router is set to direct any incoming port 80

request
to the PC.
The Falcon can ping 192.168.1.4 (PC), but resolve cannot find the
address,
even if only the IP number is being used. It still trys to resolve
it????
I tried an FTP client, and it reports that STinG cannot resolve the
address.
nslookup from XP box shows Falcon IP of 192.168.1.5
traceroute works from both machines.

> Check out http://dwade.freeserve.co.uk/dwade/atari/main.html

Link doesn't work

> Its for the Cartridge Port Ethernet card, but as far as I can tell
> the only difference between using that and the Anodyne is that
> I have a enec.stx and you have scsilink.stx for the card driver.
> You should not need dial.cfg or any such things.

Some of the settings in dial.cfg must be required for STinG as it
won't work without them.

Have tried DNS server from the ISP
Have tried the router as the DNS server

Ping works
Traceroute works
resolve does not
DHCP on the cablemodem router is disabled

Thanks,
Mike

4676. Re: Pagestream 2.2/Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 16:41:11 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B91BA4A6.228BB%nameerf@flash.net>
Source record: 34529

in article 3LiJ8.174$dn3.12445934@newssvr17.news.prodigy.com,
jdplace@prodigy.net (Joseph D. Place) at nospam wrote on 5/29/02 9:27 PM:

> On 29 May 2002 10:04:38 , John Garone wrote:
>> On 26 May 2002 06:33:18 , Joseph D. Place wrote:
>>> When I run Pagestream 2.2 on my Falcon, it takes about 2 minutes to start.
>>> On my STe, it starts right up. Things seem to run fine on the Falcon once
>>> it finally starts. Does anyone know if there is a fix available for this?
>>> Was there a different version compiled for the Falcon?
>>>
>>
>> Hi Joseph,
>> I had the same problem. You need FLXIFAST.PRG. It will set all bits
>> that are possible to set to "fast" or "slow". Send me an E-mail (my above
>> address is good) and I'll send the program to you.
>> Regards,
>> John G.
>>
>> .
> John,
> Thanks for your help, but I guess this is not my problem. The program said
> that it was already set to fastload. I tried both fast and slow, but it
> still takes forever to load.

On a similar topic as another thread, I thought I'd heard that PageStream is one of those programs that tries to grab as much of your system's memory as possible while loading (please correct me if I'm wrong on that). For example, on my old ST, it loaded almost instantly. When I first got my Falcon, it had 4Mb and took a while longer to load. I got a 14Mb memory card, and now it takes an eternity in comparison. What if memory for this program was limited to say 2Mb? I'll have to try this and see. I don't really use PageStream all that much anymore.

Mike Freeman
nameerf@flash.net

4677. Re: STinG and Ethernet help

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 17:01:04 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ad5loq$cu7$1@newsg3.svr.pol.co.uk>
Source record: 34530

```
"rustynutt" <rustynutt@hotmail.com> wrote in message
news:fc53daf3.0205300808.4fba2537@posting.google.com...
> "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:<ad0p41$v7a$1@newsg2.svr.pol.co.uk>...
> > "rustynutt" <rustynutt@hotmail.com> wrote in message
> > news:fc53daf3.0205281131.769ec46@posting.google.com...
>
> > > I have a SCSILINK connected to a Falcon utilizing Anodynes
> > > scsilink.stx driver.
> > > The ethernet connection is provided by a Linksys 4 port cable modem
> > > router, which is in turn connected to a cable modem.
> > > As far as I can tell, the Falcon is properly connected to the LAN, and
> > > can Ping the router, print server and two other PC's on the network,
> > > and can ping the Falcon/SCSILINK from those machines. I can not ping
> > > outside the LAN however.
> > >
> >
> > This sounds like you have routing or proxy set incorrectly.
> > What is in your c:\sting\route.tab file ?
> > What proxy settings do you have in CAB ?
>
> 192.168.1.1 (router) 255.255.255.0 Ethernet0 0.0.0.0
> 0.0.0.0 255.255.255.0. Ethernet0 0.0.0.0
>

The driver from L:yndon expects "EtherNet" but the Anoydyne
may be different and I don't have the documents.

> Tried no proxy setting in CAB and tried the 192.168.1.1 as a proxy
> server also.
> Have also tried using the PC as a gateway "192.168.1.4" server for the
> Falcon.
>
> >
>
> Falcon IP 192.168.1.5
> Router IP 192.168.1.1
>
> > > I'm still not 50% confident in my settings of STinG, and not sure if I
> > > am missing something in the setup. I ran an HTTP client on my XP
> > > machine, and tried to access the port from the Falcon using CAB, but
> > > it couldn't find or resolve the address. I can ping the IP/port that
> > > the router is forwarding the HTTP request to, CAB just cannot access
> > > the html page.
> > >
```

> >
> > I am not sure what you are saying here. Can you explain in more detail.
> > Also try doing "nslookup" on the address on the XP machine and then
> > a "traceroute" on both the Falcon and the XP machine.
>
> I have a mini "Webserver" running on the XP machine.
> The Linksys cablemodem router is set to direct any incoming port 80
> request
> to the PC.
> The Falcon can ping 192.168.1.4 (PC), but resolve cannot find the
> address,
> even if only the IP number is being used. It still trys to resolve
> it????
> I tried an FTP client, and it reports that STinG cannot resolve the
> address.
> nslookup from XP box shows Falcon IP of 192.168.1.5
> traceroute works from both machines.
>
>
> > Check out http://dwade.freeserve.co.uk/dwade/atari/main.html
>
> Link doesn't work

Sorry it was late and I did not check should be

http://www.dwade.freeserve.co.uk/atari/main.html

>
> > Its for the Cartridge Port Ethernet card, but as far as I can tell
> > the only difference between using that and the Anodyne is that
> > I have a enec.stx and you have scsilink.stx for the card driver.
> > You should not need dial.cfg or any such things.
>
> Some of the settings in dial.cfg must be required for STinG as it
> won't work without them.

That is really odd as I do not have : -

1. A dialer directory of my "C" drive
2. Do not have any of the dialer software loaded
3 And as far as I can tell do not have a dial.cfg any where.
(there is a dialer.inf in d:\sting\sting126\dialer but I don't see
that sting would find that)

>
> Have tried DNS server from the ISP
> Have tried the router as the DNS server
>

I am using my router as the DNS but it does have DNS proxy built in.

> Ping works
> Traceroute works

> resolve does not
> DHCP on the cablemodem router is disabled
>

So it does looks like a resolve problem.
What are you entering as the host name and what are you expecting
to do the DNS lookup?

> Thanks,
> Mike

And please excuse very incomplete reply. Not feeling too well tonight,
so not diagnosing 100%

Dave.

4678. Re: Pagestream 2.2/Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 17:01:30 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3cf65a3c.80199380@news.free.fr>
Source record: 34531

Le Mon, 27 May 2002 17:38:14 GMT, jdplace@<nospam>prodigy.net (Joseph D. Place) crit:

>How do I look at the program flags? Fastload is set in Neodesk, if this is
>what you mean.

All drivers of pagestream are little programs.
I think Neodesk only set fastload for the main program, not for the
drivers.
Just find a program to set fastload bit on all drivers and pagestream
will load faster.

-
Attention, adresse anti-spam

4679. Re: Chess on a Flacon?

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 17:36:31 UTC
From: BMaedicke@t-online.de
Message-ID: <1fd0gzs.3bvvqm17oq40oN%BMaedicke@t-online.de>
Source record: 34532

Adam Klobukowski <atari@gabo.pl> wrote:

Hi,

> There is a port of GNU Chess that should work, but it may require turninig
> off caches.

I have Gnu Chess 4.00pl.62 with GEM version 0.9 from Warwick Allison
here and this version works perfect on my Afterburner Falcon with NOVA
graphic card. No cache problems.

Btw: Is there a newer Atari port of Gnu Chess anywhere?

Ciao, Bernd
--
Url: <http://home.t-online.de/home/BMaedicke/>

4680. Re: STinG and Ethernet help

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 20:45:59 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205301245.448d3b37@posting.google.com>
Source record: 34534

rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0205300334.329fe57b@posting.google.com>...
> "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:<ad0p41$v7a$1@newsg2.svr.pol.co.uk>...

Finally got to see a webpage on the Falcon ethernet setup. I purchased
a crossover ethernet cable and just tied it to the PC directly and
accessed the mini webserver on the local XP machine. I didn't try to
set the PC up as a gateway yet to try WAN internet access. The STinG
configuration I was using works there after changing the PC's IP to
the one the router had.

Initial transfer starts out at about 175Kb/sec but before the complete
page is displayed, rate drops to about 230b/s.

With the router out of the loop, I guess I can try to optomize the
STinG settings before going back. It's to slow as it is now, which may
have been some of the trouble in the first place, STinG timing out
before any data was received.

Mike

4681. [PRG] Past life ;-) for Atari

Newsgroup: comp.sys.atari.st
Date: 2002-05-30 21:52:40 UTC
From: Grzegorz Pawlik <atarirulez@go2.pl>
Message-ID: <3cf6a32cbc4230@go2.pl>
Source record: 34535

Hi!

Have you ever wondered who were you in your past life?
Now you have the chance to check it out with your
Atari-compatible computer. Just enter the day, month
and year when you were born in THIS life, and my prg
will tell you who you were in your PREVIOUS life.

The original version has been written by Natalie V. Zubar.
I have only made the Atari version. It works with all Ataris,
but 640x400 display is needed (so use ST-HIGH on STs).
It is a GEM program of course.

You may find it at http://gregory.atari.pl/pastlife.htm

So have fun with the secret esoteric wisdom ;-)))

--
Grzegorz Pawlik
http://marijuana.atari.org/

4682. Re: [UPD] from june of Eureka :-)

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 01:34:01 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10205302029470.21719-100000@coazter.myip.org>
Source record: 34537

Francois,

You know what would be really awesome?

Some screenshots of your application on your page.
Maybe a screenshot based simple tutorial also would be really nice.
If you can't store pictures on your www server (not enough room) I can
provide you some if needed.
If you don't have time to take the screenshots. Could someone else who
knows how to use Eureka create a simple tutorial (screenshot) based?
Ala Blender tutorial for example.

Programers: I am still surprise to see how many programs come out and yet
no real description and/or screenshots to see how the app is supposed to
look.

Lonny, Atarirc page could use some pictures too, that would be nice.

Anyway, just a suggestion :)

On 30 May 2002, Francois LE COAT wrote:

> Hi all,
>
> I have uploaded the june release of Eureka on my WEB page.
> My software is a 2D Graph Describer and a 3D Modeller. About
> news, I can tell that the compatibility of POV 3.1 export
> is now good when using POV 3.5. The LDG screen driver is
> now better handled, and more compatible with some platforms.
> I can say that Tos2Win is now OK, though it was very tricky
> since then. The RAM is also better managed. Thanks to that,
> I could run Eureka + OpenGl in 4Mb of memory on my Falcon
> and MagiC Mac demo. These are my references about a minimal
> configuration. Of course, without OpenGl, Eureka should
> work in 1Mb of memory (can anyone tell me more ?). I also
> performed some optimizations in speed. Shortly, I strongly
> recommend it to you ! Any comment is welcomed.
>
> So, see you soon for updated news of ATARI front-line ...
>
> -- Fran&#65533;ois LE COAT
> Eureka 2.12 Author (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org
> mailto:lecoat@atari.org
>
>

```
-------------------------
~^~^~^~^~^~^~^~^~^~^~^~^~
http://mp3.com/coazter
```

4683. Just a little test!

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 01:37:30 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1022783972-639051AEicMi@williams-net.com>
Source record: 34536

Everyone,
Just a little test to check my newsgroup program to
see if it is running correctly.

Thanks,
C.
"Carey Christenson"

4684. Re: Pagestream 2.2/Falcon030

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 02:27:16 UTC
From: <>
Message-ID: <8cBJ8.1140$zP6.55608371@newssvr15.news.prodigy.com>
Source record: 34538

On 30 May 2002 17:01:30 , Thierry A.C wrote:
>Le Mon, 27 May 2002 17:38:14 GMT, jdplace@<nospam>prodigy.net (Joseph
>D. Place) crit:
>
>>How do I look at the program flags? Fastload is set in Neodesk, if this is
>>what you mean.
>
>All drivers of pagestream are little programs.
>I think Neodesk only set fastload for the main program, not for the
>drivers.
>Just find a program to set fastload bit on all drivers and pagestream
>will load faster.
>
>-
>Attention, adresse anti-spam
>.

Yes - correct! Once I set all of the drivers to fastload, it now comes up
almost immediately! Thanks everyone for your help!

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

4685. [ebay] PS3000 ST Monitor

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 04:23:53 UTC
From: John Kolak <jkolak@byu.edu>
Message-ID: <3CF6FB0B.A79F8500@byu.edu>
Source record: 34539

Offering an Atari PS3000 Color monitor with built in floppy drive
(SC1224 compatible):

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2028817290

Thanks for looking.

4686. [ebay] Mega ST 2

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 04:26:08 UTC
From: John Kolak <jkolak@byu.edu>
Message-ID: <3CF6FB91.E9F8E23D@byu.edu>
Source record: 34540

Offering an Atari Mega ST 2 CPU:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2028821626

Thanks for looking.

4687. [ebay] Atari 520 ST (original)

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 04:27:43 UTC
From: John Kolak <jkolak@byu.edu>
Message-ID: <3CF6FBEE.6112E0B9@byu.edu>
Source record: 34541

Offering the original Atari 520 ST computer with SF354 floppy drive:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2028823391

Thanks for looking.

4688. [ebay] Atari SM124 Mono monitor

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 04:29:28 UTC
From: John Kolak <jkolak@byu.edu>
Message-ID: <3CF6FC58.2FD9E80F@byu.edu>
Source record: 34542

Offering an Atari SM124 Mono monitor:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2028824263

Thanks for looking.

4689. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 04:49:18 UTC
From: rs.mac@t-online.de
Message-ID: <1fd1bus.19aeqxi1g237t4N%rs.mac@t-online.de>
Source record: 34544

Keith Brooks <brooksie1@shaw.ca> wrote:

> What's the latest with MagiCMac - does it run on OS X or still only pre OS9?

http://www.application-systems.de/magicmacx/
Make you own picture.

Regards, Robert
--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

4690. Re: Symbolic Composer Atari released as shareware

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 04:49:50 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0205302049.38336d15@posting.google.com>
Source record: 34543

> Symbolic Composer, Atari version 2.01 is now released as shareware. This
> version is especially prepared to run in Windows (or Linux?) under the
> Steem Atari emulator.
>
> It is downloadable from the Symbolic Composer homepage (shareware price
> is 39.95 EUROS):
>
> http://www.mracpublishing.com/download_00.html

> Trond Einar Garmo

Hi All

Just got back from vacation and looks like Trond (of the Atari-MIDI
forum)
was busy and got the Atari version of Symbolic Composer released as
Shareware.!! You can use it on a PC under the Atari emulator called
Steem

http://tamw.atari-users.net/steem.htm

This was a very expensive package when it came out, so very thankful
for
Trond in getting it released. It is a 6 Meg download however.Lots of
stuff.

SC is a Musical Algorithmic Language which can yeild some very
interesting
results once you get past the learning curve. Thanks to Trond for
getting it released!

Anyone ever heard of this package?

Tim Conrardy
****
Tim's Atari Midi World : http://tamw.atari-users.net
Atari-Midi Forum:http://www.yahoogroups.com/group/atari-midi
Hotz Translator Forum: http://groups.yahoo.com/group/midi-translator/
==========

4691. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 08:36:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205310128570.25849-100000@shell1.aracnet.com>
Source record: 34545
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

http://www.aracnet.com/~atari/specials.htm I'm Currently running a Death, Taxes & Moving Sale! I'm not Dying! But I've moved to a new ISP Plus I've just bought out another Atari Dealer! So to Celebrate and get the Word out that I've Moved. I'm offering a Discount, giving Atarians an opportunity to Buy while I work on adding more Inventory to my Atari Catalogs. So I'm Currently offering a 25% Discount on All References/Books & Games/SoftWare for Classic 8 Bit and Atari ST Computer Lines! So spend your Tax Refund at my shop, at Bravo Sierra Computers! Check my WebLink above at specials.htm

I've added many boxes of new ST Games & HardWare. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4692. Re: Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 08:40:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cf737f21d1e20@madasafish.com>
Source record: 34454

Hi Uwe,

>The same printer works fine with a Linux PC, but it did not work with a
>parallel printer cable that was manufactured about 10 years ago. I
>needed a new, bidirectional cable to get the Linux PC working with this
>printer.

MAny Lasers seem to need the full spec printer cable. Injets
work with only a minimal of conenctions.

>Can anybody explain this behaviour and whether one can do
>something in order to get such a printer properly connected to
>a TT?

I don't know, but I guess the TT port is very similar to the ST?
I can't think of any way to get some extra control signals that
were not present on the ST port. The Epson GT scanners could be
used on STs with an extra lead plugged into the midi port, or
was it joystick. Can not remember, but even if these extra
signals could be made I think software would need patching?
--
Lyndon Amsdon

4693. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 09:43:01 UTC
From: GokMasE <fake_email@spamblock.no>
Message-ID: <Usenet.qopptpoc@localhost>
Source record: 34446

Bravo Sierra Computers wrote:
>
> http://www.aracnet.com/~atari/specials.htm I'm Currently running a
> Death, Taxes & Moving Sale! I'm not Dying! But I've moved to a new
> ISP Plus I've just bought out another Atari Dealer! So to Celebrate
> and get the Word out that I've Moved. I'm offering a Discount, giving
> Atarians an opportunity to Buy while I work on adding more Inventory
> to my Atari Catalogs. So I'm Currently offering a 25% Discount on All
> References/Books & Games/SoftWare for Classic 8 Bit and Atari ST
> Computer Lines! So spend your Tax Refund at my shop, at Bravo Sierra
> Computers! Check my WebLink above at specials.htm

Why keep on resending the _same_ message on a weekly basis?
And furthermore, why also _crosspost_ it to several newsgroups?

I think that you made yourself heard by now.

Regards,

Joakim

4694. Re: [UPD] from june of Eureka :-)

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 11:59:57 UTC
From: lecoat@atari.org
Message-ID: <e895cb13.0205310359.792e0ce3@posting.google.com>
Source record: 34447

Hi,

Frederic Fouche <g213778@coazter.myip.org> wrote in message
> Francois,
>
> You know what would be really awesome?
>
> Some screenshots of your application on your page.

Well, did you saw my homepage ? I explained that it is decorated with
Eureka. And it is true. Almost all the graphic contents comes from Eureka.
The graphic interface is very poor, compared with graphics that can be
done with the software. My software is much better illustrated with
my homepage than whatever screenshots.

> Maybe a screenshot based simple tutorial also would be really nice.

If screenshots are done for a tutorial, then yes, it becomes interesting.
But, you know, the Eureka documentation is very brief, but it contains
snapshots. Well, at least the english part of the manual ...

> If you can't store pictures on your www server (not enough room) I can
> provide you some if needed.

That's kind of you.

> If you don't have time to take the screenshots. Could someone else who
> knows how to use Eureka create a simple tutorial (screenshot) based?
> Ala Blender tutorial for example.

Yes, that would be definitely great !

> Programers: I am still surprise to see how many programs come out and yet
> no real description and/or screenshots to see how the app is supposed to
> look.

Well, by lack of time I suppose. That's my case.

> Lonny, Atarirc page could use some pictures too, that would be nice.
> Anyway, just a suggestion :)

You're welcome :-)

Bye for now ...

Regards,

-- Franï¿½ois LE COAT
Eureka 2.12 Author (2D Graph Describer, 3D Modeller)

http://eureka.atari.org
mailto:lecoat@atari.org

4695. TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 13:25:03 UTC
From: mathman242000@yahoo.com
Message-ID: <59f561e5.0205310525.57f6e425@posting.google.com>
Source record: 34448

Is it possible to use a MegaST keyboard
in place of a TT keyboard. Whats the
difference (if any?).

4696. Re: STinG and Ethernet help

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 14:46:57 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0205310646.3a72eb7d@posting.google.com>
Source record: 34449

rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0205301245.448d3b37@posting.google.com>...
> rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0205300334.329fe57b@posting.google.com>...
> > "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:<ad0p41$v7a$1@newsg2.svr.pol.co.uk>...
>
> Finally got to see a webpage on the Falcon ethernet setup. I purchased
> a crossover ethernet cable and just tied it to the PC directly and
> accessed the mini webserver on the local XP machine. I didn't try to
> set the PC up as a gateway yet to try WAN internet access. The STinG
> configuration I was using works there after changing the PC's IP to
> the one the router had.
>
> Initial transfer starts out at about 175Kb/sec but before the complete
> page is displayed, rate drops to about 230b/s.
>
> With the router out of the loop, I guess I can try to optomize the
> STinG settings before going back. It's to slow as it is now, which may
> have been some of the trouble in the first place, STinG timing out
> before any data was received.
>
> Mike

!!!!!!!
Have WAN access now! Now to get details from the ISP for POP and SMTP
:)
Speeds up to 170kb/sec, but SCSI resets on large images/files. Changed
program flags for all STinG applications and modules to run in ST RAM
(as opposed to Alternate Ram). That settled down the system, but
transfer speeds dropped to ~40kb/sec-1kb/sec. Will work on more DMA
snooping to find problem. Will post details of setup soon.
Thanks for your help,
Mike

4697. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 15:08:40 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <ad83lo$q1g$1@tyfon.itea.ntnu.no>
Source record: 34450

```
mathman <mathman242000@yahoo.com> wrote:
> Is it possible to use a MegaST keyboard
> in place of a TT keyboard. Whats the
> difference (if any?).

They're compatible, but look and feel different. I prefer the TT/MSTE
keyboard myself.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

4698. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 16:04:46 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CF79F44.12311ED0@rogers.com>
Source record: 34451

I remember seeing just such a setup a few years ago at an atari show in canada, I think it was Sam Mesbah (sp?) who had it. It worked quite fine and he said he preferred the feel of the keyboard. Me, I still like my regular TT keyboard.

mathman wrote:

> Is it possible to use a MegaST keyboard
> in place of a TT keyboard. Whats the
> difference (if any?).

4699. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 17:13:45 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <7bOJ8.92$NS6.68047@newsfeed.slurp.net>
Source record: 34452

Some people prefer the MST kbd and some TT. It's just a matter of opinion.
I've had both and to me the MST one feels nicer. They are totally
cross-compatible, in fact, early demo versions of the TT had MST kbds...

Joshua.

"mathman" <mathman242000@yahoo.com> wrote in message
news:59f561e5.0205310525.57f6e425@posting.google.com...
> Is it possible to use a MegaST keyboard
> in place of a TT keyboard. Whats the
> difference (if any?).

4700. Problems using HP 2200D with a TT

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 17:44:57 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CF7B699.7080406@seimet.de>
Source record: 34453

Hi,

I cannot get an HP 2200D printer to work with my TT and I suspect it has
something to do with the TT not having a bidirectional parallel port.
When sending data to the printer everything looks OK from the Atari's
point of view, so sending the data is possible and does not block. The
printer, however, does not print anything and the LED's indicate it is
not receiving any data.
The same printer works fine with a Linux PC, but it did not work with a
parallel printer cable that was manufactured about 10 years ago. I
needed a new, bidirectional cable to get the Linux PC working with this
printer.
Can anybody explain this behaviour and whether one can do something in
order to get such a printer properly connected to a TT?

Best regards, Uwe

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4701. Launcher

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 21:44:14 UTC
From: yves.rogneATfree.fr
Message-ID: <3cf7eeae$0$248$626a54ce@news.free.fr>
Source record: 34455

Beware : antispam adress

I'm looking for a desk accessory able to launch programm. Does anybody had one ?

Regards

M&#65533;gamodeste

4702. Re: TT versus Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 22:29:55 UTC
From: Starlord <starlord@in>
Message-ID: <KOSJ8.230$rG6.47252519@news.inreach.com>
Source record: 34457

I think they are about the same, If I had a Mega ST KB I'd try it out on my TT
to make sure.

--
The Babylon project was our last best hope for peace, it failed.
But in the year of the Shadow War it became our last best hope
for Victory. They year is 2260, the place is Babylon 5

SIAR
www.starlords.org
Akumaizer Cattery
http://akumaizer.united.net.kg
Global Japanese Bobtail Club
http://cathobbyist.com/gjbtc/
Telescope Buyers FAQ
http://home.inreach.com/starlord

"mathman" <mathman242000@yahoo.com> wrote in message
news:59f561e5.0205310525.57f6e425@posting.google.com...
> Is it possible to use a MegaST keyboard
> in place of a TT keyboard. Whats the
> difference (if any?).

4703. Re: CAF Bombs with HD Driver / not with ICD Pro

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 22:35:32 UTC
From: nurmix@spam-free.com
Message-ID: <3cf7fa2e.12520328@news-server.socal.rr.com>
Source record: 34456

On Thu, 30 May 2002 06:24:25 +0200, Uwe Seimet <us@seimet.de> wrote:

>> I've done more testing with ICD Pro, HD Driver, and AHDI. CAF seems
>> to run best with AHDI so far.
>
>Try CAF_FIX from the HDDRIVER distribution. The Falcon's bad SCSI/DMA
>hardware is still the best guess for the source of your problems, in
>particular because others users do not observe the same problems.

Yes I've tried that. Unfortunately, running CAF_FIX makes no
difference. As soon as I select a filename for recording to any given
track in CAF, it's always the same multi-bomb crash to the desktop.

But as I mentioned, under AHDI, everything seems to be working well
now - with the exception of not having access to all of my partitions
due to AHDI's limitations. But I can work around that.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

4704. Re: MagIC-PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 23:14:20 UTC
From: fmhcom@operamail.com
Message-ID: <gtTJ8.184$NS6.107625@newsfeed.slurp.net>
Source record: 34458

donw@intergate.com (don wolfe) :

> Would like to hear from anybody running MAGIC-PC, and will it run on a
> Pentium 4, and is it still being supported ??
>
> Thanks, Donner......
>
I'm Running MagiCPC 1.01 on an Athlon XP 1.4 under WinXP. Runs fine. I
think the hardware is less of an issue compared to the Host OS like Win XP or
Win2000.

4705. Re: MagIC-PC

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 23:55:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1022927973.19159.2@dyke.uk.clara.net>
Source record: 34465

Hi don wolfe

> Would like to hear from anybody running MAGIC-PC, and will it run on a
> Pentium 4, and is it still being supported ??

Ive got it running on my Pentium 4 @ 1.7Gig under Windows ME.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.368 / Virus Database: 204 - Release Date: 30/05/2002

4706. Re: Printing to file in NVDI

Newsgroup: comp.sys.atari.st
Date: 2002-05-31 23:59:15 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1022927974.19159.3@dyke.uk.clara.net>
Source record: 34468

Hi Derryck

> Hi all,

Not tonight!.

> I've just tried Samba/Magxnet to print a file on a printer on my laptop
PC,
> connected to my Falcon by Ethernet.
>
> The routine actually works very well, but the result (a colour graphic)
was
> over-inked.

What have you tried hitting it with??.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

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Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.368 / Virus Database: 204 - Release Date: 30/05/2002